

Kia Kima

Scout Reservation



December 27-30, 2019

Youth Fee **\$130 (with meals)**
 \$100 (without meals)

Adult Fee **\$100 (with meals)**
 \$80 (without meals)

WINTER

CAMP



Kia Kima Winter Camp

Frequently Asked Questions

What is Winter Camp?

Winter Camp is a mini long-term camping experience. Participants will be able to work on advancement while enjoying the beauty of the Ozarks in the winter.

What about the food?

Units will have the option of eating in the Dining Hall or cooking their own meals. Units who choose to cook their own meals will receive a discount in their registration price.

Will I need to provide my own tent and bedding?

Yes, participants must bring their own tents and bedding. All camp tents are stored for the winter. Make sure you bring warm sleeping gear, as it can get cold!

What time do we show up?

Please plan on checking-in between 2:00 and 4:00 p.m. on December 27.

Will there be a Trading Post available?

Yes, the Trading Post will be open for your convenience.

Do I need a physical for each participant?

Yes, Parts A and B of the current BSA *Annual Health and Medical Record* are required. If you have your physicals for summer camp, bring those. Please submit **copies** only.

How do we register for Winter Camp?

Visit www.chickasaw.org and click on the “Winter Camp” link under December 27 on the Council Calendar or at kiakima.net.

Will showers be available for Winter Camp?

The heated East Shower House and West Shower House will be open for Winter Camp. Each facility has individually-stalled showers and toilets. Central Showers will not be open.



Winter Camp Merit Badge Schedule




Merit Badge Schedule



Session 1 (8:30-11:30)	Session 2 (1:00-4:00)	Evening Session
COPE		Astronomy
Climbing Merit Badge		*NRA Handgun
Trailblazers		Cit in the Nation
NRA Range Safety Officer Certification		Cit in the World
Merit Badge	Merit Badge	Electronics
Archery	Auto Maintenance	Fire Safety
Camping	Citizenship in the World	First Aid
Chess	Communications	Journalism
Citizenship in the Nation	Electricity	Law
Communications	Geocaching	Leatherwork
Emergency Preparedness	Moviemaking	Medicine
Engineering	Orienteering	Personal Management
Entrepreneurship	Personal Management	Photography
Environmental Science	Pioneering	Scouting Heritage
Exploration	Photography	Welding
Game Design	Radio	Woodcarving
Geocaching	Rifle Shooting	*(Venture Only)
Robotics	Salesmanship	
Signs, Signals, and Codes	Space Exploration	
Shotgun Shooting	Wilderness Survival	
Welding	Woodworking	
Climbing Level 2 Rock Certification		







Online Registration Process





1. Visit www.chickasaw.org and click on the "Winter Camp" link under December 27 on the Council Calendar.
2. Click the "Register" button on the bottom right.
3. If you already have a Tentaroo user ID, you will be in the system. If not, you will need to register. You may register your entire unit from this portal.
4. Continue through the registration process. When you get to the payment page, you can pay with a credit card or mail in a check. Make sure you scroll to the bottom of the payment page and click "make a payment". This will register you for this event.
5. You will receive an email confirmation of your registration initially and each time you update your registration






Winter Camp Activities







	<h2><u>High Adventure Activities</u></h2>
	<p>Climbing — In this badge, Scouts will learn how to safely tie knots and make rappels on a climbing tower. This program also involves a visit to an offsite location that boasts 80 ft. cliffs!</p>
	<p>COPE — Challenging Outdoor Personal Experience. Teamwork is the name of the game here. Your scouts will learn to work with each other through the use of high ropes and initiative games. This program lasts all day for both days. Scouts may sign-up for an evening session.</p>








	<h2><u>Trailblazers</u></h2>
	<p>The Trailblazer program is a three-hour program designed primarily for Scouts who are new to Scouting and are coming to camp for the first time. The purpose behind the program is to give new Scouts a jumpstart by teaching them the basic outdoor skills needed throughout their Scouting career. Such skills include camping, fire building, wood tools, knots, lashings, first aid, map and compass, and nature study.</p> <p>Each Scout will receive credit for the rank advancement requirements that he completes at camp. How much each Scout completes is up to him, and it is very possible that different Scouts will complete different requirements and some may complete more than others.</p>






	<h2><u>Scoutcraft</u></h2>
	<p><u>Camping</u> — Learn the essentials of camping in a wilderness setting, ranging from tents to water purification to cooking to hiking and more!</p>
	<p><u>Emergency Preparedness</u> — “Be Prepared” is the motto of the Boy Scouts. This badge will teach Scouts the importance of being prepared for emergencies. (First Aid merit badge is a prerequisite.)</p>
	<p><u>Fire Safety</u> — Learn how to safely use fire. Fire is a tool, not a toy. This is good for younger scouts. They will earn their Firem'n Chit. They will also visit the Cherokee Village Fire Station.</p>
	<p><u>First Aid</u> — Learn how to take care of a sprained ankle, how to stop bleeding, and respond to hurry cases. Skills taught here are essential for any Scout function.</p>
	<p><u>Geocaching</u> — Described as modern-day treasure hunting, Scouts will discover the latest and fastest growing sport, Geocaching. Scouts will learn how to use a GPS (Global Positioning System) to hide and uncover caches hidden around the world!</p>
	<p><u>Orienteering</u> — Scouts will learn the techniques of land navigation while learning how to use a map and compass. They will also be introduced to the sport of orienteering.</p>
	<p><u>Pioneering</u> — Like knots and lashing? Well now take those skills to the extreme. Scouts will learn more new knots and lashing and use them to build cool projects. You can take these skills and build towers, monkey bridges, and much more!</p>
	<p><u>Wilderness Survival</u> — Scouts in this session should plan to build and sleep in a natural shelter. Many other essential survival skills will be discussed.</p>






	<h2><u>Nature</u></h2>
	<p><u>Astronomy</u> — Learning to chart the stars is a long-lost skill. Come view the night world through our powerful telescopes and work on a merit badge in the process.</p>
	<p><u>Environmental Science</u> — This Eagle-required badge requires taking hikes, field notes, and considerable written work. This is recommended for older Scouts.</p>
	<p><u>Space Exploration</u> — Explore the vast unknown. Scouts will also have an opportunity to launch and recover a model rocket. All supplies are included.</p>









	<h2><u>Tech Center</u></h2>
	<p><u>Automotive Maintenance</u> — Have you ever wanted to learn how to change a tire, check fluid levels, or maintain your vehicle? This merit badge will explore all these items.</p>
	<p><u>Electricity</u> — Scouts' minds will be illuminated with an understanding of how electricity works. They will learn the basics of electric circuits, build an electromagnet, and construct a simple electric motor.</p>
	<p><u>Electronics</u> — This merit badge will give Scouts an opportunity to learn about the applications of electricity. This includes soldering and building several circuits.</p>
	<p><u>Robotics</u> — Scouts will have the unique opportunity to build, program, and control a robot of their own. This will give them a jumpstart into this ever-growing field of study and technology-driven world.</p>




	<h2><u>Life to Eagle</u></h2>
	<p><u>Citizenship in the Nation</u> — Citizenship in the Nation is an Eagle-required badge. Scouts will learn about the U.S. Constitution and Bill of Rights. Scouts will learn about the unique history that formed our great nation. Scouts will go on a field trip to complete requirement 2a.</p>
	<p><u>Citizenship in the World</u> — Scouts will learn about diplomacy, international trade, and foreign relations. It is recommended that Scouts have already earned Citizenship in the Nation.</p>
	<p><u>Communication</u> — Effective communication skills are essential for any life situation. Scouts in the badge will have an opportunity to learn the art of effective communication.</p>
	<p><u>Personal Management</u> — Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals.</p>
	<p><u>Scouting Heritage</u> — This badge was created in honor of the one-hundredth anniversary. Scouts will learn the history of Scouting and rediscover how it all began.</p>

	<h2 style="text-align: center;"><u>Hobbies and Crafts</u></h2>
	<p><u>Chess</u> — Scouts will learn the classic game of chess. Going beyond the basics of the game, they will learn different moves and tactics used in chess.</p>
	<p><u>Leatherwork</u> — Scouts will learn how to make different items using leather. They will need to purchase a small kit from the Trading Post.</p>
	<p><u>Signs, Signals, and Codes</u> — Scouts get to learn the inner-workings of various signs, signals, and secret codes that are present all around us in our every-day lives. From learning braille to writing their own secret language, Scouts will explore a world of communication never before seen.</p>
	<p><u>Photography</u> — Scouts will explore the world of photography. Participants should bring a digital camera, if available; otherwise, we will have a few extra.</p>
	<p><u>Woodcarving</u> — Isn't it amazing what you can create out of wood? Using a knife and your imagination, simple blocks of wood can transform into remarkable sculptures.</p>
	<p><u>Woodwork</u> — This badge teaches Scouts how to use woodworking tools to build and repair carpentry projects, such as a box or a cabinet.</p>

	<h2><u>Shooting Sports</u></h2>
	<p>Archery — Archery experience is highly recommended before signing up for this badge. Scouts will learn the intricate details of archery such as making a string and arrow.</p>
	<p>Rifle Shooting — A very popular badge among Scouts. Learn how to safely shoot and clean rifles. Scouts will have plenty of time to qualify.</p>
	<p>Shotgun Shooting — Scouts will learn to safely use a shotgun. Scouts must qualify for the merit badge by shooting skeet.</p>
	<p>NRA Handgun — Venture participants will have an opportunity to go through this course which begins on the opening night. There is an additional \$25 fee for this activity. Participants will fire both semi-auto and revolving pistols.</p>

	<h2><u>Careers</u></h2>
	<p>Engineering — Transferring motion, structural integrity, and physics are taught in this badge. Scouts will also undertake a small-scale building project.</p>
	<p>Game Design — Scouts will explore, analyze, and create new games with this fun and innovative merit badge. From discovering different elements of gameplay to trial-running games the design, Scouts will find new fascinating way to challenge themselves and their friends.</p>
	<p>Radio — Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).</p>
	<p>Welding — Scouts will learn the proper techniques used when welding metal. Scouts will also have the opportunity to try out these new skills.</p>

	<h2><u>Careers (continued)</u></h2>
	<p><u>Journalism</u> — Scouts will explore the vitally-important such as the field of journalism, and they will discuss related topics, like the First Amendment, current events, reporting ethics, and careers. Scouts will also take a field trip to the local newspaper office!</p>
	<p><u>Law</u> — Scouts will learn to “handle the truth” while learning the value and functions of our judicial system. Scouts will learn about different types of law and learn how to become a judge!</p>
	<p><u>Medicine</u> — For Scouts who are interested in the medical field, welcome to Kia Kima’s pre-med program! This merit badge will introduce Scouts to the vast world of healthcare and will provide them with a solid groundwork on which they may build their future careers.</p>
	<p><u>Exploration</u> — In this action-packed merit badge, Scouts will learn fun and practical skills on how to plan and prepare for major expeditions. They’ll learn how to be the next Indiana Jones and even go on an expedition!</p>
	<p><u>Moviemaking</u> — In this merit badge, not only will Scouts have the opportunity to learn the basics of cinematography, but they will also have a chance to shoot their own movie! Who knows, your scout could be a few lens flares away from being the next JJ Abrams.</p>
	<p><u>Entrepreneurship</u> — For scouts with an adventurous and creative spirit, we now have the entrepreneurship merit badge! In this badge, scouts will do everything from create their own business plan to examine what costs and promotion will look like! Ultimately, this is the ideal badge for scouts with big ideas and the drive to make them happen.</p>
	<p><u>Salesmanship</u> — Scouts who are looking to earn the fancy bike during this year’s popcorn sales will love the Salesmanship merit badge! This badge explores the innerworkings of what it means to be a good salesperson, how to market, and the research that goes into being a successful salesman. Ultimately, this is the perfect training grounds for scouts who dream of running the Kia Kima Trading Post!</p>

	<h2><u>Training</u></h2>
	<p><u>Climbing Instructor Level 2 Rock</u> — This will take place from <u>December 26-30</u>. If you already have taken Level 1 for COPE or for climbing you will not need to arrive until 1 p.m. on Dec 27. Otherwise please arrive by 6p.m. on Dec 26. We will be out of camp at Jamestown Crag outside of Batesville an hour from camp from just after breakfast until suppertime for several of the days, so this is not a class for Scoutmasters in charge of supervising their troops at Winter Camp.</p>
	<p><u>NRA Range Safety Officer</u> — This NRA certification will allow you to safely supervise firing ranges. You will also be able to operate Boy Scout ranges if you have a certified instructor with you. There is a cost of \$30 for the RSO certification.</p>

Winter Camp Timeline and Checklist

Troop and individual preorder merchandise forms are due online December 10, 2019.

Online merit badge registration is due by December 18, 2019.

All payments are due by December 23, 2019.

The two-week-out meeting is on December 12, 2019, at 6:30 p.m., at the Scout Service Center.
This is the last chance to alter numbers for food or merit badge scheduling.

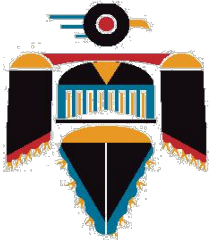
Copies of Parts A and B of the *Annual Health and Medical Record* are due at Check-In.

Provisional Information

Scouts in units that are not attending Winter Camp may come as provisional campers. Please contact us and we will find a unit the Scouts may camp with. Provisional campers can register online.

Two-Week-Out Meeting

There will be a two-week-out meeting on Thursday, December 12, at 6:30 p.m. at the Dunavant Scout Service Center. This will be a chance for leaders to ask any unanswered questions and discuss any hot topics, as well as make any final schedule and attendance adjustments.



General Information

Check-In Procedure

Troops are asked to arrive at Kia Kima between 2:00-4:00 p.m. on December 27. Check-in will be simple as groups will be sent directly to their campsites. A leaders' meeting will be held at 4:30 p.m., in the Scoutmaster Lounge in the Dining Hall. We encourage at least one leader and senior patrol leader from each unit to attend. All housekeeping items will be covered at this time such as the daily schedule, rules and regulations and emergency procedures. This will also be a time to correct any registration issues.

December 27

2:00-4:00 p.m.	Arrive at KKSR
4:30 p.m.	Leaders meeting in Scoutmaster Lounge, Dining Hall
5:45 p.m.	Flag Lowering
6:00 p.m.	Dinner
7:30 p.m.	Opening Campfire
8:30 p.m.	Evening Sessions

December 28 & 29

7:30 a.m.	Flag Raising
7:45 a.m.	Breakfast
8:30 a.m.	Session I
11:30 a.m.	Lunch & Free Time
1:00 p.m.	Session II
4:00 p.m.	Free Time
5:30 p.m.	Flag Lowering
5:45 p.m.	Dinner
7:00 p.m.	Kia Kima Shuffle (28)/Closing Campfire (29)
8:00 p.m.	Evening Session
9:30 p.m.	Cracker Barrel

December 30

7:30 a.m.	Breakfast
8:00 a.m.	Check-Out

Check-Out Procedure

Remember to pick up your medical forms and advancement records at the Administration Building before you head back home. We hope you will always keep the thunderbird blazing in your heart, and we can't wait to see you back in the Ozarks!