

# RAVEN KNOB '16



**NEW  
REGISTRATION  
SYSTEM**

# LEADER'S GUIDE

t o S u m m e r C a m p



# C O N T E N T S



What's New This Summer?	3		
<u>Preparing For Camp</u>			
Camp Fees & Reservations	5		
Registration	8		
Packing	11	<u>Living At Camp</u>	
Transportation	12	Your First Day	36
Safety	13	Week at a Glance	38
		Contacting the Outside World	41
<u>Program information</u>		<u>Reference</u>	
Merit Badge Program	14	Honor & Merit Troop	43
The Outback High Adventure Program	24	Campsite Inspection	44
Raven Scout Program	28	Directions to Camp	45
Technology Program	31	Registration Codes	Back of Book
Twilight Activities	33	Camp Map	Back Cover
Just for Leaders	34		

## Raven Knob Scout Reservation Discrimination Policy

It is the policy of the Raven Knob Scout Reservation not to discriminate against any person on the basis of race, color, religion, creed, age, marital status or any other legally protected characteristic in the administration of any program. The Raven Knob Scout Reservation will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

### Information Subject To Change

We have made every effort to include the most up to date information in this guide. However, depending on camp enrollment, staffing, changes in the national BSA program, and/or circumstances beyond our control, the information in this guide may need to be changed. These will be made at the discretion of the camp administration. If changes are needed they will be announced at check-in or during a leaders' meeting. Leaders should frequently check our website for changes, as closed sessions are posted there.

### Attention Scoutmasters:

While we usually don't have a mosquito problem at Camp Raven Knob, we do have mosquito nets available in the Trading Post or you may bring your own from home.

### Leader's Guide Updates:

Please read through this Leader's Guide for new changes and updates before completing applications for Summer Camp.

### Photos:

Photos in the Leader's Guide come from a variety of sources including Kenny Hooker and Mark Welker. Photos also come from other sources, and can often be found on the camp Flickr page.



## Preparing for Camp

**Camp Fees** 5  
The camp fees for 2016 summer camp season.

**Camp Registration** 9  
The Registration process has been simplified. Additional participants will still be accepted one week prior to arrival, or until space is no longer available.

**Scout Permission Form** 10  
This form is needed from every Scout to assure that parents are aware of the activities offered at summer camp. Unit leaders need to make sure that they have these completed forms submitted with their final registration materials. Form is in Registration Packet.

**Medical Records Changes** 10  
The Annual BSA Health and Medical Record (Form 680-001) is the only accepted medical form for scouts and leaders attending summer camp. As requested in Part A of the form, please attach a photocopy of both sides of your personal insurance card.

**Express Health Check-In** 11  
Units can send Health Forms to Camp for Pre-Screening and go through an expedited Health Check on Sunday.

**Tour Buses** 12  
Upon arrival to camp, please follow signs and go directly to the Wesley K. Morgan Maintenance Facility to unload the tour bus.

## Program Information

**Twilight Activities** 30  
Twilight activities for Troops.

**Technology Program Area** 31  
Camp Raven Knob has expanded the Technology Program Area. Learn all about Technology and earn several merit badges.

**2016 Session Additions / Changes**  
Changes to the Raven Knob Merit Badge Program are listed on the Registration Grid in the back of this guide.

Dear Scouter,

Summer camp at Raven Knob is fast approaching. Our staff has worked diligently to assemble a program and staff that will ensure that your Scouts have an outstanding week of Scouting. We will have troops from both near and far as we gather on the shores of Lake Sobotta for the opening campfires. To make our program and ultimately your Scouts successful we have updated our Leaders Guide for your use. Please take a few moments to read the booklet so that you are familiar with it. We have added several new merit badges and changed a few schedules. If you have questions you are ask to email them to us at [office@ravenknob.com](mailto:office@ravenknob.com).

You are also encouraged to visit our website on a regular basis in the months ahead to check for updates and frequently ask questions. Other updates are posted regularly on our Face Book page. We will strive to make sure that the smallest details are covered in advance of your arrival at camp. We would ask that you follow the due dates and complete all of the registration materials online whenever possible.

We will have three opportunities for summer camp orientation. The first will be on March 17th at Highland Presbyterian Church on Cloverdale Avenue in Winston-Salem. We will start at 7:00 p.m. and dinner will be served. The second will be at First Baptist Church of Elkin on Sunday March 20th. We will start at 2:00 p.m. and refreshments will be served. The third will be on Wednesday March 23rd. This will be our online webinar and it will begin at 7:00 p.m. Check out our website for login details. Yes, it will be an exciting summer and we

look forward to seeing you at Raven Knob.

Good Scouting,

A handwritten signature in black ink that reads "Keith". The signature is written in a cursive, flowing style with a long, sweeping underline that extends to the left.

Keith Bobbitt  
Camp Director

# PREPARING FOR CAMP

## Camp Fees & Reservations

The camp fees for this summer are listed in the table on this page. The fee includes a camp patch and T-shirt for each Scout and is paid in two parts.

The first payment of \$150 per Scout is due by April 15th. This will be the Unit Count payment. This allows us to plan for the size of each unit. It is possible to add Scouts after this date, pending available space. After April 15th, increases or decrease in the Unit Count must be handled by the Administration Team. You can reach them at [registration@ravenknob.com](mailto:registration@ravenknob.com). The initial \$150 deposit per scout is refundable up until June 1st. Final payment is three weeks prior to arriving at camp. Final payment schedule is listed in the following pages.

### Leaders in Camp

All units are required to have at least two adult leaders in camp at all times. This policy is required by the Boy Scouts of America. All leaders must be registered members of the BSA, and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age.

Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp, must meet all of the above requirements.

The unit leader and one assistant may attend camp at no charge, provided that the unit has at least 10 Scouts. Units with less than 10 Scouts will have one leader at no charge.

### Summer Camp Fees

Scouts from the Old Hickory Council	\$285
Scouts from other councils	\$315
Adult Leaders (above two)	\$110
Half-week Leaders	\$65
Day Campers	\$100

Additional leader-spaces are available for a fee. Each leader-space provides meals, tentage, one official camp patch, and one T-shirt. The official leader count for the unit will be the number of additional leader-spaces plus the first two leaders.

Leaders may rotate when necessary, however, for the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a week of summer camp.



The schedule of fees and reservation deadlines have changed. The initial deposit per scout is due April 15th with a final payment due three weeks prior to camp.



All units are required to have at least two qualified adult leaders in camp at all times.

Units that rotate leaders during the week can fill a leader-space with more than one person staying different parts of the week. For example, one leader might stay the first half of the week and another the second half. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay the fee for only one leader-space. They will, however, only receive one patch and one T-shirt for the one leader-space. Additional patches and T-shirts are available for purchase in the Trading Post.

We now offer half week leader spaces that include a patch and t-shirt. If they aren't a half week or full week leader, then they pay \$5 per meal for eating at the Dining Hall. This fee should be paid in the Administration Building upon arrival at camp. They will not receive a patch or T-shirt, but may purchase them from the Trading Post. Units with a high ratio of leaders to Scouts may be contacted by our Administrative staff to ensure enough tent space for everyone.

Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Those leaders who wish to guarantee their own tent should make arrangements to bring one from home.

### Provisional Scouts

Scouts who are unable to attend during their unit's week at camp, or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scout will likely know other boys from the troop which will help him to have a more enjoyable week at camp. The Scoutmaster of the Troop attending camp will be responsible for the Scout's paperwork.

Provisional Scouts can register for camp using our new registration portal. Visit [ravenknob.com](http://ravenknob.com) for more information. The provisional camper fee is \$20 more than the normal camp fee, and is noted on this form. Full payment is due at the time of submitting registration. Since provisional space is limited, please check our web site

for availability. Provisional Scouts should bring a copy of their completed medical form with them to camp.

### Day Campers

A Day Camper program is offered for Scouts to attend camp from 9 A.M. to 5 P.M. and work on merit badges. Daycampers can register online using our new registration portal. The Day Camper fee is listed in the fee schedule, and includes insurance and lunch. A patch and a T-shirt are not included with the Day Camper fee. Scouts should check in at the Administration Building on Monday morning with a photocopy of their health form. All Day Campers who desire to take part in the Outback Program should register no later than two weeks prior to camp. Paperwork on advancements can be checked after camp on the through the new registration portal.

### Campsite Reservations

The \$100 campsite deposit for this summer reserves space for your unit to attend camp during a specific week. As the camp staff prepares for each unit's arrival, it may be necessary to make adjustments to a unit's campsite based on the size of the units attending camp that week. A unit that brings fewer Scouts than the site minimum may be asked to share that site, or to move to a smaller site. Likewise, if a unit exceeds the maximum size of a site, they may be asked to move as well. The Campsite Capacities table on the following page indicates the minimum and maximum for each campsite. The Raven Knob staff will work to accommodate each unit as much as possible. Your patience and understanding are appreciated.

Units attending Raven Knob this summer have first choice in making a reservation for next year. By submitting a \$100 deposit before September 1st, your reservation is continued for the next year. For your convenience, this deposit can be made while your unit is at camp. It is easiest to take care of this at check-in; however, the deposit can also be made following the summer camp season at the Old Hickory Council Office. Deposits must be received by September 1st, to guarantee space for



It is best for Scouts to have consistent leadership during the week.



Leaders should plan to share tents since the camp will only provide one tent for every two leaders.



The date for the Campsite Deposit / Rollover has moved up to September 1st.

the following summer. After that date, all unreserved campsites are open for new reservations on a first-come, first-serve basis.

New troops are welcome to submit a completed Application form RKSR-A and deposit prior to the September 1st rollover deadline. These new applicants will be added to the upcoming year's camp chart on a pending basis as space allows. Once the September 1st deadline has passed, all new troops will be notified of their status.

### Refund Policy

Units that withdraw their reservation prior to February 1 may receive a partial Reservation Deposit refund of \$50. Units who make a reservation and for some reason do not attend will forfeit their entire \$100 Reservation Deposit. A Reservation Deposit cannot be carried over to next year if the unit does not attend camp this summer. During the check-in process, if the deposit is not carried over for next year, it will automatically be applied to the overall balance of the current year's camp registration fees.

The camp policy regarding Scout fee refunds is as follows: Prior to three weeks out of camp, all payments made are fully refundable or transferable to another participant. Cancellations made within three weeks prior to the start of camp are subject to a non-refundable fee of \$50. Additional amounts paid in excess of \$50 will be credited back to the unit's account. The Camp Administration reserves the right to provide a full refund based on medical or extraordinary circumstance. Documented proof of medical conditions or extraordinary circumstances is necessary to receive a full refund. If a scout has to leave camp early, he may make arrangements with the Camp Administration to return that summer and continue camp from the time he had to leave through the rest of an alternative week as a Provisional Scout. Refunds will be credited to the unit's account balance, which will be settled prior to check-out. Units from the Old Hickory Council will receive the refund as a credit to their unit account with the council, for use year-round at the Old Hickory Council Office. Out-of-council units will receive the refund as a

Campsite Capacities		
Campsite	Min	Max
Apache	15	28
Arapaho	20	36
Buffalo Bill A ✎	24	40
Buffalo Bill B ✎	14	20
Cherokee	20	36
Cochise ✎	30	46
Commanche	16	24
Crazy Horse A ✎	20	42
Crazy Horse B ✎	10	26
Dan Beard ✎	24	36
Dan Boone ✎	16	28
Davy Crockett ✎	20	36
Deer Valley A	16	28
Deer Valley B	16	30
Geronimo ✎	20	48
Hill Top	18	36
Iroquois ✎	16	28
Kiowa	16	44
Kit Carson ✎	20	48
Knob View	16	32
Knoll ✎	16	36
Lakota	16	24
Laurel Ridge	16	24
Piney Ridge A	16	24
Piney Ridge B	18	36
Piney Ridge C	12	24
Ponca	18	40
Red Oak	16	32
Sam Houston	16	32
Sequoia ✎	30	46
Seton ✎	16	27
Shawnee ✎	16	24
Sitting Bull ✎	16	28
Trail's End A	16	30
Trail's End B	12	24
Wyatt Earp ✎	12	22



The camp reserves the right to re-assign campsites based on availability. There is no need to call the camp office, as this will be done automatically based on registrations from all of our units. Final campsite assignments will be available on Sunday at check-in.



Campsites with Electricity to power medical devices for Scouts and Leaders are listed show with the following icon ✎.

council check mailed to the contact address on file. Please allow at least 2-3 weeks for delivery.

Scouts, not the unit, should cover all camp costs. This prevents the unit from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early and under no circumstances may any refunds be carried over to the following summer.



# Registration

Our goal is to make the registration process easy and efficient. An overview of the registration process is presented here.

Leaders will note that the registration process is divided into four major steps. A more detailed guide and instructional videos will be posted to ravenknob.com in the Registration section.

If after reviewing the Leader's Guide and the Registration Packet you still have questions, additional help can be found at our web site ravenknob.com. This site contains tips, last minute updates and a place to send your questions for a quick and personal response.

## Online Registration

Camp Raven Knob is proud to offer complete online registration to all of our units. This summer we are transitioning to a new registration provider. Unit leaders are able to view reservation and campsite information as well as update contact information year round. Unit leaders can login 24 hours a day to update unit counts, enter merit badge schedules, and even make payments online with a Credit Card or eCheck. Once submitted, you will receive confirmation via e-mail.

This summer all registrations for Raven Knob must be completed through the new registration portal. No paper registrations will be accepted.

Information gathered online not only helps our office staff save time, but can expedite the unit throughout the entire check-in process including check-in, health check and swim check. Changes to your online registration can be made up to 3 weeks prior to your arrival at camp. Last minute changes can be emailed to registration@ravenknob.com. If you have a Scout who wants to come to camp last minute, then late registrations will be accepted 1 week prior to arrival with an additional fee of \$20 per late registrant.



### Session Registration Close Dates

Week #1 - May 29th

Week #2 - June 5th

Week #3 - June 12th

Week #4 - June 19th

Week #5 - June 26th

Week #6 - July 3rd

Week #7 - July 10th

## Summer Camp Addresses

### Before May 31

Old Hickory Council, BSA  
6600 Silas Creek Parkway  
Winston-Salem, NC 27106  
(336) 760-2900  
Fax: (336) 760-4222

### After June 1

Raven Knob Scout Reservation  
266 Raven Knob Road  
Mt. Airy, NC 27030  
(336) 352-4307  
Fax: (336) 352-3445

## Correspondence

All summer camp correspondence and registration inquiries should be sent to registration@ravenknob.com. Please allow 48 hours for a response during the summer camp offseason.

The camp office will be open from June 1 until the end of camp. Summer Camp Administration will not be able to be reached at camp before or after these dates.

## Confirmation and Changes

This summer, units will receive confirmation that schedule requests are received at check-out during the registration period. If merit badges or programs have age restrictions, the program will not allow scouts under those age restrictions to register.

While we try to accommodate all schedule requests, the administration reserves the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Sessions typically limited in size include merit badges in the Shooting Sports and Trail to Eagle areas, and most of the Outback programs.

If a merit badge or program is listed on the Registration Grid but is not available during the Registration period, then the session has reached maximum capacity and another session will need to be selected. All other program closures will be posted on our web site prior to arrival, as well as announced during Sunday check-in.

Changes to a Scout's requested schedule or other registration materials can be made online up to three weeks prior to arrival. Changes after that time must be ap-

## Registration Overview

**1**

### Unit Count

Due April 15th  
\$150 per Scout  
Non-refundable after  
June 1

The first step of the process is the Unit Count. This indicates the number of Scouts from your unit attending camp. After April 15th, additions or subtractions to your unit count must be completed by a member of the Administration team. You can reach them at [registration@ravenknob.com](mailto:registration@ravenknob.com).

**2**

### Session Registration

Due three weeks prior to  
Camp  
Remaining Balance

The second step is Registration for program sessions. Session registration begins on March 15th and ends three weeks prior to your arrival at camp. Changes can be made anytime through the new registration portal. After registration closes, changes must be made by the Administration team.

**3**

### Additional Paperwork

Due at Arrival of Camp

The additional optional-paperwork will be due at the arrival of camp. Please follow the instructions on the individual forms in the Registration Packet. These include swim check forms, insurance forms, and outdoor parental release forms.

**4**

### Check-In

Sunday arrival  
Unit Roster due

The last step is Check-in on Sunday afternoon. We will collect any remaining paperwork, such as the Unit Roster, update schedules and settle any remaining balances.

## Schedule Changes

Web	<a href="http://ravenknob.com">ravenknob.com</a>
Email	<a href="mailto:registration@ravenknob.com">registration@ravenknob.com</a>
Fax	(336) 352-3445
Phone	(336) 352-4307

proved and handled by the Administration Team. They can be contacted at [registration@ravenknob.com](mailto:registration@ravenknob.com).

### Express Check-in

Units that meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders coming to camp and make payment in full prior to arrival will be rewarded with an expedited check-in process. To qualify, make sure your contact information is up to date through the new registration portal at [ravenknob.com](http://ravenknob.com) and stay tuned to email updates prior to your scheduled arrival. Units must still complete Health Checks.

## Age, Maturity and Skill Level

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity and skill level requirements for all sessions. Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again. This allows every Scout the opportunity to participate in the program. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met.

Please note the programs listed that have specific requirements for enrollment. In addition, Scouts registered in Raven Scouts may not participate in any of the programs designed for older Scouts including Trail to Eagle.

## Medical Forms and Insurance

All Scouts and leaders attending camp must have a physical examination before coming to camp, and must have the proper medical form completed. The examination must be by a physician licensed to practice medicine.



The date for the Registration Payment has moved to three weeks prior to your arrival at camp. Additional participants will be accepted past this deadline until one week prior to arrival at camp if space is still available.

## Age/Rank Requirements

BSA Lifeguard	age 15
Outback Program	age 14
Shooting Sports	age 13 / 14
Trail to Eagle	age 13, Star Rank

Youth participants and adults are required to use BSA Medical Form 680-001. National has consolidated all previous versions of the medical form in one form for youth and adult. These forms are available through your local council service center or on our web site at [www.ravenknob.com](http://www.ravenknob.com). Please use the most current version of each form. Older versions of the medical forms cannot be accepted.

Each Scout and leader will have a health recheck after his arrival as part of the check-in procedure. The unit's medical forms will be kept on file for the week with the camp's Health Officer. They will be returned to the unit leader on Saturday at the end of the week.

Please make arrangements for physical examinations before summer camp. Any Scout or leader who does not have a com-

## Required Medical Forms

All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form.

**BSA Form 680-001** (Parts A,B & C)  
Scouts and leaders should use these forms

### Personal Insurance Card

Attach a copy of Personal Insurance Card to Medical Form (needed for MD or ER visits)

pleted health form — including the examination — will be restricted from all camp activities until an examination has been given. There are no provisions for an examination to be given at camp. Also, make sure that each health form has been signed by all parties in the appropriate places. Please keep a copy of each Scout's physical for your records. National is requiring that proof of insurance be on file for all participants com-

ing to camp. Please attach proof of insurance by providing a copy of an insurance card to the medical form.

The Scout Permission form is needed from every Scout to assure that parents are aware of the activities offered at summer camp. Unit leaders need to make sure that they have these completed forms submitted with their final registration materials.

## BSA Medication Policy

The BSA National Standard related to prescription medication at camp prompted a change in how medication is stored and dispensed at summer camp. The policy was updated on July 1st, 2007. Under the updated policy, all prescription medications (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a camper or leader for life-threatening conditions including bee-stings, heart medications, and inhalers. If sending medication with your scout to camp, please send it in original container.

According to local laws, it is required that all schedule II Narcotics be secured under dual lock and key in the Health Lodge for participants under the age of 18.

Camp Raven Knob provides lockable ammo lockers attached to the shelter in each campsite. Units will need to provide the lock for the locker. If you have any questions, please contact the camp.

## Express Health Check-In

Units have the opportunity to mail in medical forms to camp for pre-screening prior to arrival. Please mail the forms directly to camp (Attn. Health Lodge Staff) at least two weeks prior to arrival. Forms can also be emailed to [healthlodge@ravenknob.com](mailto:healthlodge@ravenknob.com). Updates and corrections can be faxed to the Health Lodge at 336.352.3505. The unit should also plan to bring another set of copies of all medical forms with them as well, just in case! National BSA requires that everyone must go through a Health Check upon arrival. Participants with forms that the Health Lodge staff has already inspected



Only BSA Medical form 680-001 will be accepted per National Policy.



Make sure each health form has all the appropriate signatures.



Units must bring copies of medical forms, not the originals, in the event they are unable to be returned to you at the time of departure.



Proof of Insurance is required for each Scout. Please provide a copy of Insurance Card and attach to Medical form.

will be allowed to go through an expedited Health Check process at the Program Center on Sunday.

## Order of the Arrow

The Wednesday night campfire program includes an Order of the Arrow call out ceremony. Units from the Old Hickory Council may have Scouts called out that are selected in an Order of the Arrow election conducted by Wahissa Lodge.

Units from outside the Old Hickory Council may also have Scouts called out for the Order of the Arrow during the ceremony. To do so, the unit leader should bring an official letter with the names of the candidates signed by the Lodge Chief or Lodge Advisor of their local Order of the Arrow lodge by Tuesday. Wahissa Lodge cannot perform elections while Troops are at camp.

Wahissa Lodge Arrowmen who have not sealed their membership in the order by completing their Brotherhood are encouraged to do so while at summer camp. Brotherhood preparation will be held early in the week with the ceremony being Tuesday evening.

# Packing

## What to Bring

Other than some basic items, different people and units will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items that you see in your mental picture. If you want to spend the afternoon fishing on the edge of the lake, don't forget your fishing rod and tackle box.

To help keep you from forgetting those all important items, we have a list below to help you when you are packing.

## Personal Equipment

- ⚙ Complete Scout uniform
- ⚙ T-shirts
- ⚙ shorts or long pants
- 👖 swim trunks
- 👖 underwear
- ⚙ socks

- ⚙ insect repellent
- 👖 Footwear for Boating
- ⚙ hat if desired
- ⚙ sweater or jacket
- 👖 extra shoes or boots
- ⚙ poncho or rain gear
- ⚙ notebook and pencil or pen
- ⚙ Scout Handbook
- ⚙ merit badge pamphlets
- 👖 watch (very important)
- 👖 washcloth and towel
- ⚙ toiletry items (soap, shampoo, toothpaste, etc. No glass bottles)
- ⚙ flashlight with new batteries
- ⚙ sleeping bag or sheets & blankets
- 👖 alarm clock (optional)
- ⚙ disc golf disc (optional)
- ⚙ pocketknife
- 👖 footlocker or suitcase or backpack
- ⚙ laundry bag
- ⚙ hand sanitizer
  
- ⚙ These items are available for purchase in the Trading Post.

## Unit Equipment

- ◆ Unit flag
- ◆ First aid kits
- ◆ Patrol flags
- ◆ Bow saws
- ◆ Lanterns
- ◆ Rope
- ◆ Extra plastic
- ◆ Brooms
- ◆ Water hose

## What Not to Bring to Camp

Personal rifles or other firearms, ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives with blades longer than 4" are also not allowed at camp. Any such equipment brought to camp must be delivered to the Camp Director when the unit checks in; it will be returned when the unit checks out.

In addition, no pets of any kind are allowed at camp; this is policy of the Boy Scouts of America and includes visitors.



Express Health Check-In allows units to expedite the health check process. To participate, units must send Health forms to camp two-weeks prior to arrival so the Health Lodge staff can pre-screen these forms.



Please send photo-copies of Health Forms NOT ORIGINALS for Express Health Check.

Finally, we strongly recommend that items such as radios, music players, electronic games, and other electronic devices not be brought to camp. Summer camp is an outdoor experience, and these items are not appropriate to that experience. Camp Raven Knob is not responsible for personal or Unit items that are damaged, lost or stolen.

## Tips

Have Scouts bring a footlocker or locking suitcase and provide an extra key for the unit leader. That way, if one key is lost, the spare one will be stored safely. With the heat and humidity of June and July, it would be advisable to have a change of clothing for each day of the week.

Cell phones for Scouts are not necessary. Considering that there are no provisions to charge them and that reception is weak at best, Scouts are advised to leave them at home.

## Privacy Notice

By participating in Old Hickory Council activities, you agree to allow the Old Hickory Council to use your image in camp and council promotional materials.

# Transportation

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer — whether it is covered or uncovered — is against the policy of the Boy Scouts of America, as well as poor judgement. In addition, units visiting Raven Knob from other councils are responsible for submitting the appropriate tour permits. Tour permit forms are available online at [ravenknob.com](http://ravenknob.com) or the BSA web site.

## Parking

Upon arrival to camp, park all vehicles in the grass along either side of the main road between the front gate and the administration building. Do not block the road.

This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The main parking area for leaders and visitors is between the main gate and the Administration building. Vehicles are not to be parked in the campsite or behind Dining Hall during the week. Units are encouraged to leave a trailer in the campsite in order to store gear. In addition, there are some localized parking areas provided for unit vehicles that may be more convenient for some campsites. These areas are marked on the camp map at the end of this guide.

All campsites must be cleared of vehicles by Breakfast Monday morning, unless prior permission with the Head Commissioner. Exceptions approved will receive a special tag for the vehicle.

To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Administration building during the week of camp. Unit vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and unit equipment. While driving in camp, please observe the camp speed limit of 5 miles per hour. No vehicles, will be allowed to operate in camp or be parked in the campsite after check-in on Sunday. If you need to leave camp during the week, please park outside the gate.

## Tour Buses

If your unit will be traveling to Raven Knob in a charter or tour bus, please notify the camp administration (336-352-4307) one week prior to your arrival so that preparations can be made. Upon arrival to camp, please go directly to the Maintenance Facility 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.

## Handicapped / Service Permits

Individuals with special needs should contact the camp office prior to arrival. For persons requiring mobility assistance, the



Upon arrival with a tour bus, please follow signs and go directly to the Maintenance Facility parking lot where you will need to unload.



Units from outside the Old Hickory Council will need to furnish accident insurance information for their Scouts and leaders

camp will have shuttle carts available. This service has proved to be both efficient and safe for all who need it. Individuals with impairments may bring their own golf carts; adult drivers are required. The camp does not furnish individual golf carts or other modes of transportation. Only Scouts and Leaders with medical issues will be allowed to ride the carts. Service permits will be issued by our Administrative Staff on an as need basis.

## Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

### In Case of Accident or Emergency

Raven Knob has a Health Lodge that is open 24 hours a day and manned by staff members trained in handling minor accidents and illnesses.

In addition, Raven Knob has a working arrangement with physicians in Mount Airy for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that the Scout's leaders drive him to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries.

At the health recheck, the camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others.

In the event of an emergency, it is important that camp policies and emergency procedures are followed at all times. Camp staff will provide direction as required.

In the event that a Scout or Leader requires medical treatment beyond the services of the Raven Knob Health office, payment for these services will be handled as follows:

Old Hickory Council participants will be covered by the Health Risk (HSR) insurance that the council carries for all traditionally registered members. This policy will cover the initial \$300 of fees for treatment. Beyond this, all other charges are those of the participant and his family. In the event that the participant

does not have medical insurance coverage, HSR will upon written notification review the charges for payment.

Out of Council participants are required to show proof of insurance for the unit on RKSR 2d. When the participant receives professional medical services this policy will be used along with medical insurance from the participant's family. It is the responsibility of the unit leader to notify their insurance carrier of a pending claim. Furthermore, it will be the responsibility of the participant's family to work with their troop leaders to process all claims of service upon returning home.

### Fire Safety

Raven Knob has a fire and emergency alarm system. This system will be explained at the Leaders' Meeting on Sunday, and a test of the system will be conducted early in the week. Some fire fighting equipment (rakes, shovels) is available in each campsite or from the Quartermaster. If there is an emergency, this equipment will be used by members of the camp staff. This equipment is not to be used by Scouts; Scouts do not fight fires under any circumstances.

Under no circumstances shall flames of any kind be used in any tent or adirondaks. If a Scout or leader plans to utilize their own tents for lodging, they should have the tent labeled "NO Flames In Tents." This can be stenciled on the tent or on a place card in front of the tent. Flashlights or battery-powered lanterns—which do not pose the threat of fire or asphyxiation — are the only acceptable light for use in tents.

### Liquid and LP Fuels

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the unit and not placed in fireplaces or trash cans, as they may explode when heated.

### Equipment Damage

Any damage to camp-owned equipment through abuse will be the responsibility of the Unit. The camp staff will assess any damages and notify the Unit. The Unit is responsible for paying for damages before leaving camp.



## Merit Badge Program

The merit badge program is the cornerstone of the summer camp program and Raven Knob offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Administration Building for an official signature. The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. It is the unit's responsibility to transfer this information to the corresponding blue card.

Please note that some sessions have minimum ages. We will allow Scouts who reach the minimum age noted during the summer camp season to sign up for those sessions with Scoutmaster approval.

### Key to Program Icons

The following icons are used in the Program Information section of this guide to help you in easily identifying which sessions are most appropriate for which Scouts. Be sure to read the program description for details about that particular program.

- 1** One hour session
- 2** Two hour session
- 3** Three hour session
- A** All day program
- Recommended for all Scouts
- Recommended for younger Scouts
- Recommended for older Scouts — Raven Scouts or first year campers are not eligible for this session
- Merit Badge required for Eagle
- Written material required
- \$** Program fee or material cost
- Indicates requirements that must be completed at home; they can not be completed at camp
- Indicates requirements that may be completed before coming to camp to allow more time for additional activities.
- Indicates a prerequisite for this program
- MAX** Indicates a maximum capacity for this session; priority is given on a first-come, first-serve basis



## Aquatics Area




### BSA / ARC Lifeguard



This is a rigorous program that certifies a Scout or adult leader to be a lifeguard. Participants are required to spend almost all of their time in the Aquatics area, including evening free swims. Scouts must be at least 15 years of age. Physical strength, stamina, strong swimming skills, and a great deal of written work is required.

BSA Lifeguard and American Red Cross (ARC) Basic Lifeguarding certifications are offered. Participants who successfully complete the week's requirements will earn both certifications. There is a \$45 fee for program materials.

Recertification is available for those with current certification or whose certification has expired within the past six months. BSA Lifeguard recertification requires attendance on Monday only and is not subject to the \$45 program fee. Candidates for recertification must provide current BSA Lifeguard and CPR certificates.

 Demonstrate proficiency in elementary backstroke, breaststroke, front crawl or trudgen, and sidestroke. Swim 550 yards in a strong manner and tread water for two minutes immediately following.

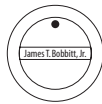


### Canoeing

**2**

A classic boating merit badge! Good physical strength and stamina are required. Scouts must be able to complete the BSA Swimmer Test in order to participate. Bring shoes for boating that can get wet.

 Successful completion of the BSA Swimmer Test



### Free Swim

**1**

What could be better to end a hot summer day than a dip in the cool waters of Lake Sabotta? Free Swim is open to all ages and skill levels.



### Kayaking

**1** MAX

This recently-developed merit badge is a great way to introduce boating skills! Scouts must be able to complete the BSA Swimmer Test in order to participate. Bring shoes for boating that can get wet.

 Successful completion of the BSA Swimmer Test



### Mile Swim

**1**

This session provides Scouts and adult leaders with an opportunity to exercise through recreational lap swimming. Interested participants are invited to swim a full mile in open water on Thursday to earn the Mile Swim BSA patch. In order to swim the mile, participants must complete specific training swims on Monday, Tuesday, and Wednesday. Leaders may earn part of their Scoutmaster Merit Badge by volunteering to help supervise the swim by rowing across the lake on Thursday.

 Successful completion of the BSA Swimmer Test



Footwear is now required for all boating activities. Water shoes are highly recommended.






### Lifesaving

**2** 

This badge is required for Eagle (alternate: Emergency Preparedness). It provides an overview of water rescue methods (Reach, Throw, Row, Go) and is a challenging merit badge that requires physical strength and stamina. Scouts must be able to swim 400 yards in a strong manner in order to participate. Bring shoes for boating that can get wet.

 Successful completion of the BSA Swimmer Test and 400-yard swim



### Rowing/Canoeing

**3** 

Learn how to pilot Raven Knob's historic canoes and rowboats and earn two classic boating merit badges. Good physical strength and stamina are required. Scouts must be able to complete the BSA Swimmer Test in order to participate. Bring shoes for boating that can get wet. Will also complete Canoeing Merit Badge.

 Successful completion of the BSA Swimmer Test



### Small-boat Sailing

**2**  **MAX**

Spend some time at the Camp Raven Knob Yacht Club! Sailing experience is recommended, but not required for this merit badge. Scouts must be able to complete the BSA Swimmer Test in order to participate. Bring shoes for boating that can get wet.

 Successful completion of BSA Swimmer Test



### Snorkeling / Paddleboard BSA

**1** **MAX** 

This session will allow participants to fulfill the requirements for the Stand-Up Paddleboarding BSA and Snorkeling BSA awards. Scouts must be able to complete the BSA Swimmer Test in order to participate. Bring shoes for boating that can get wet. There is a \$5 program fee. Gear will be provided, or Scouts may bring their own.

 Successful completion of BSA swimmer test

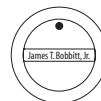


### Swimming

**1** 

This merit badge is a great introduction into the Aquatics area as it covers basic swimming strokes and water safety skills. This badge is required for Eagle (alternates: Cycling or Hiking). Scouts must be able to complete the BSA Swimmer Test in order to participate. Scouts who do not complete the test will be moved to Non-Swimmer/Beginner Instruction.

 Successful completion of BSA swimmer test



### Non-Swimmer/Beginner Instruction

**1**

This session for Non-Swimmers and Beginners focuses on the development of fundamental swimming skills in a fun group setting. Scouts will work towards completing rank advancement swims (the BSA Swimmer and/or Beginner Test) by the end of the week. Beginner Test is required for Second Class Rank. BSA Swimmer Test is required for First Class Rank.



## Nature Area



### Bird Study

**1** 7, 8

Study and identify song birds and predators native to our area. Be able to label the anatomy of a bird and recognize their unique sounds. Requirement 7 and 8 may be done prior to camp. It is recommended that scouts bring binoculars to camp for this merit badge.



### Environmental Science

**2** 1, 2, 6

This badge is required for Eagle and is a two-hour session. It requires daily hikes, field notes, and experiments. There is a great deal of written material, but some of it (Requirements 1, 2, & 6) can be completed before coming to camp. Scouts younger than the age of 13 will not be allowed to participate in this merit badge program.



### Geology

**1** 5 (3a)

Learn about the history of rock formations, volcanoes, and earthquakes. Identify gems and minerals. Study the use of the energy source, fossil fuel, and the use of geothermal energy. Find out the impact of the Ice Age. Requirement 5 may be done before coming to camp.

## DUAL MERIT BADGE SESSION **1**



### Fish & Wildlife Management

8

There is some written material for this badge and a conservation project is also required. Scouts should bring old shoes to wear in the creek. Requirement 8 may be done before coming to camp.



### Mammal Study

3

Requires some written work, a small report, and a conservation project. Requirement 3 may be done before coming to camp.



### Landscape Architecture

**1**

This merit badge demonstrates how to use plants, land, and space to achieve a friendlier environment for our parks, communities and homes. This will be a hands on merit badge using local plant species to enlighten every day outdoor experience in our biosphere.



### Nature

**1** 

This is an excellent introductory merit badge to acquaint the scout in the sciences that connect habitat, wildlife, and our eco systems in the satiability of mammals, reptiles, amphibians, plant life and mankind. Scouts will also look at the dangers and effect of extinction of interactive species. It requires hiking and observations. The Nature staff lead frog hunt is optional.



### Reptile & Amphibian Study

**1**  8

Scouts must keep a reptile or amphibian for at least one month to complete this badge. This (requirement 8) must be done outside of camp. This merit badge is not recommended for Scouts who are very afraid of snakes, although the instruction may lessen these fears.



### Soil and Water Conservation

**1**  7

Scouts will learn the importance of conservation of our natural resources. We will focus on recent erosion control methods and work hands-on in the establishment of effective controls. These conservation projects will result in the Raven Knob Conservation Crew patch.



### Weather

**1**  6, 8, 9

Scouts will build a weather instrument and use it to track the weather during the week. This badge covers a lot of material. An interest or background in weather is helpful. Requirements 6, 8, and 9 may be completed before coming to camp.

#### DUAL MERIT BADGE SESSION **1**



### Forestry

1

Scouts need a notebook and adhesive tape for mounting the leaf collection, or complete it before coming to camp (requirement 1).



### Plant Science

6

Scouts will learn about different types of plants and what the parts of plants do. They will also gain an understanding of Photosynthesis and learn about how environmental factors affect plants. Requirement 6 may be done prior to arrival to camp.



## Scoutcraft Area



### Archaeology

**1** ✓ 🏠 10

This is a great merit badge for Scouts of any age! This hands-on program explores how researchers investigate past human cultures through material remains. Scouts will participate in an excavation at Raven Knob and prepare artifacts for museum display. Requirements 10 must be done before camp.



### Camping

**1** ✓ ✓ 7b 🏠 8d, 9a, 9b, 9c

This badge is required for Eagle, and is a one-hour session. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.) and must bring their own tent for the overnighter. Requirements 7b may be done before camp. Requirements 8d and 9a, 9b, and 9c must be done before camp. Scouts taking this merit badge may go on the Scoutcraft Overnighter.



### Cooking

**2** \$ ✓ ✓ 7, 8

This badge is a two-hour session. Scouts will prepare and eat light meals in the Scoutcraft area for most of the week (food will be provided). Cooking experience highly recommended. There is a \$10 fee for this session. Requirement 8 may be done before coming to camp. This badge is recommended for First Class and above.



### First Aid

**2** ✓ ✓ ✓ 3b, 3c

This badge is required for Eagle, and is a two-hour session. It covers a great deal of written material and there are skills to master. Scouts should bring materials for a personal First Aid Kit to be checked by the Instructor. It is highly recommended that CPR instruction (requirement 3b) be completed prior to camp.

📍 First Aid requirements for Tenderfoot through First Class



### Geocaching

**1** ✓

Experience with Orienteering is helpful with Geocaching Merit Badge. Scouts will learn how GPS works, how to operate a GPS and run several geocaching courses. Scouts may provide their own GPS units or use the ones provided by camp.



### Orienteering

**1** ✓

This badge is a one-hour session. It requires setting up and completing orienteering courses. Experience with a map and compass is helpful. Some physical stamina required to run courses. Scouts should bring a compass.



### Pioneering

**2**

This two-hour session requires Scouts to complete a pioneering project. Familiarity with knots, lashings, and splices is helpful. This is great training for older Scouts wanting to build their outdoor skills.



**DUAL MERIT BADGE SESSION 1**



**Safety**

Scouts will have the opportunity to learn about making their environment safe. They will create safety checklist for their homes. They learn about exit plans in different buildings, make an accident prevention plan, and complete a safety project.



**Fire Safety**

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires and burns, and about camping safety.



**Wilderness Survival**

**1** 5

This badge is a one-hour session. It requires an overnight camping trip where participants will sleep in a debris hut that they construct themselves. Requirement 5 must be done before coming to camp and should be sent with the Scout to camp to show the instructor. Scouters younger than 13 will not be allowed to participate in this merit badge program.

Scouts enrolled in Wilderness Survival merit badge are encouraged to bring the following items for their Survival Kits:

- 10 Waterproof Matches
- 2 Fish Hooks
- 25' Fishing Line
- 25' Para Cord
- 3' Aluminum Foil
- A 55 gallon Trash Bag (Heavy Duty)
- 1 Signaling mirror
- 1 Whistle
- 1 Small roll of Duct Tape
- 1 Swiss Army Knife
- 1 Collapsible Cup
- First Aid Kit

**DUAL MERIT BADGE SESSION 2**



**Emergency Preparedness**

2b, 2c, 6c, 7, 8, 9

This badge is required for Eagle (with alternate) and is a two-hour session. It covers a great deal of written material, and there are skills to master. This badge is recommended for older Scouts. Requirements 8 and 9 may be done before coming to camp. Scouts should bring materials for Emergency Service pack to be checked by the Instructor

First Aid merit badge



**Search and Rescue**

4, 6a, 10

Learn the basics of Search and Rescue and gain an understanding of different types of rescue operations.



## Handicrafts Area



**Art**  
**1 \$**

Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork. There is a \$5 materials fee for this session.



**Basketry**  
**1 \$**

Each Scout will weave a square basket, round basket and stool that can be taken home. This is an excellent merit badge for young Scouts. There is a \$10 materials fee for this session.



**Indian Lore**  
**1 \$ 1**

This badge is recommended for all Scouts. There is a \$10 materials fee for this session. Requirement 1 may be completed before coming to camp.



**Leatherwork**  
**1 \$ 4**

This is another good badge for young Scouts. There is a \$7 materials fee for this session. Requirement 4 may be done before coming to camp.



**Metalwork**  
**1 \$**

Learn about the properties of metal and basic metal working techniques. Scouts encouraged to be 13 and older. There is a \$10 material fee for this session. Scouts must bring jeans or non-synthetic pants to wear at camp.

DUAL MERIT BADGE SESSION- **✓ 2 \$ 1**



**Movie Making**

In this merit badge, Scouts will learn the basics of film and video production. They will shoot their own features and edit them while at camp.



**Photography**

5

In this merit badge Scouts will learn the basics of general and digital photography. Scouts may bring their own camera at their own risk and should not bring expensive cameras to camp. Cameras will be available to registered participants. There is a \$10 materials fee to cover the cost of equipment and materials.



**Wood Carving**

**1 \$**

This merit badge is not recommended for first-year Scouts. There is a \$5 materials fee for this session. Knives are available for Scouts to use. Scouts will learn the basic carving skills. They will complete a round carving and a relief carving. Wood carving requires some hand strength. Scouts should earn Totin' Chip before taking Wood carving.

ADVANCED WOOD CARVING INFORMATION LISTED IN TWILIGHT ACTIVITIES.



## Shooting Sports Area



Scouts must be at least 13 years of age to take Shooting Sports Merit Badges.



Scouts who have already earned a Shooting Sports Merit Badge are not eligible to sign up for that merit badge again.



Scouts in Raven Scouts are not eligible to participate in Shooting Sports programs.



Venture Crew Pistol Shooting participants must present verification of being registered in a Venture Crew at the beginning of the first session.

Scoutmasters are asked to use discretion when registering participants for programs in the Shooting Sports area. Scouts unable to properly hold a firearm or draw a bow will be very challenged at fulfilling the merit badge requirements within the week, and thus will be excused from the session on Monday to attend another program. Scouts in Raven Scouts are not eligible to participate in the Shooting Sports program. Scouts who have already earned a merit badge are NOT eligible to sign up for that program again. For more information, please see Age, Maturity and Skill Level on page 10.



### Venture Crew Pistol Shoot



This program is designed to give registered Venturers, age 14 and above, instruction in the basics of handgun safety and shooting. The session is limited to 8 participants with a program cost of \$20. Participants must present written verification of being registered in a Venture Crew at the beginning of the first session. Copies of their application dated four weeks prior to camp, a crew roster from their council, or registration card will be accepted. If proof of Venture registration is not presented at the beginning of the session on Monday, Scouts will be excused from the session on Monday to attend another program.



### Archery



This badge is a two-hour session. Shooting experience is highly recommended, and Scouts must be able to successfully draw a 22 lb. bow ten times consecutively. Scouts unable to complete this will be assisted in choosing another merit badge. Completing this badge requires a lot of time to qualify. Each session is limited to 32 Scouts. Scouts must be 13 years old to participate.



### Rifle Shooting



This badge is a two-hour session. Shooting experience is highly recommended, and it requires a lot of time to qualify. Scouts should have adequate strength and size to manage a ten pound target rifle. Each session is limited to twenty-six Scouts. There is a \$15 program fee. Scouts must be 13 years old to participate.



### Shotgun Shooting



This badge is a two-hour session. Shooting experience is highly recommended. Scouts should have adequate strength and size to manage a seven and one-half pound shotgun. Each session is limited to 16 Scouts. There is a \$30 program fee. Scouts must be 13 years old to participate.



## Outback High Adventure Program

The Outback High Adventure program at Raven Knob provides the opportunity for older Boy Scouts and Venturers to participate in exciting and challenging programs. The programs available appeal to a variety of interests.



### Climbing



Scouts will learn the basics of climbing and rappelling and practice these skills on the tower. Later in the week, Scouts have the opportunity to climb some of the rocks at nearby state parks. Safety is stressed as ability is developed.

Scouts who successfully complete the Climbing program at Raven Knob will earn the Climbing merit badge. Each session is limited to 16 Scouts. Scouts must be at least 14 years of age to participate in this program. There is a \$20 program fee.



### Mountain Biking



Scouts will have the opportunity to learn and practice the skills needed for a mountain bike trip, including proper riding skills, maintenance, and trip preparations. The trails and old logging roads of Raven Knob provide excellent terrain to test Scouts of all ability levels. Mountain Biking badge completes all requirements for cycling merit badge.

Scouts who successfully complete the Mountain Biking program at Raven Knob will complete part of the Cycling merit badge. Scouts should bring their own mountain bikes, bicycle helmet and an extra tire tube. Bikes must be in good condition. Scouts must be at least 14 years of age to participate in this program. There is a \$10 program fee.

Bicycles brought to camp are only to be used during the Mountain Biking program and will be stored with the Mountain Bike gear at Catawba Cabin. Due to safety concerns we do not allow Scouts to ride bicycles through the camp as they are going from session to session or to their campsites. Bikes will be stored after each session at the Catawba Cabin when not in use.

### Cripple Creek Primitive Area

-The Mountain Man Experience-



This will be a week of mountain living experiences like no other. A week in the backwoods of Raven Knob, surrounded by towering mountains, pristine streams, the smell of wood smoke and challenging adventure at every turn. Scouts and Venturers who spend the week along Cripple Creek will live like the frontiersmen of the mid 1800's. With coyotes howling, fires a roaring and huckleberry's for the picking, everyone will experience the true flavor of backwoods mountain living.

Over the course of a week, Scout pioneers will completed several activites including but not limited to: knife making, leather



Must be at least 14 years of age to participate in Mountain Biking. Scouts under 14 that register will be asked to select another session.





Must be at least 14 years of age to participate in Cripple Creek program.

making, learning the uses of edible plants, learning how to use wood tools, gem mining, learning how to track and trap, cooking with a wood cook stove and cast iron, learning about our pioneer ancestors, blacksmithing, and black powder rifle shooting.

Cripple Creek Village is located in the wilderness area of Raven Knob Scout Reservation. Participants will spend the whole week in the area living like pioneers without electricity. Scouts will have the chance to earn several merit badges based upon activities completed. Meals will be prepared by the participants and our staff in the Chuckwagon Kitchen. Everyone will be camping in wall tents along Cripple Creek. Scouts and Venturers can come as a group or as individuals. An adult leader is required with groups of six or more.

Grab your gear and get ready for backwoods living at its roughest! We'll be waiting for you at Cripple Creek.

-This is a co-ed program open to all Venturers. We will not have a female staff member, thus co-ed Venturer Crews will need to make sure that they have appropriate Leadership.

-All Cripple Creek participants will need to be at least 14 years of age at the time they will attend their week in camp.

-The Cripple Creek Crowd will be attending the Wednesday night campfire in downtown Raven Knob.

-All participants and leaders must have a completed BSA medical form (680-001) to participate in Cripple Creek.

-It is recommended that participants bring their gear in footlockers... one per person.

-It is recommended that all electronic devices be left at base camp.

-If a troop brings more than five scouts to the program, then they must provide a leader at Cripple Creek for the week.

-Participants should bring work clothes, general camp clothing, along with their Class A uniforms. Otherwise, just follow the list of general camping items as posted in the Leaders Guide for Summer Camp.

-All participants should be in general good health and sound physical condition to take part in this program. Participants will be allowed in the program based on the staff's discretion and leader's recommendation.

-Each participant will complete their own leatherwork project, blacksmithing tool and a knife project. Participants will earn almost every requirement for the following merit badges: Metalwork, Leatherwork, Cooking, Camping, and Rifle Shooting.

-There will be a materials fee of \$30.00 for each participant. Leader's fees will be in concurrence with the standard leader's fee plan.



-Cripple Creek participants should complete health check with their unit, then report to the Scoutcraft area with all their gear as soon as possible.

-Cripple Creek Canteen has items for sale. Also period snacks and cold root beer. We recommend that you leave all sodas and snacks behind.

-Scouts can earn most of the Paul Bunyan Award while attending the Cripple Creek program.

## RK Wilderness Challenge



Raven Knob Wilderness Challenge is a co-ed high adventure program for scouts and venturers 14-20 years old who are looking to “ratchet up” the challenge in their summer camp experience. We will explore some of the most beautiful wilderness east of the Rockies giving you memories that will last a lifetime! Co-ed crews will need to have a female advisor (or co-advisor) as we have no female staff to perform this role.

If you are looking for a challenge involving either backpacking or canoe camping, you have come to the right place! Participants with all gear they plan to take on the challenge will meet at the log cabin near the chapel at 3 pm on Sunday after arrival at camp. Please complete camp check-in

prior to that. We will complete a gear shake down immediately after Wilderness Challenge check-in.

Participants (as a crew) will get to decide whether they will spend the week backpacking or canoe camping but the only “50 Miler” treks available are canoe camping treks.

Here is what participants will learn on a Wilderness Challenge Trek:

- “Leave no Trace” wilderness travel/camping
- Advanced Map and Compass Navigation
- Backcountry Water Purification
- Introduction to Wilderness First Aid and Wilderness Safety
- Introduction to Backcountry Emergency Management
- “Bear Proofing” Your Campsite and Bear-bagging Techniques
- Backcountry Cooking and Sanitation
- Leadership, Interpersonal Communication and the Crew Method

Other skills specific to either backpacking or canoe camping will also be taught.

The Backpacking Challenge involves five days hiking on the Appalachian Trail in Virginia. We will start slow (easy?) with a short day and increase the level of challenge as the week progresses. On days four and five we will hike



Participants and leaders will need a current BSA medical form. (680-001) Please send 2 copies of the Medical form. One will be kept in the Program area and the other in the Health Lodge.



through the Grayson Highlands, one of the most beautiful parts of the AT. We will be met by transportation for the trip back to camp Friday afternoon.

The Canoe Camping Challenge involves canoe camping on the New River. During our first day the participants will gain more experience and confidence as we maneuver through riffles and eddies, and negotiate several small rapids before arriving at our first night's campsite. Each of the following four days the river will be a little more challenging and each night we will camp alongside the river. On our fourth day on the river, we will take out in time for a good supper at the Wilderness Challenge Base Camp and spend a relaxing evening there. After breaking camp and loading the camping gear into our vehicles, we will load only personal gear for that day and lunch into canoes and launch for the most challenging paddling of the trek. Soon after launch we will enjoy the WILD RIDE through Penitentiary Shoals! Transportation back to camp will meet us at the take-out just downstream from the 21/221 bridge that afternoon.

All Raven Knob Wilderness Challenge Treks will return to Camp Raven Knob before supper on Friday.

All RKWC participants will undergo health screening at the Camp Raven Knob with their unit at check-in on Sunday. They must have been previously been cleared for High Adventure on their health form and **MUST** be within the height/weight standards specified. You will link-up with the Wilderness Challenge Staff at the log cabin with all your gear immediately after health screening.

#### What to Bring

Plan for hot to cool temperatures (95-50 degrees) and wet weather, so clothes should be quick drying such as nylon or polyester. We hope for perfect weather but can't depend on it. A full gear breakdown is available for download on [ravenknob.com](http://ravenknob.com) or in the registration forms packet.



## Raven Scout Program

Each Scout in the Raven Scout Program learns the basic skills that all Scouts must master to become proficient in camping and outdoor activities. There are two programs available covering those skills that are required for advancement to the ranks of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

The Raven Scout staff will attempt to help Scouts master the basic skills for camping, first aid, ropework, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to come to camp and, in a week, complete all of the requirements for First Class. The Raven Scout staff will do everything in its power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements he has completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up to him, and it is very possible that two different Scouts will complete different requirements, and that some complete more than others.

### Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether he should sign up for this program. While a Second Class Scout may gain valuable skills in the program, he may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in his first summer at camp, but may be advanced enough to bypass this program in favor of merit badges.

Scouts should only be enrolled in one of these sessions. Leaders are encouraged to work with Raven Scout participants in the Troop's campsite. A review here can put into practice the skills the Scouts have learned during the week.

Keep in mind that Scouts enrolled in any Raven Scout sessions are not eligible to participate in Trail to Eagle or other advanced merit badges.

### Leader Assistance

Adult leaders are always needed to assist in this area. Arrangements should be made through the Area Director.



Scouts enrolled in the Raven Scout Program will not be enrolled in Trail to Eagle merit badges or other advanced programs. Scouts who are too young may be removed from the session.



Scouts should only be enrolled in one of the Raven Scout sessions.

## Requirements Covered

### Raven Scouts

Tenderfoot: 4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b  
Totin' Chip  
Second Class: 1a, 2, 3c, 6, 7a, 7c, 8a

### Senior Raven Scouts

First Class: 2, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a

## Raven Scout Program



The Raven Scout Program is a three hour session that focuses on the requirements for Tenderfoot and Second Class. This is an excellent introductory program for Scouts new to the Troop and coming to camp for the first time. This program is offered only in the morning.

## Senior Raven Program



The Senior Raven Program is a two hour session that focuses on the requirements for First Class. This program is good for Scouts who may be attending camp for the first time, but have been in the Troop for a while. This program is offered only in the afternoon.

## What to Bring

In addition to regular items to bring to camp, Scouts in the Raven Scout Program should bring the following items:

- ⚙ Daypack
- ⚙ Canteen
- ⚙ Poncho
- ⚙ Compass
- ⚙ Pencil and Paper
- ⚙ Pocket Knife
- ⚙ Scout Handbook
  
- ⚙ These items are available for purchase in the Trading Post.



## Trail To Eagle Program

The Trail to Eagle is an intensive program focused on some of the Eagle required merit badges.

Scouts may register to complete as many requirements as is feasible over the course of the week, however some requirements will need to be completed at home. As these Eagle required badges are quite involved, Scouts are advised to take no more than two of these badges at a time.

Most of the badges require prior preparation or bringing materials from home. All of these sessions require written material. Scouts need to bring a standard notebook, pencil, and pen.

These sessions are for older Scouts working toward Eagle. Scouts that are under the age of 13, first year campers or are in any of the Raven Scout sessions are not eligible to enroll in Trail to Eagle sessions.



### Citizenship in the Nation

**1** 2, 8

This session focuses on the organization and operation of the United States government. Requirement 2 and 8 must be completed before camp.



### Citizenship in the World

**1** 7

Scouts learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 7 must be completed before camp; do 2 of the 5 choices and bring the work with you to camp.



### Communications

**1** 5, 8

This badge requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5 and 8 must be completed before camp.



### Personal Management

**1** 1, 2, 10

This is an intensive and time consuming merit badge. The session will cover the majority of the requirements for this merit badge, however, there are some requirements that can only be completed at home after attending camp. Requirements 1, 2 and 10 must be completed before camp.



### Personal Fitness

**1** 7, 8

Scouts participating in this session should have some degree of physical strength and be prepared to exercise vigorously for two hours each day. Each Scout should check with his doctor before participating in this session. First-year Scouts are not eligible to participate in this merit badge. Requirement 7 and 8 must be completed at home.



### Salesmanship

**1**

Scouts participating will learn the basics of retail operations. Scouts will work with the Raven Knob Trading Post to learn how we "run" the business. This session is conducted by our Trading Post staff. This merit badge is recommended for older participants.



Salesmanship is NOT an Eagle required Merit Badge. It is instructed by Trail to Eagle Program staff and housed in the Trail to Eagle Program area.



# Technology

The Technology area comes from the Science, Technology, Engineering and Mathematics program known as STEM. We are excited to be offering this STEM initiative at Raven Knob for our older Scouts. The merit badges being offered here, some old and some new, will challenge Scouts and offer them an insight into new opportunities and career paths.

The merit badge being instructed in the Technology Area will include Astronomy Aviation, Engineering, Computers, Electronics, Robotics, Space Exploration and Welding. These sessions are designed for Scouts who are at least 13 years of age except for Welding which requires Scouts to be at least 14 years old.

There are several other merit badges being offered across camp that are also related to the STEM initiative. All of these badges are denoted by the \* icon. Scouts who are taking part in any of these STEM merit badges will be invited to the Chapel on Thursday evenings for a STEM NOVA presentation, if requested. Those attending this presentation will learn in much more detail about possible careers in scientific fields.

A requirement in the "Shoot!" section of the NOVA award requires scouts to watch approximately three hours of various science shows and documentaries and to hold a discussion with their counselor about the videos. We will be showing videos that fulfill this requirement in the Chapel on Tuesday evenings as part of a larger group discussion on

the applications of science, technology, math, and engineering to our daily lives to help fulfill this requirement.



## Digital Technology

**1 \$**

This merit badge is for Scouts who wish to advance their technological knowledge. Participants will identify the four major parts of computer systems and gain an overall knowledge of how a computer works. This session has a \$10 fee.



## Space Exploration

**1 \$**

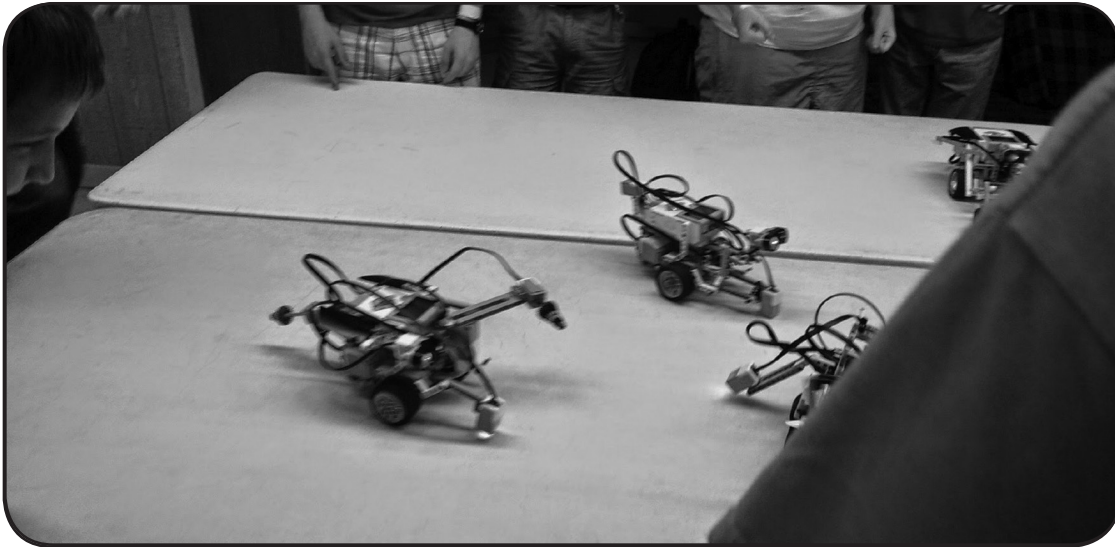
Scouts have the opportunity to construct, launch and recover a model rocket. There is a \$10 materials fee for the rocket kit. A couple drawings are required which involve some creativity. These (requirements 7 and 8) may be done before coming to camp.



## Astronomy

**1**

Study our universe and learn about galaxies, solar systems, black holes, constellations and nebulae. With the aid of computer programs and connections, we will look through the Hubble telescope and radio wave antennas to find an ever expanding universe. Requirements 6 and 9 may be done prior to coming to camp.



## Aviation

**1** \$

The Raven Knob Flight School is where Scouts will learn the fundamentals of aviation and the principles of engineering. Each Scout will fly a radio controlled airplane after they learn the basics of flying. This session has a \$20 fee.



## Engineering

**1**

Gain new insight into the world of Engineering. The engineering principles will be brought into play where Scout teams will compete in a structural building contest. This is a great new program for Scouts 13 and above.



## Welding

**2** \$

Join us at the new Maintenance Center to learn the basics of Welding. Scouts will build a project in this session that requires several different welds. Participants should bring a long sleeve shirt and long pants, all other safety equipment will be provided. Scouts will need to be at least 14 years of age or older. This session has a \$15 fee.



## Automotive Maintenance

**1** 

This merit badge is for older Scouts who want to learn the basic skills of automotive maintenance. From turning a wrench

to checking all the fluids, you'll learn how to keep your wheels rolling. Each scout will receive a packet on family vehicle maintenance.

### DUAL MERIT BADGE SESSION- **2** \$



## Robotics

Scouts will work together to build a robot as they learn the fundamentals of electronics. There is a team project and an individual project. Each Scout will receive a solar powered robotics kit that they can use to make several different robots.



## Electronics

Learn the fundamentals of electronics. Scouts will need to be at least 13 years of age to participate in this activity. These sessions have a \$20 fee.



## Energy

**1**   4

Scouts will explore the unique features of our energy sources including hydro-electric, wind turbines, solarvolic, and fossil fuels. We will build a scale working model of one of these power systems. We will study and measure energy use of various household appliances and discuss methods of energy reduction. This merit badge is recommended for older scouts.



# Twilight & Other Activities

Many activities are available in the evening hours between Vespers and Taps. Some activities have been scheduled by the camp staff, and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders' Meeting.

## Advanced Wood Carving

Scouts taking this session will have the opportunity to learn advanced carving techniques as they carve a wooden chain with a ball in a box. While this is not a merit badge, these advanced skills will help Scouts become more proficient in carving as they learn more about knife selection, wood types and safety. Scouts should already have earned Wood Carving Merit Badge. There is a \$10 fee for this session.

## C.O.P.E.

We will be offering limited sessions of C.O.P.E. with low elements during the evenings this summer at camp. Units can sign up with our C.O.P.E. staff on Sunday evenings.

## Knob Hike

The Knob Hike is a great way to see beyond the developed parts of camp. Units or individuals who do their own hike to the Knob should sign out at the bridge crossing at the start of the trail. The buddy system should be followed by all Scouts. We ask that hiking to the knob be done before dark.

## Raven Scout Round Robin

On Monday night, the Raven Scouts Program will hold a campfire where Scouts will participate in different activities to complete requirements in the Tenderfoot, Second Class, and First Class Rank.

## Scoutmaster/Staff Softball

It's Back! The Scoutmaster/Staff Softball will take place Friday after lunch. Bring your bat and glove.

## Free Swimming and Free Boating

Get a different view of the camp by exploring the waters of Lake John Sabotta! The Aquatics area offers free swimming and boating for any interested Scouts and leaders.

## Disc Golf Tournament

A disc-golf doubles tournament will be held each week at Camp. Sign ups for the tournament will be held throughout the day on Monday and until lunch on Tuesday at all meals. For those interested, find a partner, sign up at one of the meals and begin practicing as soon as you get to camp. Tournament Time and location will be announced during Leaders and Senior Patrol Leaders meetings.

## Movie Night

Movie Night will be held in the Chapel on Tuesday Night after Chaplin Aide Training around 8:00pm.

## Totin' Chip Instruction

This is a great opportunity for Scouts who are not in the Raven Scouts program to earn their Totin' Chip. Totin' Chip Instruction will be Monday evening in the Raven Scout Area.

## Other Activities

Activities, such as rappelling, or a troop shoot, may also be available during your stay at camp. Also, some program areas will have open nights where Scouts can come and either finish merit badge work or visit an area where he is not taking a merit badge. A Scout could work on a leather belt in Handicrafts, even if he isn't taking the Leatherwork merit badge. The time and availability of these activities will be announced at the Leaders' Meeting on Sunday.

With all of the activities to choose from, a unit may request services from the camp staff for aid in planning their own evening activities. The unit's Commissioner is an excellent resource to answer questions about twilight activities. Unit leaders must be present during the entire time a unit activity is taking place.

# Just for Leaders

There is still plenty to do at Raven Knob. We promise that you won't be just sitting in your campsite, unless of course, that is what you want to do.

## Training

### Climbing Instructor Certification

The training session will begin Monday evening with Climb-on Safely and continue Tuesday through Friday. The program is designed for adult leaders with previous climbing experience. Adults who complete the program will receive one of the following certifications (as determined by the Climbing Director):

Instructor in Training — has knowledge of climbing and rappelling but does not count towards the supervision requirement of one instructor per six climbers.

Instructor — has knowledge of climbing and rappelling and does count toward the quota, but cannot supervise without either a climbing director or lead instructor present.

Lead Instructor — has knowledge of climbing and rappelling, counts towards the quota for supervision and is permitted to supervise all climbing and rappelling activities.

### Climb-on Safely

A Climb-on Safely course will be given on Monday evening to any adult who wants to attend. The class is designed for adults who want to gain some knowledge about the BSA rules and regulations regarding climbing.

### CPR

A course in basic Adult and Child CPR/AED will be offered for leaders during the week; time and location to be determined. A materials fee of \$10 per person will apply. BSA/ARC Lifeguard candidates will take a separate CPR course while at camp, which is included in the lifeguard program fee.

### New Leader Essentials

Every scout deserves a trained leader, and Basic Leader Training for all adults begins with New Leader Essentials. This introductory session highlights the values, aims, history, funding, and methods of Scouting and addresses how these aims and methods are reached in an age-appropriate style within Cub Scouting, Boy Scouting, and Venturing. Troops interested in taking advantage of this training opportunity are encouraged to contact the camp office, as this session will be offered based on instructor availability and need. Position specific training will also be offered as part of New Leader Essentials. We are planning to have a training segment that will allow leaders to complete Outdoor Leader Skills this summer. We will provide details on how this will be offered this during our Leaders meeting on Sunday evenings.

### Safe Swim Defense & Safety Afloat

These two trainings are designed for leaders who are interested in gaining a better understanding of BSA Aquatics policy as it applies to swimming and boating activities. The sessions are entirely classroom based and will be held in the Aquatics area on Monday morning at 9:00am.

### Aquatics Supervision

The Aquatics Supervision courses in Paddle Craft Safety and Swimming & Water Rescue are designed to give hands-on experience to leaders who are interested in leading aquatic activities at the unit level, such as troop swims or boating trips. Attendance at the Safe Swim Defense and Safety Afloat trainings (Monday at 9:00am) is mandatory. Participants in the Aquatics Supervision courses will then put the policies into practice on the water beginning Monday at 1:45pm. Bring a bathing suit, towel, and shoes for boating that can get wet.

## Scoutmaster Merit Badge Requirements

To earn the Scoutmaster Merit Badge, a unit leader must complete nine of the following twelve requirements.

- \* Volunteer for at least two hours in the Trading Post
- \* Help supervise clean up of the Dining Hall for three meals
- \* Row for the Mile Swim
- \* Volunteer in the Raven Scout Area
- \* Help to prepare the arena for an upcoming campfire
- \* Serve as an assistant Ranger for one full day
- \* Hike to the top of Raven Knob
- \* Drive a vehicle on a field trip
- \* Participate in one of the training programs offered
- \* Sit in the Raven's Nest (on duty)
- \* Other activity approved ahead of time by the Program Director or Camp Director
- \* Assist with serving in the Dining Hall for 3 meals
- \* Have Unit participate in color guard at breakfast or dinner assembly

OR a unit leader may complete one of the following week long options:

- \* Serve as an assistant ranger for a part of at least four days
- \* Instruct a merit badge for a week
- \* Instruct in the Raven Scout Area for the week
- \* Complete the BSA Lifeguard program
- \* Serve as the Chaplain Aide for all evening vespers

### BSA Lifeguard

This rigorous program certifies a leader as a BSA Lifeguard and American Red Cross Lifeguard. Participants will spend most of their time in the Aquatics area. See BSA Lifeguard description in the Aquatics section for more information.

### Just For Fun

#### Silver Spoon and Golden Spatula

This culinary cook-off behind the log cabin Friday afternoon allows Scoutmasters to showcase their outdoor culinary skills in a friendly competition. All food and ingredients must be brought to camp, though storage can be arranged with the dining hall manager if items are placed in a box with the troop number clearly marked. Troops are strongly encouraged to bring their own equipment. Prizes will be awarded for the best main dish and dessert, so scoutmasters plan a menu ahead of time and be prepared to eat.

### Unit Leader Luncheon

On Thursday, the Old Hickory Council will sponsor a luncheon for a representatives from each unit in camp to share their experiences and comments on Raven Knob. The Council looks forward to your input, and invites you to help make Raven Knob the best it can be.

### Scoutmaster Merit Badge

The Raven Knob Scoutmaster Achievement Award, a.k.a. Scoutmaster Merit Badge, recognizes the tremendous contribution adult leaders make to the Camp and the Scouts in attendance. To qualify for the award, an adult leader must complete nine of the twelve requirements during the week, or complete one of the week long options.

### Advancement

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge — or offer one not on the schedule — please e-mail the Program Director ([program.director@ravenknob.com](mailto:program.director@ravenknob.com)). He will discuss details such as prerequisites,

material needs, session times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

Also, adults are needed to help with transportation for the field trips for Forestry and Geology merit badges, and the Outback High Adventure sessions. Please contact the Nature Director or the Outback Director for more information.

### Service

If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Bring your tools and feel at home.



## Your First Day

### Check-in

Units should plan to arrive at Raven Knob between 1:00P.M. and 3:00P.M. on Sunday. The camp is closed between noon Saturday and noon Sunday, and there will be no one available to handle early arrivals.

Upon arrival to camp, immediately park all vehicles in the grass along either side of the main road between the front gate and the administration building. Do not block the road. This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The first thing the unit leader should do is report to the Administration building to meet the camp Administrative staff. At that time, the unit leader should have a final count of Scouts and leaders, registration changes, and any unpaid fees.

The assistant leader should remain with the unit and have copies of the unit's medical forms and written explanation for any boy who needs special medical treatment.

A guide will be assigned to assist the unit through the check-in process. The guide and the assistant leader will take the unit to the Program Center for the health recheck. The assistant leader should bring the medical forms. Everyone — youth and adult — must have a current health form.

The recheck is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a health form. To best facilitate this process, all members of the unit are asked to arrive at camp at the same time. The unit leader should inform a member of the health staff if any Scouts plan to arrive late.

### Unit Photographs

A photographer will be at camp on Sunday to take group photos. It is recommended that your unit arrive at camp dressed in full Class A uniform to look their best for the picture.

Each 8x10 print costs \$10 each and will be given to the unit leader at the end of the week.

### Camp Tour

New units that may be unfamiliar with the layout of Camp Raven Knob can request a tour from their Troop Guide. This tour includes locations of various program areas, the trading post, dining hall and other areas of interest. Your Troop Guide can also further assist by pointing out time saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along! You can check out camp prior to arrival via Google Maps.



Only one leader per unit is needed in the Administration office to check the troop in. Additional leaders should remain with the unit and prepare for health check.

## Swim Checks

### Beginner Test

Jump feetfirst into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place.

### Swimmer Test

Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

## Swim Checks

All units will take a BSA swim classification test upon arrival to camp. Units who have taken the test within the last six months may bypass this test by filling out a pre-camp swim check form (included in registration packet) and submitting it to the Aquatics Director upon arrival to camp.

The form must be authorized by the certified BSA or American Red Cross Lifeguard who administered the tests, and a copy of the Lifeguard's card or certificate must be attached to the completed swim check form.

All aquatic activities take place in Lake Sabotta, which has very different characteristics from a pool. The aquatics staff reserves the right to re-test any scout or unit at any time.

## Quartermaster

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster — located beside the Trading Post. Items such as brooms, water hoses, cleaning agents, tools and American flags are available for check-out. These items must be returned — clean and in good condition — before the unit checks out. Units are welcome to bring their own items from home.

## Leaders' Meetings

A meeting of all unit leaders and Senior Patrol Leaders will be held on Sunday after supper in the Chapel. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be

## Check-In Overview

### 1:00-3:00 Arrive at Camp

**Paperwork** — The unit leader should report to the Administration building with all the unit's registration forms, money, and medical forms. Here you will meet your guide who will guide you through the check-in procedure.

**Health Recheck** — Your guide and assistant leader will take your unit to the Training Center to start health rechecks while the unit leader finishes the paperwork.

**Unit Photographs** — After the health recheck, the unit will have a group picture taken.

**Campsite** — Your guide will take you to your campsite where you can unload gear and prepare for the camp tour.

**Camp Tour & Swim Checks** — All Scouts will go on a tour followed by swim checks if not completed prior to camp.

### 5:45 Assembly

### 6:00 Supper

**Supper** — Scouts and leaders should wear Class A uniform to supper.

**Vespers** — A short fellowship service held after supper.

**Leaders' Meeting** — The unit leader and Senior Patrol Leader need to attend the Leaders' Meeting.

### 8:15 Campfire

Your unit gets to meet the staff at the Opening Campfire. Everyone should wear Class A uniform.

### 9:45 Call to Quarters

### 10:00 Taps

offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the Administrative Staff will also be on hand to process last minute session adjustments.

A Senior Patrol Leader Meeting will be held each morning at the Covered Bridge directly after lunch.

## Personalized Schedules

Personalized Scout schedules will be delivered to unit mailboxes at breakfast Monday morning. This includes a customized schedule, helpful tips and a camp map.

# Week at a Glance

## Tentage

Generally speaking, all units will be housed in standard two person wall tents. These tents have wooden floors with steel framed cots. Some campsites are equipped with adirondak shelters instead of tents. These shelters accommodate six Scouts and have permanent wooden bunk beds and vinyl-covered mattresses. Pictures of most campsites are available on our web site at [ravenknob.com](http://ravenknob.com).

Unit leaders should plan to share tents since the camp does not have the resources to provide each leader with his own tent. Leaders who wish to guarantee separate accommodations, and leaders not staying the entire week, should make arrangements to provide their own tent.

Campsite photos are posted on [ravenknob.com](http://ravenknob.com) and 360° views are available on Google Maps Street view.

## Daily Schedule

Each day follows a regular daily schedule. The schedule for Saturday and Sunday vary for check-in and check-out. On Sunday, Wednesday and Friday, the evening activity is a campwide campfire in the OA Arena. Everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

## Uniform

The official Boy Scout summer field uniform is recommended for wear by both youth and adults while in camp. This uniform — commonly referred to as Class A uniform — is to be worn to Dinner each day and to campwide activities such as campfires.

Here are a few tips to help your uniform stay fresh longer:

- Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty.

## Daily Schedule

6:55	First Call
7:00	Reveille
7:10	Waiter's Call
7:20	Assembly
7:30	Breakfast
	Leaders/SPL Meeting
8:00 - 8:50	Campsite Cleanup
9:00 - 9:50	First Session
10:00 - 10:50	Second Session
11:00 - 11:50	Third Session
12:10	Waiter's Call
12:20	Assembly
12:30	Lunch
1:00 - 1:50	Rest Period
2:00 - 2:50	Fourth Session
3:00 - 3:50	Fifth Session
4:00 - 4:50	Sixth Session
5:30	Waiter's Call
5:45	Assembly
6:00	Supper
After Supper	Vespers
After Vespers	Evening Activities
9:45	Call to Quarters
10:00	Taps

- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.
- It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all week.

## Dining Hall

Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Raven Knob staff will lead the camp in returning thanks. The Raven Knob Grace is often said during the week — it is recommended that Scouts learn this grace so they will be able to join in.

At the morning and evening meal, the Officer of the Day (from the staff) will lead the flag ceremony. Scouts and leaders should wear their Class A uniform to the evening meal. After the meal, the Officer of the Day usually has some important

announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the staff.

The waiter system is used in the Dining Hall for setting the tables and cleaning up. This process will be explained in more detail during supper on Sunday. Scouts who are registered for Cooking merit badge or the Mountain Man program will eat several meals in their program area, and may need to make arrangements for someone else to

### Raven Knob Grace

In silence we seek thee,  
In Grace we believe in thee;  
For blessing this meal,  
For the fellowship we feel,  
Scouting thanks you, O Lord.  
Amen.

cover part of their waiter duties.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with special dietary concerns or restrictions please complete Special Diet Request form (RKSR 2c). Each year we have individuals who have Diabetes, Celiac Disease, Peanut Butter allergy, as well as milk and egg allergy. These individuals are encouraged to bring any speciality foods that they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Unit Number and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal. Check our website before coming to camp for our Summer Camp Menus to help with this planning.

### Vespers and Chaplain

Vespers is a short fellowship service held each evening (except Wednesday) after supper. Vespers is held in the Chapel, located across Lake Watson. Everyone is encouraged to attend. Members of the Commissioners staff will conduct Vespers services, with assistance from visiting clergy. In addition, they can provide assistance with homesick Scouts. Scouts and units

may volunteer to assist with Vespers during the week. Scouts who are working on their religious award are especially encouraged to do so.

All scouts or scouters wishing to train to be a Chaplain's Aide will be required to work with the Chaplain staff during evening vespers throughout their stay. Sign-ups will be at the Leaders Meeting on Sunday evening as well as after opening campfire

### Commissioner Service

After your guide finishes helping you check in, you probably won't see him in your campsite again until you check out on Saturday. That is okay, because we have a staff member with the full-time job of taking care of your needs during the week. That staff member is your Commissioner.

The Commissioner Staff will stop by the campsite each morning to visit with the leaders in the site. They will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection form found in this guide. The units with the highest score at the end of the week will be recognized.

You can also meet with your Commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you plan unit activities.

### Raven Knob Museum

The Old Hickory Council Historical Association works to preserve Scouting's history and to draw attention to the BSA's exciting and useful past in northwestern North Carolina. The Association opened a Boy Scout Museum at Raven Knob in 1998 showcasing many items from the past of Raven Knob and the Old Hickory Council.

The museum is open in the afternoons and evenings during the week. All Scouts and leaders are encouraged to take a look at the displays at some point during the week.

In addition, the Association sells several collectable patches. All proceeds from the sale of these patches go to the continuing efforts of the Historical Association.

## Trading Post

The Trading Post — located in the middle of camp — stocks a variety of items, such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies and concession items. The Trading Post is open during

### Trading Post Daily Schedule

**Sunday** - Open After Campfire until 10pm

**Monday** - 8:45am - 11:45am, 1:45pm - 4:45pm, 7:30pm - 9:30pm

**Tuesday** - 8:45am - 11:45am, 1:45pm - 4:45pm, 7:30pm - 9:30pm

**Wednesday** - 8:45am - 11:45am, 1:45pm - 4:45pm, Open After Campfire until 10pm

**Thursday** - 8:45am - 11:45am, 1:45pm - 4:45pm, 7:30pm - 9:30pm

**Friday** - 8:45am - 11:45am, 1:45pm - 4:45pm, Open After Campfire until 10pm

the day and evening, except at meals and during campwide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted, however, ATM and debit cards are not.

## Lost and Found

A central lost and found area is located at the Dining Hall next to the head tables with all other main areas of camp also keeping items they find at their respective areas. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, lost and found items will be kept until November 1. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

## Fishing Permits

Fishing is a popular activity with many Scouts at Raven Knob. Anyone wishing to fish during the week will need to obtain

## Check-Out Overview

**6:55** **First Call**

**7:00** **Reveille**

**7:10** **Waiter's Call**

**7:20** **Assembly**

**7:30** **Breakfast**

**Paperwork** — You will receive a packet at breakfast with your merit badge and other paperwork. Review the paperwork to ensure that it is correct and that it all belongs to your unit.

**Campsite** — After breakfast, return to your campsite with your guide. Pack up your gear and clean the site one last time.

**Trash** — Bag up all trash and take it to the edge of the road for the Ranger staff to pick up.

**Quartermaster** — Return any camp equipment you may have used to the Quartermaster.

**Administration Building** — Before leaving camp, stop at the Administration building to take care of any last minute paperwork, settle any debts, turn in evaluation forms, or take care of any other final business.

a Raven Knob Fishing Permit. Permits will be issued Monday after lunch following a fishing orientation and safety session. The fishing program at Raven Knob is strictly a catch-and-release program.

## Scoutmaster's Lounge

This is the gathering place only for adult leaders. Located inside the Program Center, there are soft chairs and couches for relaxing and coffee to calm your nerves. Please note that the Scoutmaster's Lounge is sometimes reserved for merit badge sessions. Free Wi-Fi is also available.

## Check Out

The check-out procedure begins on Saturday, and should be completed before 10:30A.M. Any unit with special check-out considerations should make plans through the Program Director or the Camp Director. Merit Badge applications, health forms and other paperwork will be given to each unit at the Breakfast assembly.

After Breakfast, the unit will return with the guide to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment. The guide and unit leader will



conduct another inventory of the campsite to make sure that no equipment has been misplaced or damaged during the week.

Return any borrowed equipment to the Quartermaster, and the guide will inspect the site to be certain that it is clean. The cost of any damaged property or equipment will be charged to the unit. The unit leader should stop by the Administration building on the way out of camp to check-out and take care of any last minute business.

## Contacting the Outside World

### Postal Mail

Scouts may receive mail at camp. Please send mail addressed as follows:

Scout Name  
Unit Number  
Camp Raven Knob  
266 Raven Knob Road  
Mount Airy, NC 27030

Please be sure to include the Scout's unit number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured. USPS, UPS, and FedEx all deliver to camp.

### Telephone

Should someone at camp need to be contacted, the camp telephone number is (336) 352-4307. This phone is located in the camp office, and is manned from 8:30A.M. until 8:00P.M., with the exception of meals and campfires. There may be a staff member in the office in the evening or at other times as well. Please note, however, that this is the camp's business phone and parents will not

be able to talk to their children. The staff member will take a message and deliver it to the unit mailbox. Of course, emergency messages, will be delivered as soon as possible.

### Internet Messaging and E-mail

Scouts are able to receive Internet messages while at camp. Messages may be sent through the camp's web site ([www.ravenknob.com](http://www.ravenknob.com)). Enter the unit Number, Scout name, and message in the form provided. All messages will be printed and delivered to the unit mailboxes with regular mail and messages.

### RavenKnob.com

Visit us on the web for the latest updates about preparing for camp. This is an excellent resource for parents, leaders and Scouts.

Leaders will find information about summer camp and last minute registration updates. They can register online and pay camp fees.

Parents will be able to find out how to send mail or Internet messages to their son during the week. Scouts can find a list of what to bring to camp, helpful hints for their merit badge sessions, and after camp they can see the pictures of their week at camp.

### Visitors Night

Visitors' Night at camp is Wednesday evening. At that time, parents may wish to bring a picnic supper to enjoy with their son and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony.

Visitors should not plan to arrive at Raven Knob before 5:30P.M., as Scouts will be involved in sessions until then, and will need time to take a shower and change clothes. The ceremony will last until approximately 9:30P.M., so visitors should plan to leave shortly after that so Scouts and leaders can get a good night's sleep. In the event of inclement weather, the campfire and tapout ceremony will be moved to the Dining Hall.

Vehicles are allowed into camp on Wednesday evenings. Please note that the campwide speed limit is 5 mph. In addition, the road between the Trading Post and the Order of the Arrow arena is closed to vehicle traffic from 7:00P.M. until after the Order of the Arrow ceremony, so please plan accordingly.

For many years troops have had lunch in their campsites on Wednesdays. This year we have changed that and lunch will be served in the Dining Hall. On Wednesday evenings many troops have families bring in a picnic dinner to their campsites. For troops that do not have plans like this for the evening meal our staff will bring dinner to your campsite on Wednesday evenings. This will be a hot meal with drink and desert ready for your Scouts to enjoy. The Dining Hall will not be open for troops or guest unless it is raining. Our staff will need to know by the Tuesday morning Leader's Meeting a headcount for any meals needed on Wednesday evening.

Visitors at any time other than Wednesday should make prior arrangements with the Camp Director. There are no facilities at Raven Knob to allow visitors to stay overnight.

### Services for Leaders

For the Scoutmaster that has to stay connected we have several services available. See which one works the best for you.

#### Telephone

A telephone line is available in the Scoutmaster's Lounge. Leaders may use calling cards to make long distance calls. This telephone is not to be used by Scouts.

#### Send E-mail

E-mail may be sent from designated terminals in camp. Facilities are not available for chat or other Internet or computer services from camp terminals.

#### Internet Messages

Leaders may receive Internet messages submitted through [www.ravenknob.com](http://www.ravenknob.com). Messages will be printed and delivered to

unit mailboxes. Scout will not be able to respond to messages received through the Raven Knob internet messaging system.

#### Wireless Internet

Camp Raven Knob offers Wi-Fi in certain areas of camp for Leaders. For assistance with setup, or for a current list of hot spots visit the Administration Building and the Scoutmasters Lounge. Please note that public computer terminals at camp are only permitted to send e-mail.

#### Pager

To instantly relay important information, program updates and weather forecasts, Camp Raven Knob will issue each unit an alphanumeric pager upon check-in. All pagers must be returned prior to departure. Damaged or lost pagers will cost \$50 for replacement.

### Coming and Going

The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Administration Building with our staff while being accompanied by an adult from the unit to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00P.M. If there are particular concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

# Honor & Merit Troop

The Honor Troop and Merit Troop awards recognize units that participate fully in the camp program, follow camp rules and demonstrate the true spirit of Scouting.

Unit Number
Council
Week of Camp
Campsite

## Merit Troop

Complete the following mandatory requirement.

- The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout spirit that is ever-present in the program.

Complete 7 of the 9 following requirements.

- The unit completes all registration materials by the proper deadlines including completed forms and payments.
- The unit has 50% of its active membership at camp.
- Scouts attending camp participate in the scheduled activities (merit badges, free swims, and other activities during the day). Older Scouts should try to take advantage of the Outback program.
- Two-deep leadership — provided completely by the unit — is present in camp at all times.
- Bring 1 can of food per Scout to donate to the local food bank.
- The unit maintains a minimum ratio of one leader for every ten Scouts.
- The Senior Patrol Leader attends all SPL meetings and the Scoutmaster attends the Leaders' Meetings after breakfast. The unit leader and Senior Patrol Leader also attend the Leaders' Meeting on Sunday afternoon.
- The Scouts and leaders in the unit attend evening meals and campfires in Class A uniform.
- The unit should have a clean campsite and show an increase in daily inspection score by the end of the week.

## Honor Troop

In addition to completing all 9 requirements in the Merit Troop section, to be an Honor Troop, a unit must complete 2 of the 3 following requirements.

- The unit performs a conservation or camp improvement project while at camp. This project must be approved beforehand, and checked upon completion by the Nature Director or Camp Ranger.
- The unit plans one unit or campsite activity. The activity must foster a sense of Scouting friendship between at least two units.
- At least one leader from the unit completes the Scoutmaster merit badge.

# Campsite Inspection

This form will be used for the daily campsite inspection.

Unit Number
Council
Week of Camp
Campsite

Day of the Week: Monday Tuesday Wednesday Thursday Friday

## United States Flag

Is it displayed? Is it displayed properly?

\_\_\_\_\_ / 5 pts

## Troop Identification

Is the troop flag or other appropriate insignia bearing troop numbers easily seen?

\_\_\_\_\_ / 5 pts

## Tent Appearance

Are tents pitched properly? No tent ropes tied to trees, shelters, or other tents. Are all the tents in the campsite consistent in appearance (either all open or all closed)?

\_\_\_\_\_ / 10 pts

## Clean Tents

Are the tents neat and clean? Is personal gear stored out of the aisles of the tent and food is not in the tent for animals? Are there any clotheslines in the tents?

\_\_\_\_\_ / 5 pts

## Clean Campsite Area

Is the campsite area clean? Is there trash in the campsite?

\_\_\_\_\_ / 15 pts

## Fireguard Chart

The troops fireguard chart must be filled out and displayed on the campsite's bulletin board.

\_\_\_\_\_ / 10 pts

## Safety Hazards

No hazardous objects in the area: tools are stored properly when not in use.

\_\_\_\_\_ / 10 pts

## First Aid Kit

Is the troop first aid kit readily accessible for the Scouts?

\_\_\_\_\_ / 5 pts

## Vehicles

No unauthorized vehicles are allowed in the campsite. All authorized vehicles must display a permit.

\_\_\_\_\_ / 10 pts

## Recycling

There must be no aluminum cans in the garbage can.

\_\_\_\_\_ / 10 pts

## Latrine

The latrine must be reasonably clean and no debris, cans, bottles inside pit. Is there adequate paper and soap available?

\_\_\_\_\_ / 10 pts

## Shower Area

Has the troop cleaned the shower facility for their assigned day? A rotation schedule is posted on each campsite bulletin board.

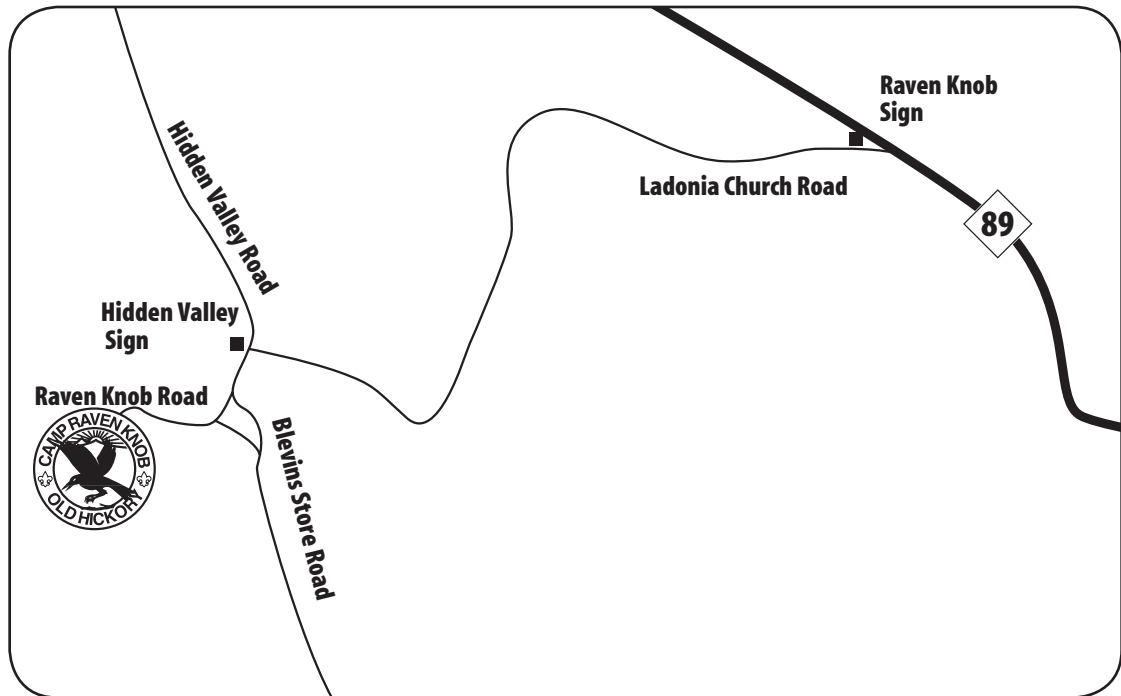
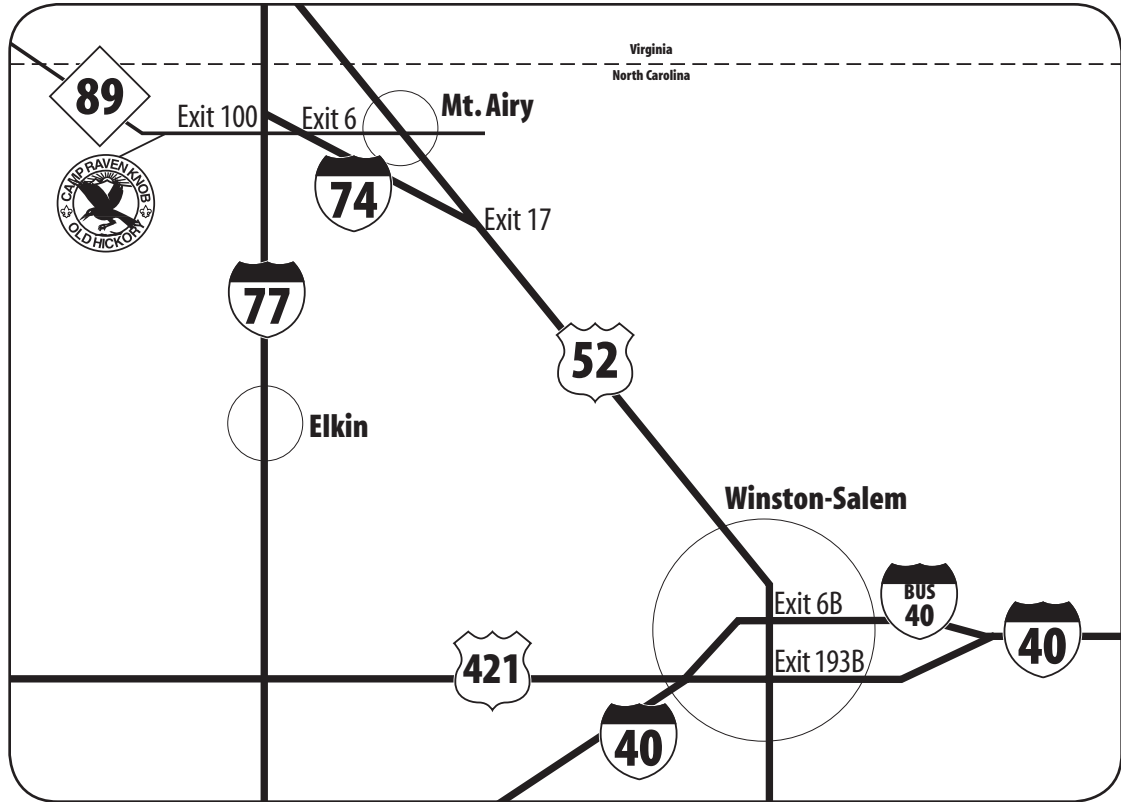
\_\_\_\_\_ / 5 pts

## Total

\_\_\_\_\_ / 100 pts

*\*Leader Present in Site*

# Directions to Camp



## Program Registration Codes

Program		9-10	10-11	11-12		2-3	3-4	4-5
Aquatics	BSA / ARC Lifeguard (\$45)	391 (all day)						
	Canoeing *	341				344		
	Kayaking *	321	322	323		324	325	326
	Lifesaving	381				384		
	Mile Swim			373				376
	Rowing / Canoeing *	351						
	Small-boat Sailing *	361				364		
	Advanced Small-boat Sailing							366
	Swimming	311	312	313		314	315	
	Non-Swimmer / Beginner Instruction	301	302	303		304	305	
	Paddleboarding / Snorkeling BSA (\$5)	331	332	333				
	Free Swim							306
Handicrafts	Art (\$5)		412				415	
	Basketry (\$10)	401		403		404		406
	Indian Lore (\$10)	421		423		424		426
	Leatherwork (\$7)	431	432	433		434	435	436
	Metalwork (\$10)	471	472	473			475	476
	Photography / Movie Making (\$10)	461				464		
	Advanced Wood Carving (\$10)							486
	Wood Carving (\$5)	451	452	453		454	455	
Nature	Bird Study			183				186
	Environmental Science	171				174		
			172			175		
	Fish and Wildlife / Mammal Study	121	122			124	125	126
	Forestry/Plant Science		152			155		
	Geology			153				156
	Landscape Architecture		132					136
	Nature	101		103		104		106
Reptile and Amphibian Study	111				114	115		
Weather *	141				144			
Scoutcraft	Archaeology	261				264	265	266
	Camping	201	202			204	205	
	Cooking (\$10)		212			215		
	Emergency Preparedness / Search & Rescue	271				274		
	First Aid		252			255		
	Geocaching					284	285	
	Orienteering *	231	232					
	Pioneering					224		
	Safety / Fire Safety			293			295	296
	Wilderness Survival		242	243			245	246

Program Registration Codes Continued On Next Page

## Program Registration Codes

Program		9-10	10-11	11-12		2-3	3-4	4-5
Shooting Sports	Archery *	641				644		
	Venture Crew Pistol Shooting (\$20)			683				
	Rifle Shooting (\$15) *	651				654		
	Shotgun Shooting (\$30) *	671				674		
Technology	Astronomy *	541				544		
	Automotive Maintenance *			563				566
	Aviation (\$20) *	521					525	
	Digital Technology (\$10) *	551	552	553		554	555	556
	Energy *			533				
	Engineering *		572					576
	Robotics / Electronics (\$20) *	591				594		
	Space Exploration (\$7) *		562				565	
Trail to Eagle	Citizenship in the Nation	971	972			974	975	
	Citizenship in the World		982	983		984	985	
	Communications	951		953		954		956
	Salesmanship		932					
	Personal Fitness	941	942	943				
	Personal Management *		992	993			995	
Raven Scout Program	Raven Scouts	701						
	Senior Raven					714		
Outback Program	Climbing (\$20)	861						
	Mountain Biking / Cycling (\$10) *					844		
	Cripple Creek - (Mountain Man) (\$30)				831 (all day)			
	RK Wilderness Challenge (\$50)				871 (all day)			

**\* Merit Badges Part of STEM Program**

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

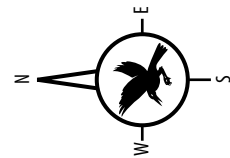
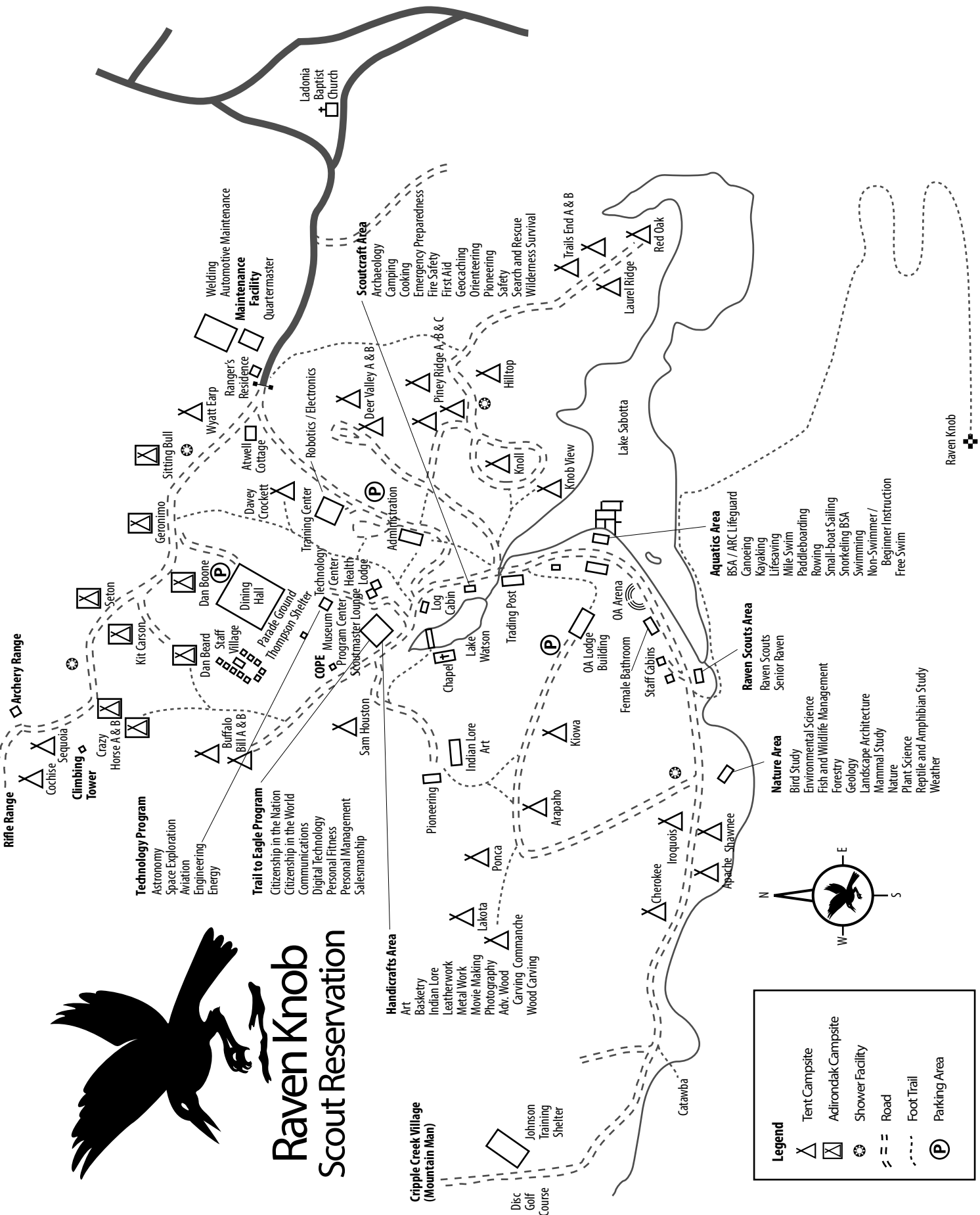
\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# Raven Knob Scout Reservation



Legend	
	Tent Campsite
	Adirondack Campsite
	Shower Facility
	Road
	Foot Trail
	Parking Area