

Program Guide



2020



BOY SCOUTS
OF AMERICA®
INDIAN NATIONS COUNCIL



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Hale Scout Reservation
1 Camp Tom Hale Rd.
Talihina, OK 74571

(May-July only)



Welcome to Hale Scout Reservation! The time has come to start the groundwork that will make your troop's summer camp experience a success. In preparing for camp, it is important that you read the entire 2020 Guide and be familiar with its contents before coming to camp. Please share the contents with all leaders attending HSR as well as parents.

The summer camp experience is an opportunity for your troop to use the skills that you have been building all year. Working with your Patrol Leaders Council, you can plan an exciting summer camp experience. Utilize the facilities and programs offered at Camp Hale to enrich your summer camp experience; however, do not limit your experience to the programs offered by the camp staff. The campsite and troop experience that you create is one that is unique to you and your troop.

This guide will help you get your camp adventure started and ensure that you and your Scouts have the best summer ever at camp!

Hale Scout Reservation is Celebrating its 90th anniversary this year! We are excited to celebrate this occasion with you!

Sincerely,



Roger Findahl
Camp Director



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Summer 2020 Sessions

May 31-June 6.....	Session 1
June 7-13.....	Session 2
June 14-20.....	Session 3
June 21-27	Session 4
June 28-July 4.....	Session 5
July 5-11.....	Session 6
July 12-18.....	Session 7



2020 Summer Camp Prices Master List

Camp Fees

Campsite Reservation.....	\$100 per unit
Youth Fee.....	\$265
Adult Fee.....	\$215
Part-Time Adult Fee.....	\$40 per day
Visitor Meals.....	\$5 per plate

Program Fees

Archery Merit Badge.....	\$6
Basketry Merit Badge.....	\$15-\$25 depending on basket chosen
Cooking Merit Badge.....	\$10
Electricity/Electronics Merit Badge.....	\$25
Graphic Arts.....	\$5
Kiamichi Warrior.....	\$45
Leatherwork Merit Badge.....	\$6-\$18 depending on leather kit chosen
Metalwork Merit Badge.....	\$8
Plumbing Merit Badge.....	\$6
Pottery Merit Badge.....	\$5
Rifle Merit Badge.....	\$15 includes all ammo and ear plugs
Robotics Merit Badge.....	\$5
Shotgun Merit Badge.....	\$30 includes all ammo and ear plugs
Space Exploration Merit Badge.....	\$12
Theater Merit Badge.....	\$5
Welding Merit Badge.....	\$20
Whitewater Merit Badge.....	\$25
Woodcarving Merit Badge.....	\$5-\$18 depending on kit chosen

*Program fees are subject to change based on current prices of services and equipment.

Daily Schedule

	Sun	Mon	Tues	Wed	Thurs	Fri	Sat
6:00 AM		Mile Swim Practice	Mile Swim Practice	Mile Swim Practice	5:30 Mile Swim		7:00 Both Shifts Eat Breakfast
7:15 – 7:30		1 st Chapel	1 st Chapel	1 st Chapel	1 st Chapel	1 st Chapel	
7:30 – 8:00		1 st Breakfast	1 st Breakfast	1 st Breakfast	1 st Breakfast	1 st Breakfast	
7:45 – 8:00		2 nd Chapel	2 nd Chapel	2 nd Chapel	2 nd Chapel	2 nd Chapel	
8:00		Flags	Flags	Flags	Flags	Flags	Break Down Camp w/ staff member
8:10 – 8:40		2 nd Breakfast	2 nd Breakfast	2 nd Breakfast	2 nd Breakfast	2 nd Breakfast	
9:00- 10:10		MB Class #1	MB Class #1	MB Class #1	MB Class #1	Merit Badge Make-up	
10:10 – 10:20		Go to next class	Go to next class	Go to next class	Go to next class		
10:20 – 11:30		MB Class #2	MB Class #2	MB Class #2	MB Class #2		
12 – 12:40 PM			1 st Lunch	1 st Lunch	1 st Lunch	1 st Lunch	
12:40 - 1:15			2 nd Lunch	2 nd Lunch	2 nd Lunch	2 nd Lunch	
1:15	1:00 Official Check-in	SPL Mtg @ Flag Pole	SPL Mtg @ Flag Pole	SPL Mtg @ Flag Pole	SPL Mtg @ Flag Pole		
1:30	Camp Tour Swim Checks	Leaders Mtg @ Dining Hall	Leaders Mtg @ Dining Hall	Leaders Mtg @ Dining Hall	Leaders Mtg @ Dining Hall		
1:30 – 2:40		MB Class #3	MB Class #3	MB Class #3	MB Class #3	Camp Olympics	
2:40 – 2:50		Go to next class	Go to next class	Go to next class	Go to next class	FREE TIME	
2:50 – 4:00		MB Class #4 (Fire Drill 3:50)	MB Class #4	MB Class #4	MB Class #4		
5:30 – 6:00	1 st Dinner	1 st Dinner	1 st Dinner	1 st Dinner	1 st Dinner		
6:00	Flags	Flags	Flags	Flags	Flags		
6:10 – 6:40	2 nd Dinner	2 nd Dinner	2 nd Dinner	2 nd Dinner	2 nd Dinner		
7:15 –9:00	Ldrs Mtg @ Dining Hall	Free Time	Free Time	Free Time	Free Time	8:00 Assemble @ TP for Campfire	
9:00 (Quiet Time)	Assemble at TP for Campfire			SM Social @ 8:45 Dining Hall		9:30 OA Social @ Dining Hall	
10:15 Lights Out	Taps	Taps	Taps	Taps	Taps	Taps	

*schedule subject to change

2020 Menu

	BREAKFAST	LUNCH	DINNER
SUNDAY			Roast Pork M. Potatoes w/ Pork gravy Carrots, Rolls Chocolate Cake Salad Bar
MONDAY	Breakfast Bake w/Tortillas Fresh Fruit Cereal, Milk, Juice	Grilled Chicken Sandwich Fritos Salad Bar Milk	Italian Goulash Mixed Vegetables Breadsticks Cookies Salad Bar
TUESDAY	Pancakes/Sausage on a stick, eggs Fresh Fruit Cereal, Milk, Juice	Ham & cheese Croissant Doritos Salad Bar Milk	Chicken Fried Steak w/ gravy cheesy broccoli & Rice dinner roll brownie Salad Bar
WEDNESDAY	Biscuits Sausage, Egg & Cheese Fresh Fruit Cereal, Milk, Juice	Chicken tenders French Fries, Salad Bar Milk	Sloppy Joes, Mac & cheese, green beans. Ice cream Salad Bar
THURSDAY	Chicken & Waffles, Eggs Fresh Fruit Cereal, Milk, Juice	Pepperoni Pizza corn Salad Bar Milk	Taco Salad Beans & Rice Sidekick slushie Salad Bar
FRIDAY	English Muffins Egg, cheese, Canadian bacon Fresh Fruit Bar Cereal, Milk, Juice	Hamburgers Tater tots Salad Bar Milk	BBQ Pork Baked Beans potato salad Cupcakes Salad Bar
SATURDAY	Continental Breakfast Donuts, Muffins Fresh Fruit Cereal, Milk, Juice		

Special Needs Roster

Hale Scout Reservation

We want to make your Scouts experience at HSR is memorable, without the worries of food allergies. Our dining hall will make modifications to fit special dietary needs. You may also bring an ice chest with your Scout's name and troop number on it that contains food he will be able to eat in case there isn't a substitute. We will have ice at camp to keep this cold. This Special Needs Request will inform the staff of the products that the Scout is allergic to. We will have a book with the ingredients of most of the items that we serve in the Dining Hall. If an Epi-Pen is required, that needs to be listed on the Special Needs Request as well. Please be aware that there is a possibility of menu changes during the week.

If you have any questions concerning this you can contact us at 918-743-6125, 1-800-367-1272

or email camphale@okscouts.org.

Please list all Scouts & leaders requiring special needs including:

- **specific medical treatments while in camp**
- **special medical equipment (including adults that require transportation-must have a physicians note)**
- **injections while in camp with extreme reactions to specific allergies**

[illegible]

Camp Check In

Check-in runs from 1:00 pm-4:30pm on Sunday.

- If it is not possible for your unit to check-in during this time period, please contact us two weeks prior to your week at camp.
- If your troop must check-in early, please contact us two weeks prior to your arrival at camp. There will be a fee for early arrival of any troop, or portion of a troop. The fee is \$100.00 per unit.

When you arrive at camp you will be greeted by a staff member who will direct you to the appropriate place to park. Staff members will load all your equipment into trucks for transport to your campsite. If your troop brings a trailer to camp you are allowed to leave it in the campsite, **but your vehicles must be parked in the parking lots** (not at your camp). One scoutmaster from your troop will need to come to the office with all the paper work listed below, in the office they will receive merit badge information and wrist bands for the troop.

During the time your scoutmaster is checking in with the front office all other members of the unit will be going on a staff led tour of camp. After the tour ends staff will lead the campers back to the campsite, from there the scouts can go to the pool for their swim checks.

What to bring to check in

- Physicals for all scouts and leaders on official BSA form (no sports or school physicals accepted)
- Out of council troops will need proof of insurance and a copy of your claim form.
- Copy of Roster and Merit Badge Selection (form in this book)
- Unit Membership Roster (troop roster from your local council) *All Adults staying at camp must be registered members of the Boy Scouts of America.*
- Copy of OA election report
- Copy of OA Lodge approval to participate in local ceremony. (out of council only)
- Swim check form signed by lifeguard.
- Medical Need forms (if applicable)



How to Survive the 1st Day of Camp

Check your Transportation

Most troops find the fewer cars they bring to camp, the easier it is to keep track of everything, it also helps cut down on the amount of traffic inside camp, which is good for everyone.

Organize your equipment

Before leaving for camp, have a shakedown at your troop room. Is all your equipment for the week organized and labeled with names and troop numbers? Packing all personal equipment into one bag or footlocker is the best way to organize a scout's personal gear.

Outfit your scouts

Every scout that comes to camp should have a small daypack to carry all of their essentials. This pack should be accessible so when you get to camp everything they will need for the day is right at hand.

Day pack checklist

- | | |
|----------------|-----------------|
| ◇ Rain gear | ◇ Towel |
| ◇ Water bottle | ◇ Sunscreen |
| ◇ Swim suit | ◇ Bug repellent |

Divide & Conquer.

Scoutmasters who divide their responsibilities between all the adults will have a much easier check-in day. Only one adult leader should go to the office to check in. The others can go on the tour with the scouts and another can be in charge of the troop equipment. If one leader tries to do everything themselves, check-in will take much longer and be more stressful.

Early Swim Checks

Troops that do their swim checks before coming to camp save time on Sunday. If you can't have them done before camp, we will be happy to do them when you arrive.

Double Check the Paperwork

Make sure you have all the paperwork mentioned on the check-in page. Remember camp can be a crazy day for the staff as well, so bring back up copies of everything, especially swim rosters. Before you leave, have a roster of all the adults and scouts coming to camp.

Arrive on Time

Check-in on Sunday starts at 1:00, this gives the staff time to prepare Sunday. If your troop needs to make early arrival arrangements, please call 2 weeks ahead of time. If you haven't made arrangements, please plan on arriving between 1pm-4:30pm.

Be Flexible

Sunday check-in can be stressful, but as long as you take time to relax and go with the flow, you'll have a great day.

Camp Check Out

CHECK-OUT WILL BEGIN ON SATURDAY AT 7:00 AM

Please make sure all transportation arrives on time and please have transportation pick up Scouts from the parking lot.

Saturday morning breakfast will be served between 7:00-8:30 there are no shifts, and there will not be a flag ceremony held. Troops will come to the Dining Hall, eat, bus their tables and return to their campsite for inspection.

THE OFFICIAL CHECK-OUT TIME IS NO LATER THAN 10 AM SATURDAY

All troops need to be checked out of their campsites by a camp guide, who will meet you in your campsite at 7am.

All troops must check-out through the camp office. At this time, you will receive your camp patches, medical forms, merit badge records, and other miscellaneous items. Medical forms will be shredded if not picked up.

If your troop needs to depart earlier, please make arrangements through the camp or program director.

Upon exit from camp if any equipment or camp property that might have been damaged by the unit will be assessed and other than normal wear and tear, units are asked to cover the cost of repairs or replace damaged or broken items.



Merit Badges

Merit Badge classes form the backbone of the program at Hale Scout Reservation. Each day is divided into 4 blocks of class instruction time. With over 60 different classes to choose from, your scouts will be sure to find classes that will suit their needs. Each of our classes are taught by highly qualified staff dedicated to helping scouts earn their requirements. At Hale Scout Reservation we pride ourselves on our commitment to providing your troop with the opportunity to complete your merit badge, staff are available to provide campers with extra instruction if it is needed. Additionally Friday morning at camp is set aside as Merit Badge Makeup Day, this gives scouts ample opportunity to complete their merit badge.

Each morning at breakfast Scoutmasters will be provided with a report of requirements earned for each scout in their troops. At the end of the week each troop will be given a record of all requirements earned by their scouts.

Free Time Merit Badges

Each evening during free time campers have the opportunity to earn Bonus Merit Badges! These badges are free and available to all campers. Scouts will sign up for these badges when they get to camp.



Merit Badges



ARCHERY

Location: Shooting Sports complex

Cost: approximately \$6.00

Preparation: Recommended scouts be at least a 3rd year camper or 14 years of age. Requires 2 time blocks to complete.



Animation

Location: Dutton Tool Craft Center

Cost: None

Preparation: None



AVIATION

Location: Technology Center B

Cost: None

Preparation: Requirement 4 not covered at camp. Recommended for 3rd year campers



BASKETRY

Location: Dutton Family Tool Craft Center

Cost: approximately \$15 - \$25 depending on kits

Preparation: None

Cost does not include Leatherwork kits; taught concurrently with Leatherwork



CAMPING

Location: Scout Craft

Cost: None

Preparation: Requirements 4b, 7a, 7b, 8d, 9a not covered at camp.



CANOEING

Location: Lake Bohannon Aquatics Center

Cost: None

Preparation: Must have swimmer's rating.



CITIZENSHIP IN THE WORLD

Location: Civics Center

Cost: None

Preparation: Requirements 7a, 7b, 7d, and 7e not covered at camp.



CLIMBING

Location: AES Winding Stair Trail Center

Cost: None

Preparation: Recommended for 2nd year campers. Scouts must have a thorough knowledge of knots.



COMMUNICATION

Location: Civics Center

Cost: None

Preparation: Requirements 5, 7, and 8 not covered at camp.

Merit Badges



COOKING

Location: Scout Craft

Cost: approximately \$10 for food

Preparation: Requirements 4c,4d,4e,5d,5e,5f,5g,5h,6d,6e, 6f not covered, Recommended First Class scout before enrolling.



DIGITAL TECHNOLOGY

Location: Technology Center B

Cost: None

Preparation: Recommended Scouts be at least 3rd year campers or 14 years of age before enrolling. Requirement 1 (Cyber Chip) not covered at camp.



ELECTRICITY

Location: Dutton Family Tool Craft Center

Cost: None

Preparation: Taught concurrently with Electronics



ELECTRONICS

Location: Dutton Family Tool Craft Center

Cost: approximately \$25

Preparation: Taught concurrently with Electricity



EMERGENCY PREPAREDNESS

Location: Scout Craft

Cost: None

Preparation: First Aid Merit Badge. Requirements 2c, 6c, 8b, and 9 not covered at camp.



ENGINEERING

Location: Technology Center B

Cost: None

Preparation: Recommended Scouts be 3rd year campers or 14 years of age.



ENVIRONMENTAL SCIENCE

Location: Viersen Nature Center

Cost: None

Preparation: None



FIRST AID

Location: Scout Craft

Cost: None

Preparation: Requirement 1 not covered at camp. Scouts must bring a first aid kit (requirement 2) from home



FISH & WILDLIFE MANAGEMENT

Location: Viersen Nature Center

Cost: None

Preparation: Taught concurrently with Soil & Water Conservation

Merit Badges



FISHING

Location: Viersen Nature Center

Cost: None

Preparation: none



FORESTRY

Location: Viersen Nature Center

Cost: None

Preparation: None



GAME DESIGN

Location: Dutton Family Tool Craft Center

Cost: None

Preparation: None. (Note that this merit badge is not *video* game design)



Geology

Location: Viersen Nature Center

Cost: None

Preparation: None



GRAPHIC ARTS

Location: Technology Center B

Cost: Approximately \$5.00

Preparation: None



JOURNALISM

Location: Civics Center

Cost: None

Preparation: None



KAYAKING

Location: Lake Bohannon Aquatics Center

Cost: None

Preparation: Must have earned swimmer's rating and have Canoeing Merit Badge.



LEATHERWORK

Location: Dutton Family Tool Craft Center

Cost: \$6-\$18 depend on kit

Preparation: Taught concurrently with Basketry. **Cost** does not include Basketry kits.

Merit Badges



LIFESAVING

Location: Gussman Pool Pavilion

Cost: None

Preparation: Must have earned Swimming Merit Badge. Recommended 3rd year campers and above; only strong swimmers will be able to complete.



MAMMAL STUDY

Location: Viersen Nature Center

Cost: None

Preparation: None



METALWORK

Location: Metalworking Building

Cost: Approximately \$8

Preparation: None



MOTORBOATING

Location: Lake Bohannon

Cost: None

Preparation: Must have swimmer's rating. Recommended Scouts be at least 3rd year campers or 14 years of age.



MOVIE MAKING

Location: Technology Center A

Cost: None

Preparation: Must bring a flash drive.



Nature

Location: Viersen Nature Center

Cost: None

Preparation: None



Orienteering

Location: Scoutcraft

Cost: None

Preparation: none



OCEANOGRAPHY

Location: Viersen Nature Center

Cost: None

Preparation: Taught concurrently with Weather



PHOTOGRAPHY

Location: Technology Center A

Cost: None

Preparation: Must have a flash drive.

Merit Badges



PIONEERING

Location: Scout Craft

Cost: None

Preparation: A basic knowledge of knots, lashings, and splices.



PLUMBING

Location: Metalwork Building

Cost: Approximately \$56

Preparation: Taught concurrently with Welding.



POTTERY

Location: Dutton Family Tool Craft Center

Cost: Approximately \$5

Preparation: None.



Reptile & Amphibian Study

Location: Viersen Nature Center

Cost: None

Preparation: requirement 8 not covered at camp.



RIFLE SHOOTING

Location: Shooting Sports Complex

Cost: \$15 price includes ear protection and all ammunition.

Preparation: Recommended for 3rd year scouts or 14 years of age.



ROBOTICS

Location: Technology Center A

Cost: Approximately \$5

Preparation: Requirements 6a, 6b, and 7 not covered at camp.



SHOTGUN SHOOTING

Location: Shooting Sports Complex

Cost: \$26 includes ear protection and all ammunition

Preparation: Recommended for Scouts of 3rd year or 14 years old



SIGNS, SIGNALS & CODES

Location: Scout Craft

Cost: None

Preparation: none



SMALL BOAT SAILING

Location: Lake Bohannon

Cost: None

Preparation: Must have a swimmer's rating.

Merit Badges



SNOW SPORTS

Location: AES Shady Point Winding Stair Center

Cost: None

Preparation: Must wear long pants. Not recommended for 1st year Scouts.



SOIL & WATER CONSERVATION

Location: Viersen Nature Center

Cost: None

Preparation: Taught concurrently with Fish and Wildlife Management.



SPACE EXPLORATION

Location: Technology Center B

Cost: Approximately \$12

Preparation: None



SWIMMING

Location: Gussman Pool Pavilion

Cost: None

Preparation: Must have a swimmer's rating.



Theater

Location: Dutton family toolcraft

Cost: Approximately \$5

Preparation: requirement 1 not covered at camp.



WEATHER

Location: Viersen Nature Center

Cost: None

Preparation: Requirement 9a. Taught concurrently with Oceanography.



WELDING

Location: Metalwork Building

Cost: Approximately \$20

Preparation: Must be 14 or older. Long pants/sleeves required. Taught concurrently with Plumbing.



WHITEWATER

Location: Lake Bohannon

Cost: Approximately \$25

Preparation: Must have swimmer's rating and Kayaking Merit Badge.

Merit Badges



WILDERNESS SURVIVAL

Location: Scout Craft

Cost: None

Preparation: Requirement 5 prior to camp. Scouts will need to bring knife, hiking boots, and canteen. (NO sheath knives) Must attend overnight campout to complete.



WOODCARVING

Location: Dutton Family Tool Craft Center

Cost: Approximately \$5-\$18 depending on kit

Preparation: Scouts may bring their own pocket knife and sharpening stone. (NO sheath knives)

Special Activities



STAND UP PADDLEBOARDING

Location: Lake Bohannon

Cost: None

Preparation: Must have a swimmer's rating. **NOT** a merit badge



Snorkeling Award

Location: Meinig Aquatics Center

Cost: none

Preparation: Must have a swimmer,s



PROJECT
COPE

COPE

Location: AES Winding Stairs Trail Center

Cost: None

Preparation: Must be 14 years or older, adults and scouts need to sign up online



BSA Lifeguard

Location: Meinig Aquatics Center

Cost: \$65 for Red Cross certification

Preparation: Must be a strong swimmer and age 15 or older.

Free Time Merit Badges



ART

Location: Dutton family Toolcraft Center

Cost: None

Preparation: None



ASTRONOMY

Location: Viersen Nature Center

Cost: None

Preparation: Requirement 6b not covered at camp.



CHESS

Location: Viersen Nature Center

Cost: None

Preparation: None



GEOCACHING

Location: Scout craft

Cost: None

Preparation: Requirements 7, 9 not taught at camp.



FIRE SAFETY

Location: Scout Craft

Cost: None

Preparation: Requirements 11 and 13 not covered at camp.



FINGERPRINTING

Location: Scout Craft

Cost: None

Preparation: None



SCOUTING HERITAGE

Location: Scout Craft

Cost: None

Preparation: None

Free time merit badges are offered Monday through Thursday from 7:15pm to 9:00pm. The schedule for these merit badges will be available the Sunday you arrive at camp.

Merit Badge Sign-Up

www.halescoutreservation.org

Hale Scout Reservation uses an online merit badge system that makes scheduling easy and provides leader updates at camp as to how your Scouts are doing in each class. At the end of your session you will be provided Digital Blue Cards of each merit badge class your scouts took.

Be sure to read the following information before you sign up online and remember that Online Merit Badge Sign-ups go live on April 1st and codes are sent to troops whose payments are up to date.

- Each Scout will get to pick 4 merit badges and we will guarantee they will get the four they pick as long as they are entered by May 1st (we cannot guarantee the order nor can we guarantee your scouts will be in class together).
- Each Merit Badge requires one block with the exception of Archery and Soaring to Eagle which requires two
- Activities such as Kiamichi Warrior and BSA Lifeguard require all four blocks and some free time Scouts will not be able to earn any merit badges when enrolled in these activities
- The following merit badges are taught together in one block Basketry & Leatherwork; Electricity & Electronics, Oceanography & Weather; Fish & Wildlife Management/Soil & Water Conservation; Welding & Plumbing. It is only necessary to sign up for one, you will be automatically signed up for both.
- Horsemanship and Metalwork have more than one option for classes make sure you pick the right one.
- You will need the date of birth and current rank for each Scout.
- Adult BSA Trainings (with the exception of Red Cross Trainings) signups are done at camp.
- Information collected on Native American ancestry is used for the Maury Clancy Campership fund.

Merit Badge Sign-Up

step by step

Sign up for Merit Badges online at: www.halescoutreservation.org April 1st – May 1st.

Troop payments must be current to sign up online.

Troop access codes will be mailed to the troops contact person before April 1st.

Fill out the roster and merit badge selection form before signing up online. **Please use our forms as it helps when you arrive at camp for any questions and/or changes.** At check in, you will need copies of the camp roster and merit badge selection form. It is easier to use this form when signing up online.

1. Fill out the camp roster and merit badge selection form.
2. Go to www.halescoutreservation.org.
3. Click Online Merit Badge Sign-up.
4. Enter Access code.
5. Confirm your council and the week you are attending camp.
6. Begin to input scouts and adults.



Camp Roster & Merit Badge Selection

Troop:

Council:

Session:

Contact Person:

	Name	Yrs @ HSR	DOB	Rank	Tribe	MB #1	MB #2	MB #3	MB #4
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
	Adults	Yrs @ Hale	DOB	Rank	Tribe	1st & CPR \$65	1St Aid & CPR recert \$35	Wilder- ness 1st Aid \$80	BSA Life- guard
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									

Merit Badges & Activities

Nature Center

- Astronomy (Free Time)
- Geology
- Mammal Study
- Nature
- Chess (free time)
- Environmental Science
- Fish & Wildlife Management/Soil & Water Conservation
- Fishing
- Forestry
- Oceanography/Weather
- Reptile & Amphibian Study

Scout Craft

- Camping
- Cooking
- Emergency Preparedness
- Fingerprinting (free time)
- Fire Safety
- First Aid
- Geocaching (free time)
- Pioneering
- Signs Signals & Codes
- Scouting Heritage (free time)
- Wilderness Survival
- Orienteering

Shooting Sports Complex

- Archery
- Rifle
- Shotgun

Meinig Aquatics Center (pool)

- Lifesaving
- Swimming
- Instructional Swim*
- Snorkeling Award (free time)
- BSA Lifeguard (requires 4 blocks)

Lake Bohannon Aquatic Center

- Canoeing
- Motor Boating
- Small Boat Sailing
- Whitewater
- Kayaking
- Stand up Paddle Board Award

Kiamichi Warrior

Meets @ Trading Post

*Swim instruction is offered from 4pm-5pm so scouts don't have to miss out on scheduled merit badge time.

Merit Badges & Activities (continued)

Technology Centers

- Aviation (tech B)
- Digital Technology(tech B)
- Engineering (tech B)
- Graphic Arts (tech B)
- Journalism (tech B)
- Movie Making (tech A)
- Photography (tech A)
- Robotics (tech A)
- Space Exploration (tech B)

Trade Center

- Electricity/Electronics
- Metal Working
- Welding/plumbing

Civics Center

- Citizenship in the World
- Communications
- Journalism

Bertelsmeyer Family Soaring To Eagle Center

- Totin' Chip
- Fireman Chit
- Paul Bunyan Award

Dutton Family Tool Craft Center

- Art
- Animation
- Basketry/Leatherwork
- Game Design
- Pottery
- Wood Carving

Winding Stairs

- Climbing
- Snow Sports
- COPE

Adult Leader Training Center

- Climb on Safely
- Safe Swim Defense (meets @ pool)
- Safety Afloat (meets @ lakefront)
- Paddle Craft Safety (meets @ lakefront)
- Swimming & water Rescue (meets @ pool)
- Trek Safely
- Introduction to Leave No Trace
- Introduction to Outdoor Leader Skills (IOLS)
- ARC First Aid and CPR with AED Training (meets @ Dining Hall)
- ARC Wilderness First Aid (Meets @ Dining Hall)

Winter Sports Merit Badge

Earn your Winter Sports Merit Badge in the summer! June & July in Oklahoma may not seem like the place to learn how to Ski, but wait till you see our Ski Slope! Scouts will learn the basics of Alpine skiing in a controlled environment. It is definitely one of the coolest places on camp! After this class you can look forward to hitting the slopes!



Don't Forget to Check out the tube slope open during Free Time!

Aquatics

Aquatics activities are not in short supply at HSR. With two pools and Lake Bohannon there is plenty to do during your stay at camp. The pool and lakefront have over 13 classes available for scouts and adults to take including BSA Lifeguard, Snorkeling, Instructional Swim, Paddleboards, Whitewater Kayaking, and Motor Boats just to name a few!

During Free Time be sure to check out the Lakefront for activities like the Wet Willy Slide, Blob, Ice Berg, boats and fishing!



Scouts enrolled in Whitewater Merit Badge will spend Thursday or Friday on white water kayaking trip down the Lower Mountain Fork River! This trip is a great test of the skills the scouts learn in the Whitewater Merit Badge.



Canoes, kayaks, rowboats and paddleboards are all available during free time!



Shooting Sports

No trip to camp would be complete without some time at the shooting range. At HSR campers can choose from classes in Rifle, Shotgun and Archery. These classes teach scouts proper handling, care and techniques of shooting. During free time the ranges are open to anyone but the shooting sports staff is ready to help scouts qualify for their merit badge.

On Wednesday during free time Troops compete to see who is the best shot in camp! Patrol Leaders compete in archery, Senior Patrol Leaders compete in rifle and the Scoutmasters square off at the shotgun range.



C.O.P.E.

COPE stands for Challenging Outdoor Personal Experience. COPE is a course for scouts 14 years and older. In this course participants will work as a team to overcome personal fears and challenges. The COPE course at HSR features elements like the Screamer & zip-line that will only be available to participants in our COPE Program.



**PROJECT
COPE**



This year COPE will be a scheduled class. Scouts wanting to participate in COPE will need to sign up using our Merit Badge System. COPE takes 1 block and participants need to be at least 14 years of age. Adults are allowed to sign up for COPE! Scout ages 14-18 will be given preference over adults.

Adults and scouts need to sign up online before camp.



Soaring to Eagle

Camp Hale's First Year Camper Program.

During class time scouts will focus their time on requirements that are not easy to earn in the troop setting. Our goal at Soaring to Eagle is to assist the scoutmaster with their troops rank advancement program. The new Soaring to Eagle program is designed as an introduction to camp. Scouts will have the opportunity to explore camp and experience more of the fun activities HSR has to offer. Scouts will start the day at the Soaring to Eagle building, but they will spend most of the time out on the trails. Each day at soaring to eagle is a new experience at a new part of camp.

Soaring to Eagle requires two blocks.

This gives scouts two other blocks to work on merit badges.

Scouts enrolled in Soaring to Eagle will earn the following rank requirements

Tenderfoot

3a, 3b, 3c, 3d

4a, 4b, 4c, 4d

5a, 5b, 5c

Second Class

2a, 2b, 2c, 2d

3a, 3c, 3d

5a, 5b, 5c, 5d

6a, 6b, 6c, 6d, 6e

First Class

3a, 3b, 3c, 3d

5a

6a, 6b, 6c, 6d, 6e

7a, 7b, 7c



Free Time at Soaring to Eagle

Monday -Thursday

During evening free time, scouts will be able to earn the Totin' Chip and Fireman Chit. Starting Tuesday, scouts who have already earned their Totin' Chip can work on earning the Paul Bunyan Award.

Kiamichi Warriors

Hale Scout Reservation's older scout program (ages 14 and older)

HSR is situated perfectly to deliver a better older Scout program to your Scouts.

The Kiamichi Warrior program is an older scout leadership program built for small groups. Our goal is to provide an outstanding personal experiences through challenging elements. It is completely unique as a camp program in that the majority of the program takes place off camp. Through out the week, scouts will be backpacking throughout the Winding Stairs Mountains of the Ouachita National Forest. Our program focuses on developing backcountry skills, as well as leadership, team work, and interpersonal skills.



Cost: **\$45** (additional to regular camp fee)

Scouts will not be with your troop during your camp week, they will be camping off site as a crew.

Crew gear will be supplied but each participant will need to come prepared with the list of personal gear. Each Participant will be recognized at closing campfire with their own Kiamichi Warrior Necklace and t-shirt.

Sign up through the online merit badge system.

Remember, participants will not be able to earn merit badges as this program is a weeklong, full time adventure!

BE PREPARED

Kiamichi Warriors is an activity with a high amount of physical stamina required. Bring (2) copies of official BSA Health Form Parts A, B, & C completely filled out.

Activities include:

- Backpacking
- Advanced Wilderness Survival
- Team Building and Leadership Training
- Land Navigation
- Aquatic Activities

Kiamichi Warrior Packing List

Participants should come prepared for a week long backpacking trip. Hiking in the Kiamichi Mountains can be surprisingly rugged. Participants should be able to carry all of their gear on their backs for 4-5 miles a day. A shakedown will be conducted before leaving camp to help scouts cut pack weight and insure the crew has all necessary equipment.

A Scout should always “Be Prepared” make sure you have the essential covered.

This page lists all gear that participants should bring to camp.

GEAR

- 1 Internal or External frame Backpack
- 1 waterproof pack cover
- 1 summer-weight sleeping bag
- 1 ground pad (foam or self inflating)
- 1 lightweight backpacking tent or hammock with rain cover
- 4, quart sized water bottles (wide mouth Nalgene recommended)
- 1 small pocket knife
- 1 lightweight flashlight or headlamp
- 1 pack matches or firestarter
- 6-12 gallon Ziploc bags
- 1 Personal mess kit (spork & Bowl)
- 1 Personal Hygiene Kit (toothbrush, tooth paste, camp soap, deodorant, small towel)

CLOTHING

- 1 brimmed hat
- 1 lightweight shorts
- 1 swim trunks
- 1 belt
- 2 t-shirts
- 2 sets of underwear
- 3 pairs hiking socks
- 1 pair sturdy hiking shoes (tennis shoes not recommended)
- 1 pair lightweight camp shoes (water shoes recommended)
- 1 set rain gear (poncho or jacket & pants)
- 1 set sleep clothes (gym shorts & tank top)

PERSONAL EQUIPMENT (optional)

- Camera
- Deck of Cards
- Book
- Hiking sticks or Trek poles
- Sunglasses

HSR will Provide: cooking equipment, food, & navigational tools

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit # _____

Date of Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name _____

Signature: _____

Qualification: _____

Council/Agency (Red Cross, YMCA, etc.) _____

UNIT LEADER: _____

Print Name _____

Signature _____

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a Unit going to summer camp. All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

Administration of Swim Classification test (local council chooses one)

OPTION A (at camp): The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled): The council controls the swim classification process by pre-determined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people): The swim classification test done at a unit level should be conducted by one of the following council approved resource people: Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

SWIMMER'S TEST: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, Trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, and turn sharply, resume swimming as before, and return to starting place.

To save time during check-in on arrival day at camp it is highly recommended that you conduct your swim tests prior to coming to camp (please mail completed forms to the camp two weeks prior to your session)

Adult Leader Training

At HSR we truly believe that **“Every Scout Deserves a Trained Leader”** and offer a variety of trainings to help your troop back home be the best it can be while you are spending your time at camp.

With the exception of Red Cross CPR & First Aid, there is no prior sign up required for adult leader training. A schedule of training times will be given to your troop during check-in.

Climb on Safely



Designed for unit climbing/rappelling, is the BSA's recommended procedure for organizing and managing climbing and rappelling activities at all levels of the Scouting program. It offers guidance for climbing and rappelling.

Introduction to Outdoor Leader Skills (IOLS)

Working as patrols, this hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Along with Scoutmaster Specifics this course is required of all direct contact leaders registered in Boy Scout Troops, in order to be considered "trained".



Adult Leader Training

(continued)



Trek Safely

Trek Safely is designed to help Scouting groups be fully prepared for a backcountry trek. It will help adult leaders recognize situations that could develop where the group will have to adjust its schedule or route, or even make camp for the night due to weather or an injured or ill crew member. Crews who address possible scenarios in advance are less likely to be surprised on the trail. Contingency planning is critical to the success of every trip.

Merit Badge Counselor Training

The merit badge counselor is a key player in the Boy Scout advancement program. This training gives the scoutmaster a better understanding of the proper policies and procedures of the merit badge program.



Adult Leader Training

(continued)

Safe Swim Defense



Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses of this plan.

Swimming and Water Rescue



Notes: need swim gear and have a Swimmer rating.

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training.

Paddle Craft Safety



BSA Paddle Craft Safety expands Safety Afloat training to include the skills and knowledge needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water.

Safety Afloat



Developed to promote boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, tube or other craft), adult leaders for such activity must complete Safety Afloat training, have a commitment card with them, and be dedicated to full compliance with all nine points of Safety Afloat.

CPR & First Aid

For Adult Leaders

American Red Cross First Aid and CPR with AED Training

Location: Dining Hall

Cost: \$65

Notes: Sign up online, space is limited



This course provides the essential knowledge to act in life-threatening emergencies, including: How to determine the safe response to an emergency situation; Recognizing and caring for life-threatening emergencies such as respiratory and cardiac problems; Treating injuries, including severe cuts and burns, strains and sprains; Threatening sudden illness, caused by poisonings, bites and stings; Automated External Defibrillation (AED)

American Red Cross Wilderness First Aid

Location: Dining Hall

Cost: \$80

Notes: Sign up online, space is limited.



This course is an intensive introductory on caring for an accident or sudden illness victims when emergency medical help is not immediately available. Topics include assessing the situation, prioritizing care, and supporting the victim until emergency help is available. Specific care is discussed for severe bleeding, head and spinal injuries, breaks, burns, shock, and illness related to the environment. CPR/AED training is not included in Wilderness First Aid. CPR required before taking class.

IOLS Packing List

Some of the equipment needed for IOLS may be things you already bring to camp. Look over the list and make sure you have the following items for the training.

Outdoor essentials

- Boy Scout Handbook
- Pocket knife
- First Aid kit
- Rain gear
- Water bottle
- Flashlight
- Matches or Firestarter
- Sun protection
- Compass
- Bug Repellent

Camping Equipment

- Backpack
- Sleeping bag
- Sleeping pad
- Ground cloth
- Mess kit



Camp Programs and Competitions

Campfire

Each week there are two camp wide campfire programs. Sundays campfire is put on by the staff, it's the perfect time to meet the camp leadership and merit badge counselors and have some fun after check in day. Friday nights campfire is made up of skits and songs led by the campers and staff will hand out awards for the week.

Troop Photographs

Monday evening our camp photographer will take pictures for your troop. There is no commitment to buy and troops will be able to view the picture online before committing to their purchase.

Lunch Time Climbing Races

Lunchtime at Hale Scout Reservation is always a blast, each day two units will go head to head in a race on our indoor climbing wall. Sign ups for this event are limited, see the winding stairs staff to reserve your spot.

Tuesday Night Climbing Competition

Tuesday night during free time individual scouts will have a chance to show off their climbing skills. This isn't just a race to the top, scouts will have to climb a specific route to proceed through the tournament.

Shooting Sports Competition

Wednesday night during free time the shooting sports staff hosts a competition for the leadership of your troop, adults included! Patrol leaders will put their skills to test at the Archery Range, Senior Patrol Leaders will shoot .22's and Scoutmasters will have the chance to show off their skills with the shotgun. One representative from each troop will participate in each activity.

Bohannon Trail

Early Friday morning starting at 6am the staff will lead an 11 mile hike to the top of Bohannon Trail, this hike is a rugged experience but the view at the top of Panorama vista is well worth it. There is also a shorter 5 mile hike offered. Scoutmaster need to sign up for the hike at the office by Wednesday evening. The full 11 mile covers the Camping Merit Badge requirement.

The Annual Hale Scout Olympics

Friday afternoon during free time a camp wide competition will be held to decide who the top troop in camp is. Games included in the Olympics test scout skills and knowledge. Gold, Silver and Bronze Medal patches, will be awarded at campfire for the top troops. Individual ribbons will be awarded to the winners of each individual competition.

Order of the Arrow Call Out

Friday evening at the end of the campfire program, the Ta Tsu Hwa Lodge puts on a callout ceremony that is sure to be one of the highlights of your week at Hale. Callout is a way of recognizing scouts who have been elected to the Order of the Arrow. Scoutmasters need to bring a copy of their unit election report with them to camp. If your troop is from out of council you need to have a letter from your local lodge for permission to participate in the ceremony.

Camp Amenities

CAMPSITES

Hale Scout Reservation will provide 1 wall tent with a wooden platform for every 2 people in your troop, this includes adult leaders. Cots are NOT provided. Each campsite has access to a power outlet. Troops may have to share their campsite space with other troops, please do not take more tents than you are allotted.

BATHROOM/SHOWERS

Each campsite is located near a bathroom facility with running water and hot showers. Troops will be sharing their bathhouse with other troops. Senior Patrol Leaders will work with all the troops sharing the facilities to come up with a daily cleaning schedule. Cleaning supplies, trash bags and toilet paper are provided by the camp.

LAUNDRY

Washers and dryers are located behind the Trading Post, there is no charge to use the machines but you must provide your own detergent. detergent will be available for purchase in the trading post.

ICE

Each troop will receive 1 bag of ice a day for every 8 scouts they have at camp. If you need additional ice it is available for purchase inside the Trading Post. An adult must accompany their scouts to come get the ice. You will not be allowed to drive to the Trading Post for your ice. Bringing a couple of large empty backpacks or a small cart to camp will make transporting the ice much easier.

INTERNET & PHONES

Wi-Fi is available in the dining hall and adult training center, access is for adults only.

Phone reception at camp is very poor, the best place to get reception is up by the water tower. Please remember that the camp office telephone number is for emergencies only. Verizon users have reception throughout camp.

MAIL SERVICE

Mail is picked up daily in town from the post office. Stamps are available for purchase from the Trading Post, FedEx and UPS will deliver packages to camp. Scoutmasters can pick up the mail each afternoon from the Adult Training Center. Please remember that packages mailed after Tuesday may not make it to camp on time.

For Letters

Name, Troop#, Campsite
Hale Scout Reservation
Box 427
Talihina, OK 74571

For Package Delivery

Name, Troop#, Campsite
Hale Scout Reservation
1 Camp Tom Hale Road
Talihina, OK 74571

Packing List

Below are items that we suggest. Be sure to insert what you need on an individual basis.

Hale Scout Reservation Provides canvas platform tents. They have 42 in. side walls with dimensions of 7'H X 7'W X 9' D. There is an electrical outlet in each campsite and campsites share individual shower/ toilet facilities conveniently located near your campsite.

As always **label ALL belongings** with troop # and name.

Personal Equipment

- Day pack/ small backpack
- Cot
- Blankets/ sheet or sleeping bag
- Rain gear
- Extra socks
- Laundry bag
- Extra underwear
- Long pants
- Swimming suit
- Shower shoes (no open toed shoes)
- Toiletry Kit (toothbrush, toothpaste, soap, etc.)
- Flashlight
- Insect repellent
- Sunscreen
- Water Bottle
- Pillow
- Hiking Boots
- **Water shoes (required for lake activities)**
- Trading Post Money (in 2018 Scouts spent average of \$80 - \$100 at camp)

Optional

- Notebook & Pen/ Pencil
- Camera w/ extra batteries
- Watch
- Labeled wallet
- Duffel bag lock
- Personal first aid kit

Directions to Camp Hale

Camp Hale is located 8 miles east of Talihina, Ok off of highway OK-63 E. Most map apps can find camp easily if you input Hale Scout Reservation. Be sure to view your route before you begin driving as sometimes the apps will try to bring you down Deadman's trail off of scenic bi-way 1, this is not a good route to travel.

The scenic bi-way 1 route is not accessible for trailers or buses. Please stick to the main highway for large vehicle and trailer traffic.

Mailing Address

**Hale Scout Reservation
1 Camp Tom Hale Rd.
Talihina, OK 74571**

Physical Address

**Hale Scout Reservation
Co Rd 249
Talihina, OK 74571**

Google Maps

For Directions from Tulsa to HSR

<https://goo.gl/maps/j9msqhHbXnt>

For Directions from Oklahoma City to HSR

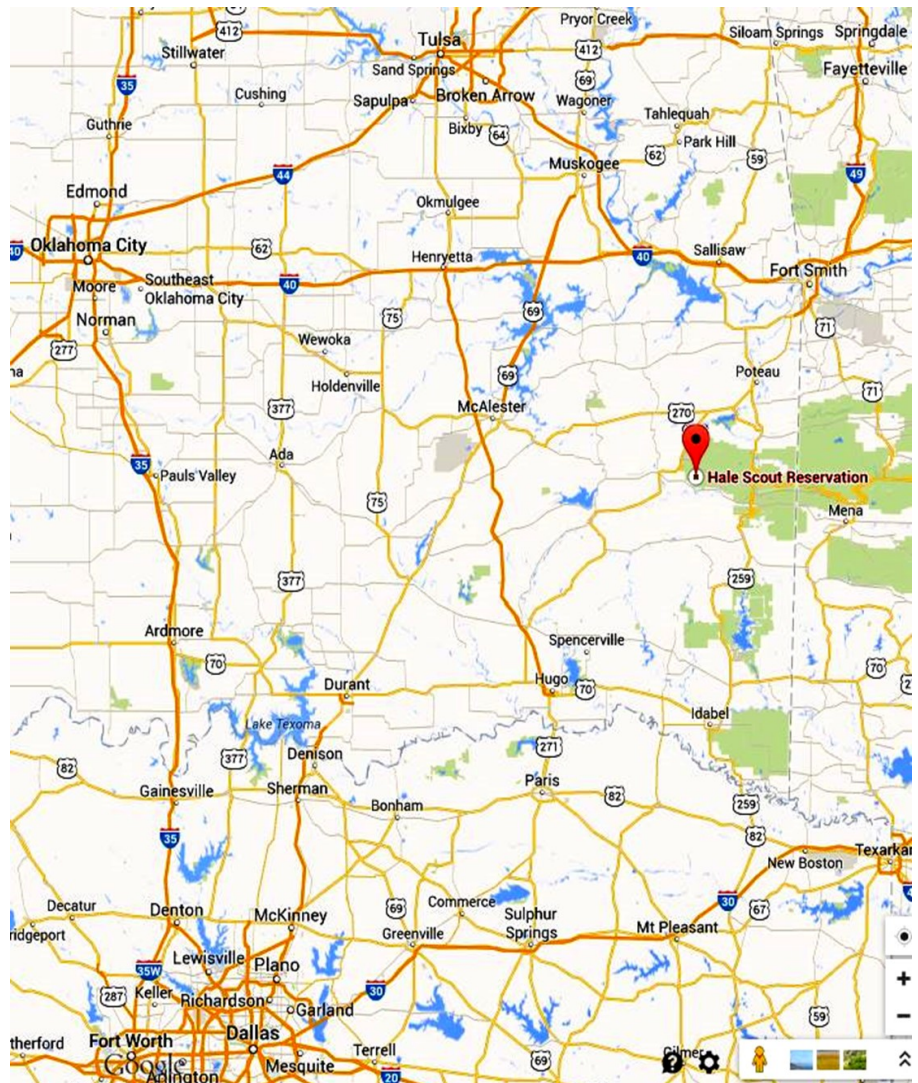
<https://goo.gl/maps/F9rbmGvEaFy>

For Directions from Ft. Smith to HSR

<https://goo.gl/maps/dwdvcppaRPv>

For Directions from Dallas to HSR

<https://goo.gl/maps/KFCS1aMA6iP2>



Services in Talihina

Restaurants

El Rancho Mexican Grill

704 2nd Street
Talihina, OK 74571
(918) 567-3333

Higher Grounds Coffee House

104 Church Street
Talihina, OK 74571
(940) 372-1188

Outlaw BBQ

103 Veterans Ave.
Talihina, OK 74571
(918) 567-2288

Pam's Diner

304 Dallas Street
Talihina, OK 74571
(918) 567-2015

Rockin H

54028 HWY 271 S
Talihina OK 74571
(918) 567-3054

Subway

400 Dallas Street
Talihina, OK 74571
(918) 567-2700

Treats & Treasures

316 Dallas Street
Talihina, OK 74571
(918) 567-2410

1st St. Garage Dogs

205 1st St,
Talihina, OK 74571
(918) 567-4222

Lodging

Black Rock Roost

900 2nd Street
Talihina, OK 74571
(580) 513-3805

Rockin' H Inn

54158 US 271
Talihina, OK 74571
(918) 567-2162

Rockin ' H Downtown

504 Dallas Street
Talihina, OK 74571
(918) 567-3054

Talimena State Park

50884 US HWY 271
Talihina, OK 74571
(918) 567-2052

Shops

Dollar General

904 Dallas Street
Talihina OK, 74571
(877) 463-1533

Lawson Pharmacy

301 2nd Street
Talihina, OK 74571
(918) 567-3111

Valley Super Foods

Grocery Store
812 Dallas Street
Talihina OK, 74571
(918) 567-3354

Hollands Thick and Thin Lumber

53921 US-271
Talihina, OK 74571
(918) 567-2222

Automotive Services

Mcclards's Tire Service

309 2nd Street
Talihina, OK 74571
(918) 567-3446

Scotty Russell

Mechanic
55098 Camp Tom Hale Road
Talihina, OK 74571
(918) 567-2808

Talihina Auto Supply

53913 US Highway 271 South
Talihina, OK 74571
(918) 567-2108

Camp Staff

Volunteers

Earn a free week of camp!

Hale Scout Reservation is always looking for great people that live by the Scout Oath to volunteer in several positions. We need Red Cross First Aid CPR/AED, Wilderness First Aid, and BSA curriculum trainers. We are also looking for Chaplains and Commissioners. So if you are interested in volunteering during your week at camp, please fill out application and submit to schedule an interview. If you are chosen as a volunteer we will waive your leaders fee for camp!



Paid Staff

The first difference you will notice at HSR is the staff. The great majority of our staff are of college age because we feel that an older staff is more experienced and can be better instructors and role models for your scouts. Another detail that sets our staff apart is the experience they have in their Individual areas. Salaries start out at \$300 a week. We always accept applications.

To apply please fill out the staff application and send it to rfindahl@okscouts.org



Don't take any wooden Nickels!

Have you ever heard this phrase?

At Hale Scout Reservation we are asking the adults in camp to give away, not take wooden nickels.

The HSR staff is a remarkable group of young people. As director I tell them so all the time, but it means more coming from you, the customer. At check in you will receive wooden nickels. Your assignment is not to keep them, but give them to the staff member you see doing the right thing. You can make this decision on the spot, or you can let your Scouts help.



Policies and Procedures

Introduction:

It is the goal of Hale Scout Reservation to provide a safe, quality program to our campers. In addition to the **Scout Oath, Scout Law, Guide to Safe Scouting, and Scouting Code of Conduct**, the following rules have been established to ensure the continuation of Hale Scout Reservations' excellent safety record.

Leaders are asked to cooperate in the observance of these rules and in the common-sense operation of their troop. For the safety and enjoyment of all scouts in camp, troops unwilling to observe camp rules and policies will be asked to leave. Any questions or comments of these rules and policies can be addressed before camp by calling the Scout Resource Center at (918) 743-6125. We ask that leaders read all policies and procedures as they may be referred to while at camp and we want to make sure everyone is well informed.

The Camp Director may at their sole discretion direct individuals or groups to leave camp property for other serious misconduct not covered in this document.

Refund Policy:

No Refund will be given if someone is sent home for disciplinary action; is sent home for inattention to safe scouting standards; chooses to leave camp early.

Registration:

Every youth and adult that attends summer camp must be a registered member of the Boy Scouts of America. Proof of registration must be turned in to the front office upon check-in at camp.

Unit Leadership:

Each unit must have a minimum of two registered adult leaders over the age of 21 in camp at all times. The leader's primary responsibility is the safety of their scouts, 24 hours a day. Adult leaders are also responsible for the discipline and control of scouts they bring to camp. Some leaders have a great deal of knowledge of camping, scouting skills or merit badges and are asked to help in program areas. HSR is grateful for any adult leader is willing to lend a hand with camp programs.

Parents and Visitors:

Parents and visitors are always welcome. All visitors must sign in at the front office as soon as they arrive at camp. Visitors will also be required to wear a visitor wristband at all times while on camp property. If visitors would like to dine with campers during their stay they must purchase a meal ticket at the trading post. There are no camping facilities for visitors and they must leave by curfew at 9:00pm. Registered adult leaders who wish to stay with their troop overnight are required to pay the daily rate fee.

Leaving Camp:

Anyone leaving camp must sign out at the camp office. The front gate of HSR will be locked from 9:00pm-6:30am. If you require access to camp after 9pm you will need to call the camp office.

Scouts will not be allowed to leave camp with someone other than their parents or legal guardian without the approval of the Scoutmaster. Scoutmasters should be advised not to allow scouts to leave camp

Tobacco/Vaping:

Adult leaders should not use tobacco or vaping products around young people. Persons und 18 are not permitted to use tobacco or vaping products. Tobacco & vaping is strictly forbidden in all camp buildings and tents. If you feel you must use tobacco or vape ask the staff where a designated smoking area is.

Health and Safety:

The first aid lodge is available with a qualified health officer on duty 24 hours a day. In addition, HSR has agreement with local physicians and hospitals if additional medical treatment is required. In the case of non-life-threatening injury or illness, the unit leader will be asked to provide transportation to the hospital or clinic as directed. Emergency services will be called in the case of accidents or illness of a more critical nature. There is no charge for medical services performed in camp for campers except for certain medical supplies. All campers needing services from hospitals/clinics are required to handle payment through their insurance policy.

Insurance:

The Indian Nations Council provides council-wide accident and sickness insurance coverage for all registered scouts and leaders within the Indian Nations Council.

Scouts and leaders from outside the Indian Nations Council **must** provide certification that they have troop and/or council insurance coverage. It is necessary that your troop be covered by medical insurance at camp. a copy of your certificate of insurance and necessary information for processing a claim must be on file with the camp medical officer before your troop can camp at Hale. This allows the Hale staff to arrange medical services quickly if needed. If your troop does not have insurance, please contact your local council. A national policy is available at a minimal fee.

Medical Re-check:

All scouts and adult leaders must complete the **Annual Health and Medical Record** with parts **A, B & C** completed within the last **12 months**, if staying at camp for any length of time. If a camper arrives at camp without their medical record, it is the camper's responsibility to obtain the physical examination and complete the form before being allowed to participate at camp.

During check-in the Camp Health Officer will check each troops roster and medical forms to confirm that all participants are covered. The Health Officer will interview troop leadership to confirm that all campers are in good physical health. The camp retains the right to send scouts and leaders home if it is deemed that they pose a significant health risk to themselves or others.

Medication:

All Prescription Medication must come to camp in the original bottle from the pharmacy.

The Label must Contain:

- The campers name.
- Date of prescription.
- Doctor's name & phone number.
- Correct dosage.

No handwriting will be allowed on prescription medication bottles.

All over the counter medication must come to camp in the original containers.

The taking of medication is the responsibility of the individual taking the medication and/or their parent/guardian. A scout leader after obtaining all the necessary information, can agree to accept the responsibility of making sure as scout takes the necessary

medication at the appropriate time. BSA policy does not mandate nor necessarily encourage the scout leader to do so. All prescription medication must be accompanied by a note from a parent or guardian giving permission for the medication to be administered by the scout leader.

Medical marijuana/cannabis is not authorized for use by scouts or leaders during their time at camp.

Scout Uniform in Camp:

Scouts are expected to wear the BSA field uniform (commonly called the class a) to Evening flags and dinner and to the Friday's closing campfire. Scoutmasters and adult leaders should instruct their troop in how to properly wear the uniform in line with the BSA Guide to Awards and Insignia

Swimming Attire:

Swimsuits must be modest.

- **Males:** tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed

- **Females:** bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate

Outside of aquatic areas campers are required to wear shirts.

Footwear:

No bare feet. Campers will need sturdy shoes for hiking and a spare pair in case their shoes get wet. **No open toed shoes.** Scouts participating in lake or aquatic activities with exception of the pool, are **required** to have sturdy pair of closed toed water shoes, open toed sandals are not acceptable to wear for lakefront activities.

Campsites & Bathrooms

Campsite and bathroom cleanliness are the responsibility of the campers who use them. Any damage done to camp property by campers will be the responsibility of the individual's troop. Campsites may be inspected at any time to ensure the health and safety of all campers.

Each campsite has access to electric outlets. Electric is a shared resource between the troops staying in the campsite and special consideration must be made for campers who require electricity for medical purposes.

A scout is helpful, courteous, and clean, and we ask that troops work together to make sure that restroom facilities are cleaned daily. The camp will supply all necessary items to clean and sanitize restrooms.

Before checking out of camp, the camp staff will inspect all facilities to insure they are clean and free of damage.

Garbage & Food in Campsites:

Each day the camp ranger will pick up trash at 7am & 5pm. Trash is to be bagged and placed at the nearest road to be picked up. No food is allowed inside of tents, Food left in campsites must be secured in bear proof container or secured inside a covered trailer.

Hale Scout Reservation is Bear Country, besides bears there are racoons and other smaller animals who will make a mess of unsecured food or garbage.

Camp Curfew:

Youth Campers are expected to be in campsite areas by 9:15 each night. No scouts should be outside the campsite or bathrooms areas past 9:30 without an adult leader. Quiet hours are from 10:00pm to 6:30am. Lights out at 10:30pm.

Pets/animals:

No pets of any kind may be brought to camp. Wild animals are not to be fed, teased or captured. If there is a wild animal that poses a danger to campers notify the staff. Please remember that camp is for the most part a natural environment, snakes or other critters will be spotted if it does not pose a threat, scouts and leaders should take the opportunity to view nature from a safe distance and does not warrant notifying camp staff.

Vehicle Policy:

The speed limit on all camp roads is 10 miles per hour.

It is the policy of the Boy Scouts of America that: ***Seat belts are required for all occupants in vehicles. The driver must be currently licensed and at least 18 years of age. The beds of trucks or trailers must never be used for carrying passengers.***

Vehicles are to be parked in designated parking areas only. Troops may leave trailers in campsites, but all passenger vehicles must be parked in a parking lot. Consideration will be given to individuals who can are authorized to us disabled parking placards, these individuals can request a parking permit from the camp office.

Prohibited Activities:

- 1) The following activities are forbidden, and violators will be immediately escorted off camp property.
- 2) Hunting.
- 3) Unauthorized use of All-terrain vehicles.
- 4) The use of bicycles (hale scout reservation does not have proper facilities for biking, all bikes should be left at home.)
- 5) Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane etc.
- 6) Starting fires outside of designated areas. **No flames in tents or cabins**, this includes lit mosquito coils, candles, & hot plates. Please check with the camp staff to see if any burn bans are in effect before starting a fire. When not in use, all fuel (propane, white gas etc.) must be kept locked up.
- 7) Towing Passengers on sleds, trailers or any other conveyance not intended for such use. **No scouts or leaders may ride in the back of pickup trucks.**
- 8) Use of firearms (including air guns, slingshots, BB guns or pellet guns) in any area other that the rifle/shotgun ranges. **No other firearms or ammunition will be permitted at camp. no personal firearms allowed at camp.**
- 9) Use of fireworks.
- 10) **Absolutely no alcohol or illegal drugs will be allowed on camp property.** Drug and alcohol laws will be strictly enforced according to the laws of the state of Oklahoma. Use of these substances will result in immediate removal from camp.

Emergency Drill:

There will be a camp wide emergency drill within the first day of arriving at camp. Emergency procedures will be posted on camp bulleting boards in all campsites. As a rule, scouts and scouters hearing sirens and bells must report immediately to the nearest gathering point without delay. Gathering points are campsites, program areas, the dining hall and trading post. It is the responsibility of the leaders to make sure the scouts are aware of what to do during an emergency.

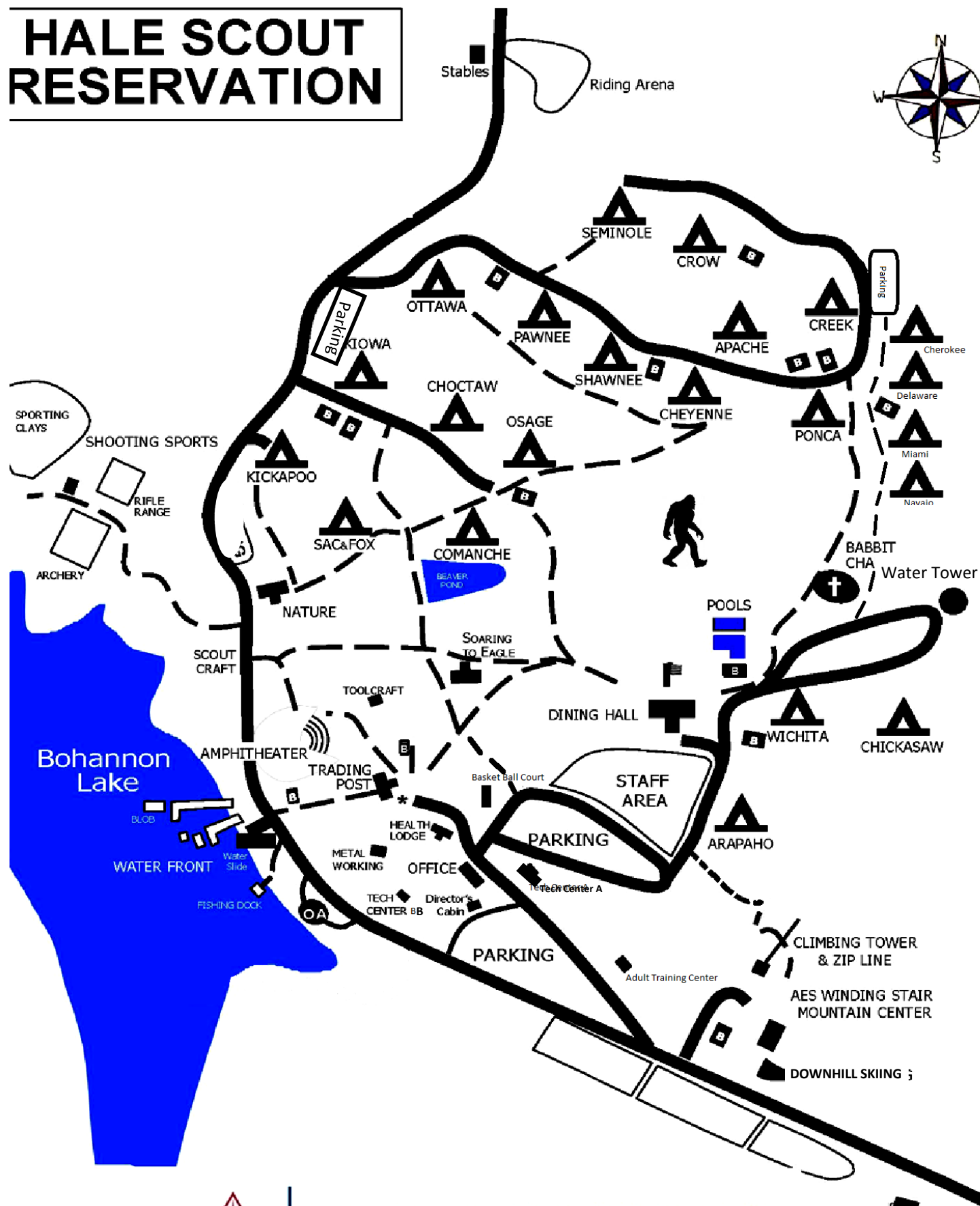
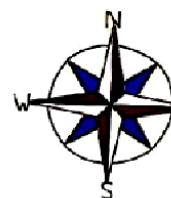
Lost Campers:

Please inform staff if you need help finding a lost camper. HSR staff has procedures in place to search camp safely and quickly. Youth campers should never be sent to search for lost campers.

Wild Animals:

Hale Scout Reservation is located inside a national forest and wherever possible is left in its natural condition. All wildlife at camp should be respected, remember that we are just visitors in their environment. We encourage scouts to take opportunities to view wildlife whenever possible but do not approach or interfere with any animals. If an animal is found inside a tent, building or in an area that would put scouts in harms way please call the staff to safely remove the animal.

HALE SCOUT RESERVATION



INDIAN NATIONS COUNCIL
BOY SCOUTS OF AMERICA



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