



2008
Leader's
Guide
to Summer
Camp

**Raven
Knob
Scout
Reservation**

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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 leader's meeting.

WHAT'S NEW THIS SUMMER?



Preparing for Camp

Camp Fees

The camp fees have been updated for 2008. Please note that the early raven discount was discontinued in 2005.

Updated Registration Date

The Registration Date has moved back from June 1st to May 1st. Additional Participants will still be accepted two-weeks prior to arrival.

Express Health Check-In

Units can send Health Forms to Camp for Pre-Screening and completely skip Health Checks during Sunday Check-In.

Tour Buses

Upon arrival to camp, please follow signs and go directly to the dining hall parking lot to unload the tour bus.

Program Information

Kayaking BSA

Rowing Merit Badge

Astronomy Merit Badge

Bird Study Merit Badge

Fish & Wildlife/Mammal Study

Plant Science/Forestry

Cinematography/Photography

Pulp and Paper Merit Badge

Venture Crew Pistol Shoot

RK Business Program

The RK Business Program is a new extension of the Trail to Eagle Program. It is designed for older scouts, and will help prepare them for the Global Economy.

New Leader Essentials

This basic training is for new leaders and can now be completed at camp.

Unit Leader Luncheon

Two leaders from each unit are invited to attend the leader luncheon. Meal vouchers will be provided at check-in.

2008 Session Additions / Changes

Changes to the Raven Knob Merit Badge Program are listed in BOLD on the Registration Grid on page 44.

Living At Camp

Class A Uniform

All Scouts and leaders are to wear their Class A uniform to breakfast as well as supper.

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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 discontinued a few others. If you have questions you are ask to email them to us at 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. 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.

It will be an exciting summer and we look forward to seeing you at Raven Knob.

Yours in Scouting,

A handwritten signature in black ink that reads "Keith". The signature is written in a cursive style with a large, stylized 'K' and a long, sweeping underline.

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 three parts.

The first payment of \$50 per Scout is due by March 15 with the completed Unit Count (RKSR 1) form. This allows us to plan for the size of each unit. It is possible to add Scouts after this date, pending available space. Information about available space for each week will be posted on our web site ravenknob.com. The second payment of \$50 per Scout is due by May 1 with the completed Registration Form (RKSR 2). The balance of all camp fees is due two weeks before the Sunday that your unit arrives at camp. Please send with Final Payment Form (RKSR 3).

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	\$200
Scouts from other councils	\$230
Adult Leaders (above two)	\$90
Day Campers	\$90

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 early raven discount has been discontinued.



The second payment date has moved up one month to May 1st.



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.



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

Additional leaders not staying the entire week should plan to provide their own tent and must pay a Dining Hall fee of \$5 per meal. 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 not staying the entire week should plan to provide their own tent.

Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Unfortunately, Raven Knob does not have the resources to provide each leader with a separate tent. Those leaders who wish to guarantee their own tent should make arrangements to bring one from home.



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

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.

A provisional application form (*RKSR-P*) can be downloaded from our web site. The provisional camper fee is \$10 more than the normal camp fee, and is noted on this form. Full payment is due at the time of submitting an application. Since provisional space is limited, please check our web site

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

Day Campers

A Day Camper program is offered for Scouts to attend camp from 9A.M. to 5P.M. and work on merit badges. 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 forms. 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 will be mailed to Scouts following their week in camp.

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 October 15, 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 service center. Deposits must be received by October 15, to guarantee space

for 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 October 15th rollover deadline. These new applicants will be added to the upcoming years' camp chart on a pending basis as space allows. Once the October 15th 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 rolled over to next year if the unit does not attend camp this summer. During the check-in process, if the deposit is not rolled 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 June 1, all payments made are fully refundable or transferable to another participant.

Cancellations made after June 1 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 Director reserves the right to make an exception for extreme or extenuating circumstances. The unit should factor in such credits when calculating future camp payments.

Refunds will be credited to the unit's account balance, which will be settled during check-in. 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 Service Center. Out-of-council units will receive the refund as a council check mailed to the contact address on file. Please allow at least 2-3 weeks for delivery.

Campsite Capacities		
Campsite	Min	Max
Apache	15	28
Arapaho	20	36
Buffalo Bill A	24	40
Buffalo Bill B	14	20
Cherokee	20	36
Commanche	16	24
Crazy Horse A	20	42
Crazy Horse B	10	26
Dan Beard	16	28
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
Jim Bridger	30	60
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
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

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.



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.



The entire camp fee, including the initial \$50 deposit is fully refundable prior to June 1. After June 1, any cancellations are subject to a fee of \$50.

Registration

Our goal is to make the registration process easy and efficient. An overview of the registration steps is presented here. The *Registration Packet* that accompanies this guide contains all the required forms and detailed instructions.

Leaders will note that the registration process is divided into four major steps. The forms for each step have a number coordinating with that step.

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. In addition, you can make payments online at ravenknob.com with a Visa or Mastercard.



NEW

Express Check-In will be available for units that confirm their merit badge schedules in advance and make payment in full prior to arrival.



The date of registration (Step 2) is determined by the date the payments are made, not the date schedules were submitted. Note that payments made online are instantaneous and are credited faster than checks sent through the US Mail..

Online Registration

Camp Raven Knob is proud to offer complete online registration to all of our units. By establishing a login at my.ravenknob.com, 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 Visa or Mastercard. Once submitted, you will receive instant confirmation via e-mail.

The online registration system is flexible. If you still prefer a hard copy, or do not wish to make an online payment, simply print a copy of the online form and submit it to our office with your payment.

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 2 weeks prior to your arrival at camp.

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 materials should be sent to the Council Office until the end of May. Starting in June, all correspondence should be sent directly to camp. The addresses for both locations are listed in a table in this section.

To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to your arrival at camp. For your convenience, fax and e-mail service is available 24 hours a day.

The camp office will be open from June 1 until August 7. Summer Camp Administration will not be able to be reached at camp before or after these dates.

Confirmation and Changes

When we receive your Registration paperwork from Step 2, we will confirm receipt with a postcard or an e-mail. If any conflicts arise with your schedule requests, we will contact you directly.

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.

Registration Overview

1

Unit Count

Due March 15
\$50 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. Complete the Unit Count (RKSR 1) form and return it with a payment of \$50 per Scout to the Old Hickory Council Service Center by March 15.

2

Registration

Due May 1
Additional \$50 per Scout
plus Outback Fees

The second step is Registration for program sessions. Complete and return the Registration (RKSR 2a, 2b) forms with an additional \$50 payment per Scout as well as any Outback High Adventure fees. Registration for sessions will not be processed until the accompanying payment is received.

3

Final Payment

Due two weeks before
arrival
Remaining balance due

The third step is the Final Payment. This includes the balance of the camp fees, leaders fees, and special program and materials fees. Use the Final Payment (RKSR 3) form to calculate the amount due. Final Payment is due two weeks before arrival at camp. If mailing a check, please allow ample time for delivery.

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	my.ravenknob.com
Email	registration@ravenknob.com
Fax	(336) 352-3445
Phone	(336) 352-4307

The unit will be notified if any Scouts are registered for an Outback program that is full. 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 submitted to our Administrative staff by phone, fax, or e-mail.

Due to the number of Scouts registering for programs at camp, some schedules may not be exactly as requested. We have done our best to provide every Scout with their first choice for all sessions. In order to maintain a reasonable size limit for our instructors, some scouts will find their ses-

sions have flipped times. In the interest of all participants, we regret we are unable to rearrange schedules, and appreciate your understanding as we do our best to accommodate the needs of your Scouts.

Express Check-in

Units that meet all registration deadlines, confirm their merit badge schedules in advance 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 at my.ravenknob.com and stay tuned to email updates prior to your scheduled arrival.

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



The date for the Registration Payment has moved up to May 1st. Additional participants will be accepted past this deadline until two weeks prior to arrival at camp.

Age/Rank Requirements

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

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.



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.

Medical Forms

All Scouts and leaders attending camp must have a physical examination before coming to camp, and must have the proper medical form completed. Scouts and leaders under the age of 40 must have had a physical within the last 36 months, while adults over 40 must have an annual exami-

Required Medical Forms

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

Class 1 and 2 (no. 34414)

Scouts and leaders under the age of 40

Class 3 (no. 34412)

Leaders over the age of 40 and all participants in the Rampage program.

nation. The examination must be by a physician licensed to practice medicine. **While the doctor's examination for youth members is good for three years, each Scout's parents must review the form, and sign and date it each year.**

Youth participants and adults under the age of 40 should use the Personal Health and Medical Record — Class 1 and Class 2 (no. 34414). Participants in the Rampage program and all adults over the age of 40 must submit Personal Health and

Medical Record — Class 3 (no. 34412). These forms are available through your local council service center or on our web site at 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. In accordance with the new federal HIPPA regulations, medical screenings will be completed discreetly to ensure privacy for Scouts and Leaders. 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 completed 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. Also, if you have an individual treated at the local hospital, please secure a copy of the BSA insurance form before leaving camp.**

BSA Medication Policy

Recent changes in the BSA National Standard related to prescription medication at camp prompt a change in how medication is stored and dispensed at summer camp. The policy was update 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.

According to local laws it is required that all Scheduled II Narcotics be secured under dual lock and key in the Health Lodge for Participants under the age of 18. A list of those Narcotics will be on RavenKnob.com.

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 Jason Price, Senior Health Officer at Jason.Price@ravenknob.com.

Express Health Check-In

Units have the opportunity to mail in a copy of their medical forms to camp for pre-screening prior to arrival. Please mail the copy of the health forms directly to camp (Attn. Health Officer) at least two weeks prior to arrival. The Health Lodge Staff will review the forms and be able to expedite your medical re-checks.

Order of the Arrow

The Wednesday night campfire program includes an Order of the Arrow tapout ceremony. Units from the Old Hickory Council may have Scouts tapped 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 tapped 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. 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. The cost of Brotherhood is \$15.00 which should be paid with the troop fees on form RKS3.

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
- ★ 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
- ★ toilet articles (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.*

SUGGESTED UNIT EQUIPMENT ON FOLLOWING PAGE



Express Health Check-In allows units to skip Health Check upon arrival to Camp. Units must send Health Forms to camp two-weeks prior to arrival. The Health Lodge staff will pre-screen these forms and buddy tags will be given in Admin with Registration materials.



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

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 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.

Finally, we 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.

Tips

Have Scouts bringing a footlocker or locking suitcase, 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.

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 attaining the appropriate tour permits. Tour permit forms are available online at raven-knob.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 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 vehicles remaining in camp after Sunday are required to display a valid parking permit. These permits will be issued during the Sunday evening leaders meeting. Please be prepared to tell the office staff the number of permits your unit will need.

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

NEW

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

NEW

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

unloading of personal and unit equipment. While driving in camp, please observe the camp speed limit of 5 miles per hour. **No vehicles, including golf carts, will be allowed to operate in camp or be parked in the campsite after check-in on Sunday without permission of the Camp Director.**

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 follow signs and go directly to the dining hall 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, vehicle permits will be issued during the Sunday night leaders meeting at the beginning of the week. The camp does not furnish transportation for special needs individuals.

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.

Health and Insurance Coverage

Units from outside the Old Hickory Council will need to furnish accident insurance information for their Scouts and leaders. This information can usually be obtained from your local council and will be used in the event of medical treatment outside the camp. Please refer to the Registration Packet for details on providing this information.

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 one of 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. Medication brought to camp may be kept in the Health Lodge.

Emergency phones are located at the shower houses. These phones are for adult use only. 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.

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, fire buckets) 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.











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.

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 Lifeguard



This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend all of their time in the Aquatics area. Scouts must be at least 14 years of age. Physical strength, stamina, and a great deal of written work is required. Bring long pants, a long-sleeved button down shirt, and shoes that can get wet for clothes inflation. This program is recommended only for older Scouts and strong swimmers. It is highly recommended that the CPR instruction be completed prior to camp. Strong swimming skills are required.

Recertification is available for those with current BSA Lifeguard certification or whose certification has expired within the past 12 months. Recertification will be available at the Aquatics Area on Wednesday afternoon beginning at 2:00. Bring a bathing suit and towel. Candidates for recertification must provide current BSA Lifeguard, CPR, Safe Swim Defense, and Safety Afloat certificates.

📍 Proficient in elementary backstroke, breaststroke, front crawl or trudgen, and sidestroke. Swim 400 yards in a strong manner.



Canoeing



This is a two-hour session. Good physical strength and stamina required. This is a good merit badge to introduce

boating; it is more fun and less difficult than rowing. It is recommended that the CPR instruction (requirement 2) be completed before camp.

📍 Swimming merit badge

Free Swim



What could be a better end to a hot summer day than a dip in the cool waters of Lake Sabotta? Or get extra practice for the mile swim on Thursday. Free Swim is open to all levels of swimming ability.



Kayaking BSA



This activity will allow participants to fulfill the requirements for Kayaking BSA. This program is recommended for older scouts. You will learn how to capsize your kayak, a variety of kayaking strokes, and other exciting things.

📍 Successful completion of the BSA swimmer test.



Lifesaving



This badge is required for Eagle (with alternate), and is a two-hour session. It is a challenging merit badge that requires physical strength and stamina. Bring long pants, a long-sleeved button down shirt, and shoes that can be gotten wet. It is recommended that CPR instruction (requirement 13) be completed prior to camp.

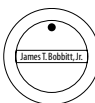
📍 Swimming merit badge



Mile Swim

1

This is not a merit badge, but allows Scouts to earn the Mile Swim badge. Scouts are required to swim an increased amount each day and build up to a mile.



Non-swimmer/Beginner Instruction

1

Learn to swim with the Raven Knob lifeguards! Session will focus on developing skills needed to attain next level of swimming ability. The Beginner's test completes requirement 7 for Second Class, and the Swimmer's test completes requirement 9 for First Class.



Rowing

2 **2**

Physical strength and stamina are required to successfully complete this badge. The skills are more difficult to master than in Canoeing. It is highly recommended that CPR instruction (requirement 2) be completed prior to camp.

Swimming merit badge



Small-boat Sailing

2 **1b,8**

This is a two-hour session.

Experience in sailing is recommended. Sailing conditions are dependent upon weather (it is hard to sail without wind). Requirement 8 may be completed before coming to camp. It is highly recommended that CPR instruction (requirement 1b) be completed prior to camp.

Swimming merit badge



Snorkeling BSA

1

This is not a merit badge, but allows Scouts to earn the Snorkeling BSA certification. There is a \$5.00 program fee. Gear will be provided, or Scouts may bring their own.



Swimming

1 **2**

This merit badge is required for Eagle (with alternates), and is required to take any other Aquatics area badge. Bring long pants, a long-sleeved button down shirt, and shoes that can get wet to inflate clothing. It is highly recommended that the CPR instruction (requirement 2) be completed prior to camp. Scouts that do not pass the Swimmer's test will be moved to Non-Swimmer/Beginner Instruction.

pass the Swimmer's test



Nature Area



Astronomy

1 6,9

Learn about the Solar System including the Sun, Moon, and Planets. Identify star constellations and observe the cosmos during a few evening sessions and from an inflatable planetarium. Also Requirement 6 & 9 may be done prior to coming to camp.



Bird Study

1 7,8

Study and identify different birds native to the area. Also, identify and be able to label the different parts of a bird. Also Requirement 7 & 8 may be done prior to coming to camp.



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. Younger Scouts will not be permitted to take this badge.

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.



Geology

1 **5 (3a)**

This session takes a field trip to the world's largest open-face granite quarry, located just down the road in Mount Airy. Requirements 5 may be done before coming to camp. (While not required, it is highly suggested that requirement 3a be completed prior to coming to camp.)



Nature

1

This is an excellent introductory merit badge to the Nature area. It requires some hiking, and night observation (frog hunt).



Reptile & Amphibian Study

1 **8**

This badge requires drawings and night observation (frog hunt). 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.



Space Exploration

1 **7,8**

Scouts have the opportunity to construct, launch and recover a model rocket. There is a \$7 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.

Dual Merit Badge Session

2



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.



Forestry

1

A leaf collection, a field trip to a lumber mill, and a report on the field trip are required. Scouts need a notebook and adhesive tape for mounting the leaf collection, or complete it before coming to camp (requirement 1).



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.



Scoutcraft Area



Archaeology

1 ✓ **4,5,10,11** **8**

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.



Cooking

2 **3** ✓ **2,7,8**

This badge is a two-hour session. Scouts will prepare and eat lunch 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. Requirements 2, 7 and 8 may be done before coming to camp.



Camping

2 ✓ ✓ **1,2,3,4,6a,7b** **9**

This badge is required for Eagle, and is a two-hour session. It requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.) and must bring their own tent for the overnigher. Requirements 1, 2, 3, 4, 6a, and 7b may be done before camp. Requirement 9 must be done before camp.



Emergency Preparedness

2 ✓ **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. Familiarity with knots is extremely important. This badge is recommended for older Scouts. Requirement 8 and 9 may be done before coming to camp.

First Aid merit badge



First Aid

2    **2b,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. Requirement 2b may be completed before coming to camp. It is highly recommended that CPR instruction (requirement 3c) be completed prior to camp.

 **First Aid requirements for Tenderfoot through First Class**



Orienteering

1  **10**

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. Requirement 10 may be done before coming to camp.



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.



Wilderness Survival

1  **5**

This badge is a one-hour session. It requires an overnight camping trip where participants will sleep in a shelter they construct during the session. Requirement 5 may be done before coming to camp.



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 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. Scouts are invited to dance in the Round Dance at the Wednesday night OA ceremony. There is an \$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 \$5 materials fee for this session. Requirement 4 may be done before coming to camp.

Dual Merit Badge Session

2 \$ 5



Cinematography

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 \$20 materials fee to cover the cost of film and developing.



Pulp and Paper 1 \$ 7

This merit badge is not recommended for first-year Scouts. Scouts will learn methods of papermaking and components that go into making modern paper. Requirement 7 may be done prior to camp.



Wood Carving 1 \$

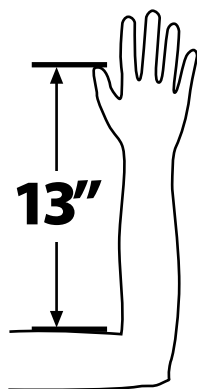
This merit badge is not recommended for first-year Scouts. There is a \$5 materials fee for this session. Knives are available for Scouts to use or Scouts may use their personal knives. Personal knives should be sharp and pocket knives are highly discouraged.



Shooting Sports Area



Scouts in Raven Scouts are ineligible to participate in Shooting Sports programs.



NEW

Venture Crew Pistol Shooting participants must present verification of being registered in a Venture Crew. Copies of their application or registration card will provide adequate verification. Approval from a leader is also required.

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 have little chance of fulfilling the merit badge requirements within the week, and will be excused from the session on Monday to attend another program. As a reminder, 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 9.



Archery

2

This badge is a two-hour session. Shooting experience is highly recommended, and Scouts must be able to successfully draw a 16 lb bow three 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 16 Scouts.



Venture Crew Pistol Shoot

1

This program is designed to give registered Venturers age 14 and above instruction in the basics of handgun safety and shooting. Participants will need to have verification that they are registered in Venturing. Each session is limited to 8 participants with a program cost of \$15.00.



Rifle Shooting

2

This badge is a two-hour session. Shooting experience is highly recommended, and it requires a lot of time to qualify. Scouts should be at least 13 years of age and have the strength and size to manage a ten pound target rifle, while utilizing five different shooting positions. As a means to determine adequate size, the Scout should have a distance of at least thirteen inches between the tip of his thumb and the top of his upper arm as shown. Also each Scout should bring a copy of his states Hunting Regulations, to be used during knowledge session of the merit badge. Each session is limited to sixteen Scouts. There is a \$5 program fee.



Shotgun Shooting

3

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the opportunity to complete Shotgun Shooting merit badge and to practice their skills in a safe area. Scouts must be at least 13 years of age to take this merit badge. Each session is limited to 12 Scouts. There is a \$25 program fee.



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

3 1 \$

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 13 years of age to participate in this program. There is a \$20 program fee.



Mountain Biking

3 1 \$

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.

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 13 years of age to participate in this program. There is a \$20 program fee.

Mountain Man Rendezvous

3 1 \$

Scouts will have the opportunity to experience life as it was for the original settlers of the Raven Knob area in the 18th and 19th centuries. They will have the chance to handle and fire black powder rifles, and to learn the proper way to use a tomahawk, another tool of choice on the frontier. The program includes hands-on experience in the art of tanning hides, the basic skills of the blacksmith, and building a log cabin and tipi.

Mountain Man participants are encouraged to spend the week camping in the Catawba area. In doing so, they will be camping in period wedge tents and preparing several of their meals at the site. They will be able to take other sessions in the main camp when not involved in Mountain Man activities.

Scouts must be at least 13 years of age to participate in this program. There is a \$20 program fee and participants should expect to cook several meals in the program area.



Rampage!



Can't decide which high adventure program you want? Then why not do them all? That is what Rampage! delivers — a buffet of high adventure packed into one week. Just imagine a full week loaded with whitewater kayaking, caving, climbing and bouldering; backpacking along the Appalachian Trail, mountain biking, and fly-fishing, and the latest addition — river boarding. There is a \$50 program fee.

Wilderness

Interested in the wilderness? Take an overnight trek through the Grayson National Highlands and the Mount Rogers National Recreation Area — some of the most pristine wilderness areas this side of the Mississippi River. At Mount Rogers, you will mingle with wild ponies, stand on the highest mountain in Virginia, and gaze at some of the brightest stars you may ever see.

Caving

Be prepared to venture underground. Bring some old clothes, shoes, and gloves, and we mean OLD. Crawling through the mud in Roberts and Speedwell Caves is one of the most memorable moments of the week -- and one of the dirtiest. The staining mud, orange clay and standing

water have zapped all remaining life out of some clothes. (Do NOT plan to wear the same shoes for caving and backpacking.)

Mountain Music

The mountains of southwest Virginia are known for the deep roots of mountain and bluegrass music. On Friday evening, Scouts may opt to go to a live music concert at the historic Rex Theatre in Galax, Virginia.

River Boarding

Imagine riding Class II+ whitewater on a boogie board. Nothing will get you closer to power and exhilaration of whitewater than river boarding. An experienced staff will instruct and guide participants in one of the newest adventure sports to hit the outdoors.

All the Comforts

Our high adventure base camp, near the banks of the New River in Virginia (the world's second oldest river), provides all the amenities of summer camp. Platform tents with cots are a welcoming sight after a long day of adrenaline-pumping excitement. Breakfast and supper are served under the 30ft tarp on the spacious deck. So, a little rain won't dampen your meal. You'll even make it to the Wednesday night campfire (if you wish).



Participants will return to camp Friday evening. Scouts must be at least 14 years of age to participate.

What to Bring

Participants are allowed to bring one footlocker to be stored at base camp. This will provide a means for participants to secure their personal items. Participants are limited to one footlocker and one backpacking bag (or equivalent). Footlockers should be no larger than 35 inches long by 15 inches tall by 20 inches wide. Personal tents are also allowed in our tent area, but not in grassy areas. Hammock tents are the newest form of personal sleeping systems and allowed at base camp as well, though are not recommended while on the backpacking trek.

Required:

- rain gear
- 2 water bottles
- backpack
- sleeping bag with pad
- backpacking tent/tarp with ground cloth
- mess kit (with fork and/or spoon)
- toiletries
- sunscreen
- hat/cap
- personal first-aid kit
- river sandals/shoes
- hiking boots/shoes
- old shoes (will get VERY dirty during caving)
- gloves (will get VERY dirty during caving)
- headlamp and/or flashlight
- long-sleeve shirt or fleece (minimum of one)

Recommended, but not required:

- footlocker (for base-camp gear)
- fleece hat
- disposable camera(s)
- non-scented baby wipes
- gaiters
- freezer bags (zip-lock)
- insect repellent
- pocket knife
- compass

Rampage participants should complete health check with their unit, then report to the log cabin with all their gear.



Raven Knob Golf Academy



FORE! Raven Knob Golf Academy opens its doors this summer, as an all morning session. Scouts will enjoy playing golf, while working towards the requirements for Golf merit badge in the summer camp environment. A typical week will include a few rounds at local golf courses. Scouts should have a general understanding of the game before signing up for this half-day activity.

Scouts are encouraged to bring their own set of clubs; a limited number of clubs will be available for the participants to share. Session sizes are limited. Leaders will be asked to assist with transportation and coaching. Leaders make sure you sign up on Sunday night in the Chapel, and don't forget your clubs! There is a \$20 program fee to cover green fees for youth and adults.



Raven Scout Program



Scouts enrolled in the Raven Scout Program will not be enrolled in Trail to Eagle merit badges or other advance programs.



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

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, cooking, first aid, ropework, map and compass work, and nature study.

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.



Requirements Covered

Raven Scouts

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

Senior Raven Scouts

First Class: 2, 6, 7a, 7b, 7c, 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.*

Right Decisions, Right Now

Since 2001, Camp Raven Knob has teamed up with R.J. Reynolds Tobacco Company to educate young people on the importance of making sound moral and social decisions in their daily lives. The Raven Scout Program has incorporated activities from Right Decisions, Right Now that focus on decision-making skills, consequences of decisions, values, and responsibility. If you would like a copy of the program materials for use with your troop back home, contact the council office or visit www.RightDecisionsRightNow.com.



Trail To Eagle Program

The Trail to Eagle is an intensive program focused on some of the most difficult 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.

NEW

This program requires an info packet of worksheets that may be downloaded (Adobe format) from our web site ravenknob.com



Scouts in the Raven Scout program are ineligible to participate in the Trail to Eagle program



Citizenship in the Nation

1 3

This session focuses on the organization and operation of the United States government. Requirement 3 may be completed before attending camp.



Citizenship in the World

2 9

Scouts learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 9 may be completed before camp.



Communications

1 5,6,7,9

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, 6, 7 and 9 may be completed before camp.



Personal Fitness

1 7

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 must be completed at home.



Personal Management

2 1,2,8

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. Scouts will learn about managing time and money as well as setting goals and working towards those goals. Requirements 1, 2 and 8 will be covered, but must be completed at home.



RK Business Program

The RK Business program is a new extension of the Trail to Eagle program. It is designed for older scouts. The merit badge programs offered in this program.

Dual Merit Badge Session



American Business



This merit badge focuses on the free enterprise system in the United States. Scouts will learn about the Industrial Revolution and other steps that brought about the modern industrial area. Participants will learn about interest rates, stocks, taxes, and government spending. Requirement 2a should be completed prior to camp. Requirement 5 will not be able to be completed at camp and should be done at home.



American Labor



Scouts participating in this merit badge will focus on working people and work-related concerns. Labor unions, management, collective bargaining, negotiation are other aspects of American Labor covered in this session.



Computers



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.

Dual Merit Badge Session



Salesmanship



Calling all future salesmen. Salesmanship merit badge focus on the responsibilities of a salesman and about customer service. Participants will develop a salesplan. Requirement 3 should be done prior to arrival at camp.



Entrepreneurship



This badge requires scouts to learn the role of entrepreneurs in the United States. Participants will develop plans for businesses. They will also identify business goals, how to make the product or service, and other steps to making a start-up business get off the ground. Requirement 6 may be completed prior to camp.

NEW

This program requires an info packet of worksheets that may be downloaded (Adobe format) from our web site ravenknob.com



Scouts in the Raven Scout program are ineligible to participate in the Trail to Eagle program

Twilight 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.

Knob Hike

The Knob Hike is a great way to see beyond the developed parts of camp. A guided hike is led by the staff and leaves from the OA Arena on Monday evening.

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.

Free Swimming and Free Boating

You can also see the camp from the water. The Aquatics area sponsors free boating and free swimming. Units may also be able to schedule other activities in the Aquatics area, such as volleyball, through the Aquatics Director.

Disc Golf Tournament

Tuesday night after dinner, a disc-golf doubles tournament will be held. 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.

Trailblazer Program

Thursday night at 7:30 join the program staff at the OA Arena for a hike to the wilderness camp. Along the way, they will highlight some of the hidden features of Raven Knob Scout Reservation. Water and flashlights are required, since the sun will set before the hike returns. For leaders, this is a great way to check on your Scouts participating in the overnighter while also getting a chance to learn some of the history of Raven Knob.

Native American Pow-Wow

Thursday evenings after the brotherhood ceremony (need to determine a good time to say) scouts are encouraged to attend a semi-formal Native American Pow-Wow in the dance arbor located next to Raven Scouts. Scouts will learn about the different styles of Native American dance, drumming and singing.

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 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

All BSA Lifeguard candidates will have the opportunity to complete their CPR requirement while at camp. A six-hour course will be offered to these candidates. The extra spaces in the session may be filled by adult leaders who choose to go through the training.

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.

Safe Swim Defense & Safety Afloat

These programs are sponsored by the Aquatics Area, and provide valuable information concerning the BSA's policies for aquatic activities on the unit level, such as a troop swim. This training will be conducted in the Aquatics Area on Monday at 10:00A.M.

Risk Management

We will conduct a Risk Management session each week. This session reviews current safety concerns involving Scouts and leaders.

Just For Fun

Log Cabin Tour

The area in and around Raven Knob has several log cabins and other historical structures. The tour will start at the log cabin in the center of camp. We will visit the Edwards-Franklin House (circa 1798), Issacs Mill (circa 1830), plus as time allows, visits to the cabins of Challie Minton (a unique combination of stone work and log construction), Dave Whitfield (a log home that exhibits Dave's skills and talents), Paul Johnson (easy living complete with a trout pond out front), and Keith Bobbitt (kick back on the porch and rest a while). Bring a flashlight and a camera and learn about methods of construction and local culture. Check our web site for more details!

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 Camp Chaplain for all evening vespers

Silver Spoon and Silver Spatula

This culinary cook-off behind the log cabin Monday after lunch 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.

And More...

Unit Leader Luncheon

On Thursday, the Old Hickory Council will sponsor a luncheon for two 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. Two meal tickets can be found in your check-in packet on Sunday.

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. Applications for the award should be submitted on Friday afternoon.

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). 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.

LIVING AT CAMP



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!



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 feet first into water over your head. Level off and swim 50 yards.

Swimmer Test

Jump into water over your head feet first and level off. Swim 75 yards on stomach or side in a strong, forward manner. Swim 25 yards on your back and float on your back for 30 seconds.

Swim Checks

For units who participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the *Registration Packet*. Please note that these swim checks must be authorized by a certified American Red Cross or BSA Lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form.

All other units will take the swim test upon arrival at camp. It is important to note that all Aquatic activities will be held in Lake Sabotta, which has very different characteristics from a pool.

The Rampage! program requires an on-site swim check. Participants in this high adventure program, that complete a swim check prior to camp will need to complete a new swim check after arriving at camp.

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 and 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

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

meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be 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 shelter behind the health lodge.

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 beds and vinyl-covered mattresses. 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.

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.

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 Breakfast and Supper 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 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.

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

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.

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 cover part of their waiter duties.

Special dietary needs should be discussed directly with the dining hall manager on Sunday. We will do our best to accommodate such requests with the food that we have available. For specific dietary requirements, supplements should be brought from home. Scouts with special dietary needs should email us at specialdiet@ravenknob.com.

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.

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 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 Trading Post. If you lose something during the week, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. 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 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.

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.

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.

Telephone

A pay phone is located outside the Administration building. It is the only telephone available for Scout use. We discourage the continued use of the telephone by Scouts.

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 8:00A.M. until 10:00P.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). 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.

Scouts will be able to send e-mail from available camp terminals at designated times. Facilities are not available for Scouts to chat or use other Internet or computer services. Be sure to bring the correct e-mail address of friends and family to send e-mail from camp.

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. It is also a convenient way to submit last minute schedule changes before coming to camp.

Parents can find pictures from the week while their Scout is at camp. They will also 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.

If desired, visitors may eat in the Dining Hall on Wednesday evening. The cost for the meal is \$5 for adults and \$3 for children under the age of ten. Visitors may purchase tickets for their meal as they enter the Dining Hall on Wednesday evening. In addition, they should notify their Scout's unit leader prior to their visit, who will make arrangements with the Dining Hall Manager.

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 dedicated to adult leaders is available in the Scoutmaster's Lounge. Not even the staff in the Administration building can access this line. Leaders may use calling cards to make long distance calls without standing in line outside of the Administration building. 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. 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

Laptop users are encouraged to pack their 802.11b/g wireless network cards for direct connection to the Internet while staying at Camp Raven Knob. For assistance with setup, or for a current list of "hot spots" visit the Administration Building. 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. Leaders will be provided a private e-mail address for direct emergency contact from those back home. If interested, extra pagers for additional leaders are available and can be rented for an additional fee. 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 8 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.
- 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. Is there adequate paper and soap available?

_____ / 10 pts

Shower Area

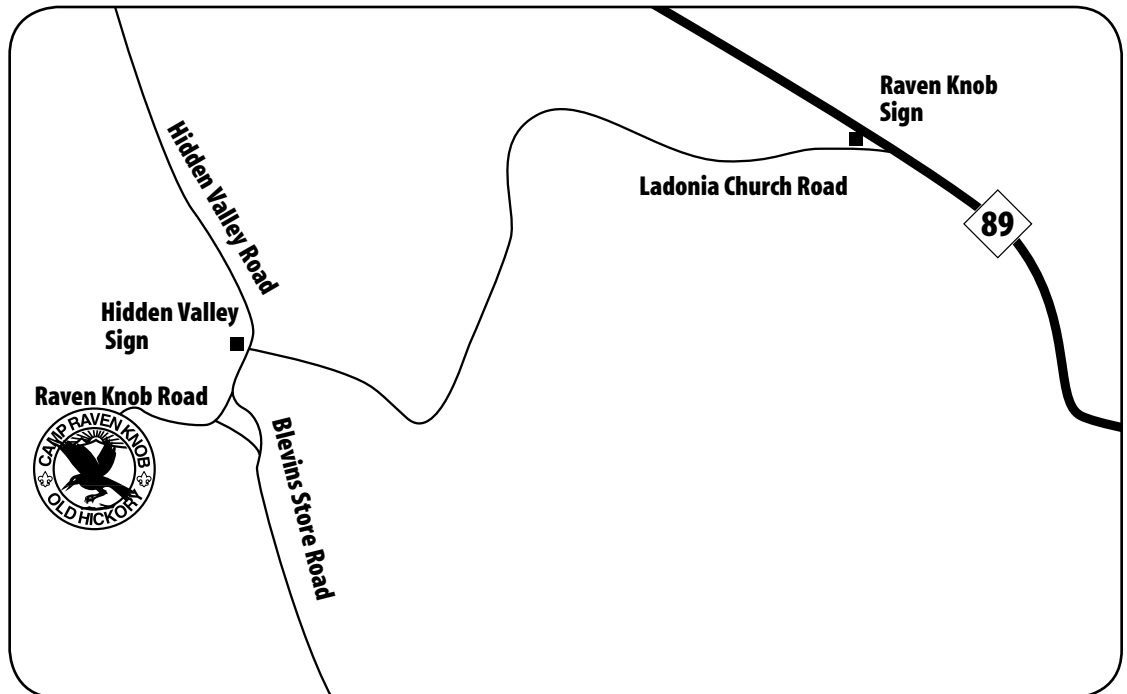
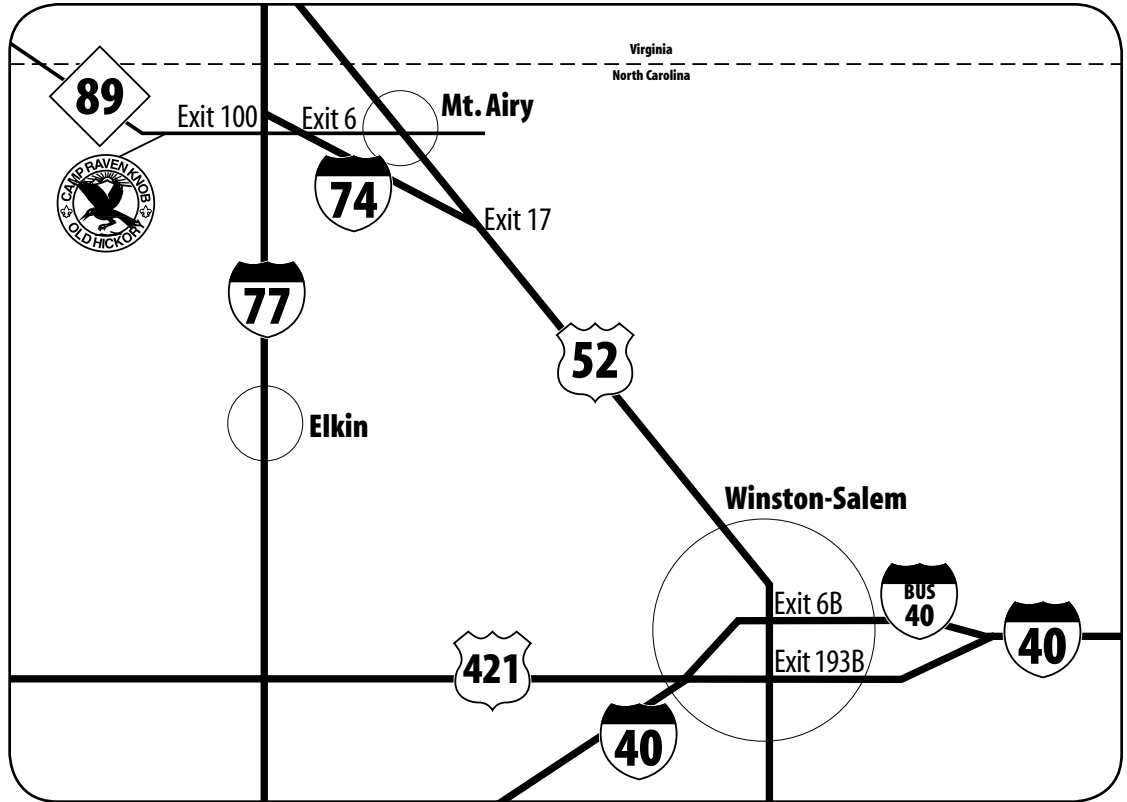
Has the troop cleaned the shower facility for their assigned day? A rotation schedule is posted on each campsite bulletin board.

_____ / 5 pts

Total

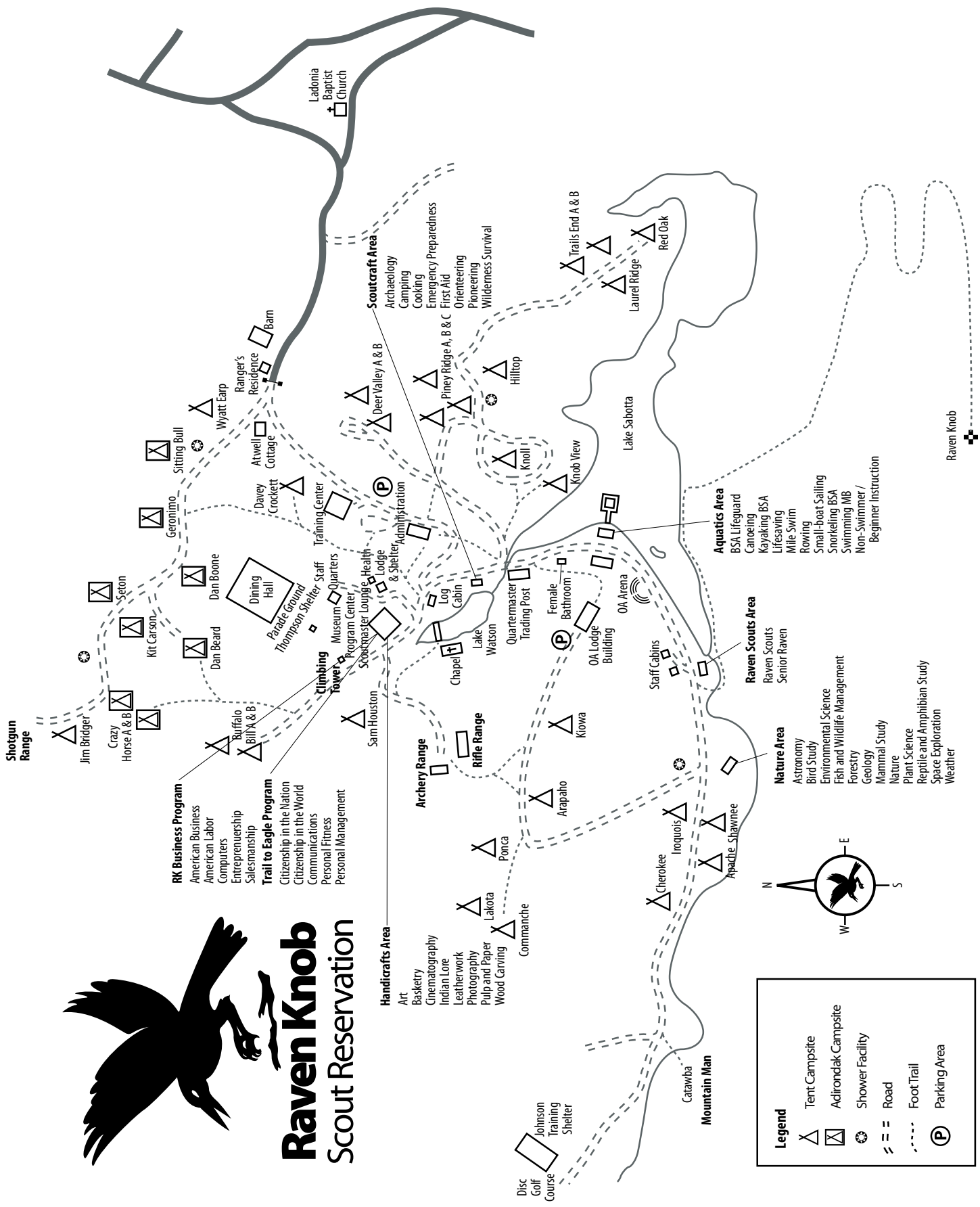
_____ / 100 pts

Directions to Camp





Raven Knob Scout Reservation



Legend

- Tent Campsite
- Adirondak Campsite
- Shower Facility
- Road
- Foot Trail
- Parking Area

Program Registration Codes

Program		9-10	10-11	11-12		2-3	3-4	4-5
Aquatics	BSA Lifeguard	391 (all day)						
	Canoeing	321				324		
	Lifesaving	361				364		
	Mile Swim			333				336
	Rowing	351						
	Small-boat Sailing	371			373		375	
	Snorkeling BSA (\$5)		342	343			345	
	Swimming MB	311	312	313		314	315	
	Non-Swimmer / Beginner Instruction			303		304	305	
	Kayaking BSA			353				356
	Free Swim							306
Handicrafts	Art (\$5)		412				415	
	Basketry (\$10)	401		403		404		406
	Indian Lore (\$10)	421		423		424		426
	Leatherwork (\$5)	431	432	433		434	435	436
	Photography/Cinematography (\$20)	461				464		
	Pulp and Paper (\$10)		422				425	
	Wood Carving (\$5)	451	452			454	455	
Nature	Astronomy		162				165	
	Bird Study			183				186
	Environmental Science		171			174		
				172				175
	Fish and Wildlife/Mammal Study	121		123		124		126
	Forestry/Plant Science			132				135
	Geology			153				156
	Nature	101		103		104		106
	Reptile and Amphibian Study	111				114		
Space Exploration (\$7)	131	132			134	135		
Weather	141				144			
Scoutcraft	Archaeology	261				264	265	
	Camping		201			204		
	Cooking (\$10)			212				
	Emergency Preparedness			272				275
	First Aid			252				255
	Orienteering	231	232					
	Pioneering					224		
Wilderness Survival			243				246	
Shooting Sports	Archery	641			643		645	
	Venture Crew Pistol Shooting (\$15)			683				
	Rifle Shooting (\$5)	651					655	
	Shotgun Shooting (\$25)		671				674	
RK Business**	American Business/American Labor		991					
	Computers	921	922	923		924	925	
	Salesmanship/Entrepreneurship					964		
Trail to Eagle	Citizenship in the Nation	971	972			974		976
	Citizenship in the World			982		984		
	Communications	951		953		954		956
	Personal Fitness	941	942				945	
	Personal Management			992				995
Raven Scout Program	Raven Scouts		701					
	Senior Raven					714		
Outback Program	Climbing (\$20)		861				864	
	Mountain Biking (\$20)						844	
	Mountain Man (\$20)		831				834	
	Rampage! (\$50)				871 (all day)			
	RK Golf Academy (\$20)		891					

Special Notes: Items in bold indicate changes from 2007 offerings. **RK Business Program is a Division of the Trail to Eagle Area.