



HIGH ADVENTURE
♣ BASE ♣



Scouts BSA Summer Camp
2021 Leader's Guide



Table of Contents



Letter from the Camp Director	3
Why Orr?	4
Camp Fees and Registration	5
Activities	6
Merit Badges and Programs	8
Merit Badges Offered	10
Merit Badge Schedule	13
General Camp Schedule	14
Adult Activities	15
Policies and Procedures	16
Arrival at Camp and Check In Procedures	17
In-Camp Program Equipment List	18
High Adventure OVERVIEW	19
Campsite Information	20
Wachtschu Mawachpo Lodge OA info	21
Registration Form	22
Unit Reconciliation Sheet	23
Unit Camper Roster	24

Welcome to Camp Orr

The staff of Camp Orr High Adventure Base welcomes you to our premier camp facility. We know your stay with us will be full of fun, learning, and adventure creating memories to last a lifetime.

Camp Orr offers an environment that is unlike any other. You can canoe and swim in the Buffalo River in the morning, take a hike to Antenna Pine in the afternoon, getting in some unparalleled views, then spend your evening hanging out around a campfire with your friends, all without leaving the boundaries of a National Park. We have mountain biking trails, hiking trails, and a natural double waterfall that becomes a triple fall when it rains, and the only waterfront on the Buffalo River, America's first National River.

In 2020, we understood that long-term Summer Camp is the highlight of a Scout's year, and we believed it was important that we do everything we could to offer a Summer Camp opportunity. We had two successful weeks of Summer Camp at Camp Orr High Adventure Base in 2020, while keeping scouts, volunteers and staff safe!

We are looking forward to spending another summer at Camp Orr High Adventure Base in 2021! Scouting is committed to keeping kids safe. We know things looked different in 2020 and will most likely look different from previous summers in 2021, but we are committed to having a great program for you and your unit. As the Arkansas Department of Health releases guidelines for Summer 2021, we will take proactive measures to limit the spread of Covid-19 to help safeguard our scouts, volunteers, and staff.

I look forward to welcoming you to Camp Orr, where you can experience the beautiful Buffalo National River allowing you the space to reconnect with nature.

See you soon!

Shelby Nuckolls
Camp Orr Camp Director



shelby.nuckolls@scouting.org

Boys Scouts of America
Westark Area Council 1401
Old Greenwood Road Fort
Smith, AR 72901
479-303-8027



HIGH ADVENTURE
BASE



WHY *Camp* ORR?

Why would you visit Camp Orr?

It's in the middle of nowhere, in beautiful Arkansas summer with bugs, critters, and snakes. It's down a steep dirt road with no access to TV and miles from anywhere...

Because Camp Orr is a "real" camp!

We have real nature. We are the only Scout camp in the country surrounded by a National Forest. The Ozark Highlands Trail and the Old River Trail both run through or near camp. The Ozark Highlands Trail extends nearly 200 miles (as of 2017) from Lake Fort Smith in western Arkansas beyond Woolum on the eastern end. It is one of the longest trails in the central United States.

We have a real river!

The Buffalo National River, established in 1972 flows freely for 135 miles through northern Arkansas. It is one of the few remaining undammed rivers in the Lower 48 states and passes through camp providing the riverfront for our Aquatics Area with both Swimming and Boating.

We have real treks!

Our High Adventure Program has been rebranded to the Buffalo River Wilderness Company. Treks vary from 50 miles of trails (with an opportunity to earn a 50 mile patch) to river treks, as well as a historic trek' visiting numerous interesting, historic sites on the trail and earning American Heritage Merit Badge in the evenings.

We have climbing on real bluffs!

In addition to the climbing tower, we have 5 rappelling sites and 4 climbing sites utilizing natural sandstone and limestone walls. Come "hang" out with the climbing crew and earn your Climbing Merit Badge.

We have mountain biking on real trails!

Camp Orr boasts 15 miles of scenic biking trails and top of the line mountain bikes. Our trails can accommodate beginner to intermediate bike enthusiasts. Cycling Merit Badge at it's finest!



Camp Fees and Registration

Camp Fees

Regular Registration	\$325 per Scout
Adult Leader Registration*	\$150 per Leader
In-Council Scout Registration	\$275 per Scout
In-Council Adult Registration*	\$125 per Leader
High Adventure Registration (Canoeing or Trekking)	\$395 per Person

*One Adult Leader free for every ten (10) traditional Scouts

Encore Camper Fees

Scouts who are attending a BSA Summer Camp or High Adventure Base (Philmont, Sea Base, etc.) during the 2021 summer and who register and pay their Camp Orr fees in full by May 1, will receive a reduced price of \$200 for a regular registration for their week at Camp Orr.*** (Encore fee does not apply to a Camp Orr High Adventure registration)

***Documentation of registration and payment for another BSA Camp or HAB is required for this discount.

PROGRAM FEES (THESE FEES ARE IN ADDITION TO THE REGULAR REGISTRATION FEE)

Basketry Merit Badge	\$25
Bird Study Merit Badge	\$25
Cooking Merit Badge	\$25
Leatherwork Merit Badge	\$25
Rifle or Shotgun Shooting Merit Badge	\$25
Woodcarving Merit Badge	\$25

HOW TO REGISTER

MANY OF THE STEPS BELOW MAY BE COMPLETED AT
WWW.CAMPORR.ORG UNDER THE 2021 CAMP REGISTRATION TAB.

1. CAMP APPLICATION

Each Unit should complete and submit the Camp Orr reservation form. This can be completed online or on paper and submitted to Westark Area Council. The reservation will include Leader contact information, campsite preference, and an estimated number of Campers. To reserve a spot for your Unit, you must include your \$200 non-refundable deposit. This deposit will count toward Unit fees.

January 30, 2021 Reconfirmation fee of \$350 is due.
(Non-refundable, but does apply towards total of fees due.)

2. ADVANCE PAYMENT

The advance payment of \$100 per Scout is due by **March 2, 2021**. Making the advance payment allows the Scout to register for merit badge sessions.

3. MERIT BADGE REGISTRATIONS

Registration for all merit badge sessions will be open beginning **March 2, 2021**, for Scouts who have made the advance payment. Sessions are filled on a first come, first served basis, and many will fill quickly. This is especially true for Eagle required merit badges. Merit badge class sizes are firm due to facilities and staffing.

4. FINAL PAYMENT

The final balance for all participants is due to Westark Area Council **May 4, 2021**. The original \$200 deposit is counted toward this final payment.

PAYMENTS

Payments may be made online at www.camporr.org (preferred) or by mailing a check payable to Westark Area Council, with Camp Orr in the memo line. Mail checks to the Scout Service Center, 1401 Old Greenwood Road, Fort Smith, AR 72901.

REFUNDS

Prior to May 15, 2021

Refunds for Scouts or Leaders who are unable to attend camp due to extenuating circumstances will be made only to units, not individuals. A request for a refund must be made prior to May 15, 2020. Refunds are contingent upon the approval of the Council Executive Board.

AFTER MAY 15, 2021

Any reductions in youth participants after May 15, 2020 will incur a \$100 cancellation fee per youth. Registrations and payments may be transferred to a new Scout within a unit. We ask that all transfer requests be made in writing at least one week prior to scheduled camp arrival.

CHECK-IN

When you arrive at camp, you should have all required forms and paperwork, which can be found at camporr.org or in this Leader's Guide. During check-in, staff will work with you to update any schedules and settle any remaining balances.

Refunds or transfers cannot be granted for those who choose to arrive late or depart early.

Activities

Antenna Pine



Experience the Buffalo River valley from the top! Named for the antenna-like pine tree that marks the summit, this hike has been made by Scouts and Scouters alike for decades. Please see your troop guide no later than Monday to arrange a trip if you plan to make the hike. The kitchen staff must have AT LEAST a 24-hour notice if you plan to pack a meal on the hike.

This half-day hike is less than 3 miles one way, but is classified as a strenuous hike with over 1,000 feet elevation gain. This is open to all Troops/Crews, but recommended for older Scouts in good physical condition. Once back in base camp, make your way to the trading post to purchase your one-of-a-kind "I survived Antenna Pine" memorabilia. Remember your Scout Essentials and water *IS A MUST!*

Taps/Lights Out

At 10:30 pm each night, the sta^o will ring the camp bell twelve times. We ask all in camp to stop during this time and re'ect on the day. If your Troop has a bugler that is interested in playing taps, have him notify the Program Director at check in. Lights out is at 11:00p.m.

Camp-Wide Activities

There will be time during the evening for a variety of games and activities for Scouts and leaders. They will include horseshoes, ultimate Frisbee, board games, gaga ball pit, and much more –bring your own if you want.

Twin Falls



Twin Falls (a.k.a. Triple Falls) is arguably the most scenic spot on camp property and possibly in the entire Natural State. Shop Creek cascades 48 feet down a rock face. The water actually emits from an underground cavern mere feet from the top of the falls, which is why the water is exceptionally cold. Whether you will see two or three separate falls is completely determined by the amount of recent rainfall. The trail is 0.3 miles long from the trailhead.

NIGHT VIEWING

Astronomy merit badge requires a short viewing session three evenings in a row. One of these evenings is required to be 3-hour long 'star party.' In an attempt to accommodate the weather, viewing will start Monday evening at a time to be announced each week. That way if there is a cloudy night, the Scouts have the potential to still complete the merit badge requirements. The viewing will start about 30 minutes after sunset. The 3-hour star party will also be based on the weekly weather forecast and will be announced at the Leaders meeting Monday morning. The star party will be open to all members of camp although only those earning the merit badge will need to stay the entire 3 hours.

Activities - continued

Sunday Night Opening Campfire



This single event will set the pace for the entire week. There will be songs, skits, and stunts full of energy and enthusiasm provided by your Camp Orr Staff.

Wednesday Cook-in-camp

Each Wednesday night, the troops in camp pair up together for an evening of fun and fellowship. Starting about 5p.m., the troops are on their own program time to schedule activities of their choosing. Dinner (hotdogs, buns, and condiments) will be ready at the dining hall for pickup about 6:00 p.m. Troops will need to roast their own hotdogs. SPLs from both troops will inform the camp once before noon on Wednesday which troop they are pairing with for the evening.

Wednesday Dutch-Oven Cook-off

Bring your oven and ingredients from home, then while your Scouts roast their dogs for dinner, whip up something special. Entries will be made as a unit in youth and adult categories as well as dessert and entree. Judging will begin promptly at 7p.m. on Wednesday at the Hogan. Points will be awarded for presentation, taste, and originality.

Thursday Evening Service

A Scout is Reverent. Come worship with our staff on Thursday at 7 p.m. up the hill at Vespers Overlook. Chaplain's AidesCAMP ORR will meet 6 with the Camp Chaplain on Tuesday afternoon to plan the service.

Thursday OA Fellowship

A gathering of Arrowmen will take place at the Hogan on Thursday at 8:00 pm. Bring your patches as there will be ample time to trade. Also, the Camp Chief will be available to ensure that your unit is ready for the Friday night call-out ceremony. (For out-of-council troops, a letter confirming eligibility and signed by your Lodge Chief and Lodge Advisor is necessary for your Scouts and leaders to be called out.)

Friday Night Closing Campfire

Share your favorite song, stunt, or skit! Units wishing to participate will need to present to the Program Director for approval ahead of time and reserve your spot. Recognitions will also be presented to units/patrols/individuals for accomplishments during the week as well as other awards just for fun.

The Legend of Smokey Joe



Each camp has its own legend that is passed on from generation to generation. Camp Orr's will be shared Friday evening after closing campfire. Our legend keeper requires no talking and no lights during the story. If either occur, he will stop the story and you will have to return another year to hear the end. *There is a chance after the Closing Campfire for people who do not wish to listen to the legend to return to camp.*

Merit Badges and Programs



Experiencing summer camp through merit badges is the core of the Boy Scout summer camp program. Merit badge sessions are offered by program staff each day during five scheduled session times and at other times as well. Numerous merit badges include hikes, nature walks, trips to the river, or up the trails. Some merit badges require Scouts to attend a two-session block and Buffalo Trail is an all day program. Many merit badges will be completed at camp. Some have requirements that should be completed prior to camp and some requirements that can only be completed outside camp. Scouts must demonstrate completion and understanding of each requirement before it will be approved by the counselor. Merit badges and programs are run through various Program Areas at Camp Orr High Adventure Base. This ensures qualified instruction by knowledgeable counselors and a great experience by Scouts in each area.



Scout Craft

The real Scouting skills that makes one proud to be an outdoorsman are offered in one of the finest Scoutcraft Areas in any Scout Camp. Learning the art of rope work, camping, cooking, hiking, and survival, in addition to others, can be one of the most memorable experiences at Camp Orr. The area provides a complete environment to gain these desired skills for both the younger Scout and the more experienced Scout alike.

Note: Scouts involved in Wilderness Survival will complete an overnight campout for their requirements, weather-permitting.

Eco



In our Ecology area, Scouts get to study natural habitats, climate, and the effects of human activity on wildlife and natural resources. Through hands-on experimentation and analysis participants gain a greater appreciation for the world around them. There are more merit badges offered in the Ecology area than any other program at Camp Orr. Many of these badges, including Environmental Science, Fish & Wildlife Management, Geology, Mammal Study, Nature, Soil & Water Conservation and Weather are all regularly scheduled in the daily merit badge program and some have special times and outings such as Astronomy.

Handicrafts

At Camp Orr's Handicraft Area, a scout can turn his or her creative vision into a real memento of summer camp. The handicraft badges are a good start for many first year Scouts. The pride and satisfaction of making something with your own hands is a good lesson for a young Scout to learn. New Scouts always find success in this area and we encourage them to pick at least one activity from this area.

Note: Some Handicraft Merit Badges require an additional fee.

AQUATICS



Real summertime fun starts on our beautiful Buffalo River waterfront. We offer several aquatics Merit Badges, including Swimming, Kayaking, Rowing, Lifesaving, and Canoeing. We also offer a week-long course for BSA Lifeguard certification. All of our aquatics courses are taught on the Buffalo River, and Scouts should get wet each day during class, weather-permitting. Also in our aquatics area, a Scout can earn the Mile Swim and Kayaking BSA awards.

For adults in our aquatics area, we offer both Swim and Water Rescue and Paddle Craft Safety trainings, which, when combined, will give you the certification to be able to take your Scouts on most BSA aquatics adventures.

Merit Badges and Programs - continued

BUFFALO TRAIL (FIRST YEAR CAMPER)



The Buffalo Trail Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience.

As new rank requirements are adopted, the program is constantly under review and revision to meet those requirements. Basic Scout skills for the inexperienced Scout form the basis of the program.

Buffalo Trail is an all-day program, and Scouts will meet in their groups on Monday through Thursday. In addition to rank requirements, Scouts will have the opportunity to complete at least two Eagle-required Merit Badges, Swimming* and First Aid, as well as some requirements for other Merit Badges, like Cooking. Scouts will receive instruction in the following skill areas: Woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. All Scouts will receive instruction but will not be signed off, as that is the responsibility of the Scoutmaster or his designee. Scouts will also have the opportunity to earn their Totin' Chip & Firem'n Chit cards.

BUFFALO TRAIL PATCHES

All Buffalo Trail participants will receive a special patch to commemorate their week at camp. This patch is given out to those Scouts completing the program during closing campfire on Friday.

**Dependent on the Scout passing the swimming test. If a Scout does not pass the swimmer test, he/she will be placed in an instructional swim class with the goal of being able to pass the swimmer test by the end of the week.*

BUFFALO RIVER WILDERNESS COMPANY (TREKKING)

At Camp Orr, we abound with adventures that get the adrenaline pumping!

We have hiking treks that take you through some of the most beautiful country around where you can see sights like the Glory Hole, with a waterfall that runs through a hole in the ground and into a cavern, and Hemmed-in-Hollow, the tallest waterfall east of the Rockies, all while earning a 50-miler for both BSA and the National Parks.



If hiking isn't your cup of tea, how about taking a canoe trek down the Buffalo River, America's first National River, seeing sights you won't find anywhere else, again while earning your 50 or 100 miler from both BSA and the national parks. We also have a first rate climbing program that allows you to climb and rappel on top 5 nationally rated rock, all while earning the Climbing Merit Badge or possibly your Level 1 Climbing Instructor certification.

Let our High Adventure Director work with you to choose the route that gives the best fit for your unit providing the perfect adventure so you will leave with memories to last a lifetime!



SPECIAL NOTE: ALL UNITS PARTICIPATING IN HIGH ADVENTURE MUST PROVIDE AT LEAST TWO WILDERNESS FIRST AID CERTIFIED ADULTS FOR EACH TREK.

Merit Badges Offered

Scouts and Adult Leaders are strongly encouraged to review the pre-requisites and requirements for selected merit badges prior to camp. Please ensure each Scout is physically able to participate in the merit badges he signs up for. If it is determined that a Scout cannot successfully or safely participate in a chosen class, he or she will be asked to choose a more appropriate class. Camp Orr does not issue blue merit badge cards. Units will have access to view progress throughout the week, as well as a completion report available online. **Please verify it for accuracy before leaving camp.** Knowing the requirements prior to arrival at camp is beneficial. Check the individual merit badges below for further required equipment or items. All merit badges offered are a daily one hour course unless mentioned otherwise in the description.



ARCHEOLOGY

All requirements may be completed at camp. Bring clothes that you are comfortable getting dirty in.



ARCHERY

Bring a copy of your local laws with you to camp to supplement requirement 1c. Scouts must complete shooting requirements to complete merit badge.



ART

Requirement 6 cannot be completed at camp.



ASTRONOMY

Three evenings required to observe stars, weather permitting. Come prepared with requirement 5b completed in order to complete the merit badge at camp (requires the use of the internet).



BASKETRY

All requirements can be met at camp. **Additional fee of \$25 for this class.**



BIRD STUDY

All requirements can be completed at camp. Kits will be provided for requirement 8 (build bird feeder or bird house). **Additional fee of \$25 for this class.**



CAMPING

Requirements 4b and 8d must be completed before or after camp. Requirement 9a calls for 20 cumulative nights of camping, 6 of which will be completed by week end!



CANOEING

Daily **two hour** class. Must pass the BSA swimmer test. All requirements can be met at camp.



CHEMISTRY

Cannot complete requirement 7 at camp. 7b can be done prior to camp to complete the merit badge.



CHESS

Basic knowledge of tournament play is helpful.



CITIZENSHIP IN THE COMMUNITY

Requirements 3, 4, 7c must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge.**



CITIZENSHIP IN THE NATION

Requirement 2 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge.**



CITIZENSHIP IN THE WORLD

All requirements may be completed at camp. **Eagle Required Merit Badge.**



CLIMBING

Daily **two hour** class. All requirements can be completed at camp.

Merit Badges Offered - Continued



COLLECTIONS

All requirements can be met at camp. Bring your collection to help satisfy requirements. Coin Collecting and Stamp Collecting do not apply. Bringing a collection is not a requirement.



COOKING

Requirements 5c-5e must be completed after camp. Requirement 8 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge. Additional fee of \$25 for this class.**



CYCLING

All things cycling from maintenance to repairs with a little 1st aid thrown in. Bring your state and local bicycle laws (Req 6). Requirement 7 may not be completed in full while at camp.



EMERGENCY PREPAREDNESS

Requirements 1c and 8b cannot be completed at camp. **Eagle Required Merit Badge.**



ENVIRONMENTAL SCIENCE

Daily **two hour** class open to all Scouts. Be sure to have pen and paper for this class. All requirements can be completed at camp. **Eagle Required Merit Badge.**



FIRST AID

Requirement 1 should be completed prior to camp. Scouts need to come prepared with a first aid kit that they have created at home. **Eagle Required Merit Badge.**



FISHING

May need time outside of class for #9. Fishing license required if 16 or over; available on Arkansas Game and Fish Commission website www.agfc.com (not available at camp). Recommended that each Scout have his or her own rod and reel.



FISH AND WILDLIFE MANAGEMENT

All requirements can be completed at camp. Be sure to have pen and paper for this class.



FORESTRY

Will require Friday afternoon session with a forester. All requirements can be completed at camp.



GEOCACHING

Helpful if you can bring your own GPS unit. Requirement 8 cannot be completed at camp.



GEOLOGY

All requirements can be completed at camp.



KAYAKING

Must be a swimmer. For older, more experienced Scouts. All requirements can be completed at camp.



LEATHERWORK

All requirements can be completed at camp. **Additional fee of \$25 for this class.**



LIFESAVING

Daily **two hour** class open to Scouts 13 years of age and up. For requirement 7e Scout must have jeans with a belt and a long-sleeved button-up cotton shirt.



MAMMAL STUDY

All requirements can be completed at camp.



NATURE

Scouts must come prepared to hike and put the necessary time and effort into this merit badge.

Merit Badges Offered - Continued



ORIENTEERING

All requirements can be completed at camp. Compasses provided but beneficial if Scout has his or her own.



RIFLE SHOOTING

Daily **two hour** class. Due to restrictions of being on a National River, we are only able to use competition air rifles for this merit badge. To complete the merit badge, Scouts must qualify with shooting requirements (option B, req. j, k). **Additional fee of \$25 for this class.**



SHOTGUN SHOOTING

Daily 2-hour class open to Scouts 13 years of age and over. 20 gauge shotgun used for this class. Be sure your Scouts are physically capable of handling a shotgun to qualify for the shooting requirement. **Additional fee of \$25 for this class.**



SWIMMING

Must pass BSA swimmer test. All requirements can be completed at camp. For requirement 4, Scouts must have the following clothes: shoes, socks, swim trunks, long pants (cotton/blue jeans), belt on pants, and cotton long-sleeved, button-up shirt.



WEATHER

All requirements can be completed at camp. Completing requirement 10 prior to camp and presenting to the counselor is best.



WILDERNESS SURVIVAL

Daily **two hour** class open to all Scouts. Bring requirement 5 to camp based on information in the merit badge pamphlet. Participants will spend Wednesday night in shelters that they make at camp.



WOODCARVING

All requirements can be completed at camp. **Additional fee of \$25 for this class.**



Merit Badge Schedule

Area	Period 1	Period 2	Period 3	Period 4	Period 5	Maximum # of Students
	9:15 – 10:15	10:30 – 11:30	1:30 – 2:30	2:45 – 3:45	4:00 – 5:00	
Boating Area	Canoeing		Canoeing			10
			Kayaking		Kayaking	10
Swimming Area	Lifesaving		Lifesaving			8
	Swimming			Swimming	Swimming	10
Adventure Area	Climbing		Climbing			10
				Cycling	Cycling	8
Shooting Ranges	Archery	Archery	Archery	Archery	Archery	12
	Rifle Shooting			Rifle Shooting		12
	Shotgun Shooting			Shotgun Shooting		12
Scoutcraft Area		Orienteering		Orienteering		10
			Geocaching		Geocaching	12
	Fishing	Fishing	Fishing			10
	First Aid	First Aid	First Aid	First Aid	First Aid	12
	Camping	Camping	Camping			12
	Cooking			Cooking		10
		Emergency Preparedness		Emergency Preparedness		10
Ecology Area	Environmental Science			Environmental Science		10
			Fish & Wildlife		Fish & Wildlife	10
	Forestry		Forestry		Forestry	10
		Astronomy		Astronomy		10
	Nature		Nature		Nature	10
		Weather		Weather		10
		Geology		Geology		10
	Bird Study		Bird Study			10
		Mammal Study		Mammal Study		10
	Archeology		Archeology			10
		Chemistry		Chemistry	10	
Games			Chess		10	
Handicraft Area	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork	15
	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving	15
	Basketry	Basketry	Basketry	Basketry	Basketry	15
		Art			Art	15
Administration Building				Cit. in the Community		12
	Cit. in the Nation		Cit. in the Nation			12
		Cit. in the World			Cit. in the World	12
OA Indian Village	Wilderness Survival			Wilderness Survival		10
Friday Only	Collections			Collections		No Limit

SCHEDULE SUBJECT TO CHANGE AS NEEDED

GENERAL CAMP SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			MILE SWIM				DEPART FOR HOME WITH FANTASTIC MEMORIES!
7:45 AM			MORNING ASSEMBLY (Activity Uniform)				
8:00 AM			BREAKFAST				
8:45 AM			SPL MEETING				
9:15 AM			MERIT BADGE CLASSES BEGIN				
9:30 AM			ADULT LEADER'S MEETING (Every Unit Should Be Represented)				
11:45 AM			ASSEMBLE FOR LUNCH ON PARADE FIELD				
12:00 PM	CHECK-IN 1 Adult Leader needs to come to the dining hall. The rest of the leaders and youth will tour camp with staff.	LUNCH					
1:00 PM		MERIT BADGE CLASSES RECONVENE					
1:30 PM		MERIT BADGE CLASSES END FOR THE DAY					
5:00 PM		EVENING ASSEMBLY (Field Uniform)					
5:45 PM	DINNER						
7:00 PM	Scoutmaster/SPL Meeting	Evening Programming	Evening Programming	Dinner In Campsites and Troop Planned Activities	Evening Service at Vespers Overlook	Closing Campfire	
7:30 PM					OA Ice Cream Fellowship		
8:00 PM	Opening Campfire						
10:30 PM	RINGING OF OL' FRISCO AND QUIET TIME						
11:00 PM	LIGHTS OUT						

SCHEDULE SUBJECT TO CHANGE AS NEEDED

Adult Activities

There is a very important group of people at summer camp. They take off from work, use their vacation days, and give up valuable time that could be spent with family. We are talking, of course, about the leaders. At Camp Orr, we feel like you deserve a program as well. While your primary focus should remain on your Scouts, there will be time for you to get a little something out of being here. Please sign up prior to camp for trainings so that we will have adequate training materials.



Scoutmaster Merit Badge

Want an opportunity to be involved in the total Camp Orr experience? Get to know the camp staff, make new friends, participate in fun program areas, and help the Commissioner Staff and Camp Ranger with some service projects while earning your own recognition at camp. You do not have to be a Scoutmaster to participate; all adult leaders are welcome to work on this 'merit badge.' Sign up for the adult leader activities on Monday morning at the adult leader meeting. Adult Leaders with special skills, knowledge, or certifications that apply to merit badges at Camp Orr may contact the Camp Director if you would like to help with classes.

There will also be an opportunity for Scout leaders to assist the Camp Commissioner throughout the week. Please let us know your interests at check-in or at the leader meetings.

Adult Leader Shootout



Do you have the skills of William Tell or Annie Oakley? Use your best shot to oust the competition. Day and time will be announced at the leader meetings.

Mile Swim

Must pass BSA swimmer test. Mandatory practice sessions are held at 6:00 am each morning Monday-Thursday. Mile swim is done at 6:00 am on Friday morning.

Dutch-Oven Cook-off



The Scouts aren't the only ones that get to have fun here. Whip up your favorite recipe (does not have to be a dessert) and see if you have what it takes to take home the trophy!

Horseshoe Tournament



Grab a buddy and get 'em close. Day and time will be announced at the leader meetings.

Policies and Procedures

In order to keep a high level of happy and safe campers, please observe the following list of safety measures.



HEALTH LODGE – We provide a qualified individual on-call 24/7 to provide attention to all medical concerns. Any serious illnesses/injuries should be directed to him/her. You will be expected to submit all prescription medications to the Camp

Medic for storage and administration. Exceptions: inhalers, epipens, heart medications, regular adult meds. The Camp Medic must have all medications documented to respond correctly when providing aid.

TRIPS TO THE HOSPITAL/DOCTOR – In the event that a camper requires the services of a doctor, the following steps will be taken:

1. Transportation will be the responsibility of the unit unless EMS is called.
2. Two-deep leadership must be maintained; we will provide custodial leadership in camp if necessary.
3. The unit must be prepared to pay for any medications that are prescribed by the doctor. Reimbursement will be the responsibility of the family.
4. Parents should be notified immediately. Unit leaders will be expected to know how to reach them if necessary.

ALCOHOL/ILLEGAL DRUGS – Use or possession of any controlled substance is not permitted at Camp Orr. Violators will not only be asked to leave camp but will also be reported to the authorities immediately.

TOBACCO – There is a designated smoking area for adult leaders behind the Hogan. Please set a good example for our members and do not smoke in other areas of camp, including campsites.

FIRE SAFETY – Camp Orr has a fire plan in place. This plan will be communicated at the Sunday leader meeting. Please follow these rules while at camp:



1. Report wildfires to the staff immediately.
2. No flames in tents.
3. Scouts do not fight fires.
4. Keep all fires in designated fire rings in each campsite.
5. Do not use accelerants.
6. Instructions for an emergency situation will be given at the Sunday leader meeting.
7. Adult supervision is required for all fires, including propane.
8. Propane should be locked up when not in use.

PROHIBITED ITEMS – The following items will be confiscated upon discovery: fireworks, firearms, cannons, potato guns, slingshots, alcohol, illegal drugs, canned air horns, or anything else deemed detrimental to the health and safety of the campers by the camp management.

ANIMALS – Pets are not permitted at Camp Orr outside of those designated by the Americans with Disabilities Act. Do not handle the wildlife. If you have a pest that needs relocation, please notify the camp staff.

TWO-DEEP LEADERSHIP – This is a National BSA Standard that will be enforced. Each unit must provide at least one registered adult over the age of 21 and one over the age of 18 (over 21 for Crews). Custodial leadership can be provided in the event of an emergency, but otherwise will be the responsibility of the unit.

KNIVES – Sheath knives are not permitted at Camp Orr. All knives should have lock-back, folding blades under 3½ inches long.

FOOTGEAR – Sandals are not appropriate for the rocky terrain at Camp Orr. They are permissible in the showers and the waterfront, but close-toed shoes/boots must be worn at all times elsewhere in camp. Closed-toe shoes are required for travel to and from the showers and waterfront (carry sandals and change when you get there).

MAIL – All mail will be handled through the Trading Post. It will only be given to the adult leaders. Stamps, envelopes, and post cards will be available for sale in the Trading Post.

KITCHEN – No one under the age of 16 is permitted in the kitchen area. Adults, please check with cook for assistance before entering.

H2O – Dehydration is a serious concern and we need to encourage everyone to drink water regularly throughout the day. Water spigots are located near all campsites and program areas. They are all potable (drinkable). Please take advantage of them.

ICE – Ice is available for purchase through the Trading Post during regular hours, except under red flag conditions when units will be provided with daily ice for their water coolers.

SANITATION – It will be the responsibility of each unit to clean their campsite and share the cleaning of the latrines and shower houses. Cleaning schedules will be provided at check-in and will be posted on the Quartermaster door.

VEHICLES – Vehicles are to remain in the designated parking area at the bottom of the hill and are not to be in camp. If you have a medical need for transportation, it must be preapproved before camp. Scouts are absolutely NOT allowed to ride in the back of trucks or trailers. Seat belts are to be worn at all times!

CAMP PROPERTY – Each campsite will be inspected prior to each week of camp, and again on checkout. Any damage to camp equipment or property will be charged to the unit. Supervision is the key to maintenance – please encourage everyone to act responsibly.

ARRIVAL AT CAMP AND CHECK IN PROCEDURES

In order to keep a high level of happy and safe campers, please observe the following list of safety measures.



TRAVEL AS A GROUP SO THAT YOU ARRIVE TOGETHER. Check-in time is Noon to 4:00 pm on Sunday. Please plan on arriving during this window to make sure we can get everyone registered and in your campsite before assembly at 5:45pm for flag ceremony and supper. Saturday evening arrivals are permissible only with prior arrangements made with the camp director. We will place you in your campsite and you will be responsible for your meals until Sunday supper.

Your adventure begins at the top of the hill. The road into Camp Orr is steep and not paved. Low clearance vehicles are discouraged. A staff member will be at “Cool Your Brakes” (halfway down the hill) on Sunday to make sure it is safe to continue down into Camp Orr. If you are arriving on Saturday, please stop at the sign and check your brakes.

This is for your safety!

Follow the camp road into the Buffalo River Valley. As you enter camp, a staff member will greet you. Please stop and drop off your Scouts (and extra adult leaders that are not needed at check-in) at this point; staff members will escort the Scouts on a camp tour from here. Proceed to the dining hall to complete the check-in process.

Only ONE vehicle is allowed in camp at a time during check-in due to limited parking space in campsites. After that, all vehicles must remain in the parking area. Trailers can be left in the campsite but need to be positioned so that an emergency vehicle can get into your campsite if need be.

Check-in begins with camp administration at the Dining Hall.

CHECK-IN WITH THE CAMP DIRECTOR. Director will need your submitted/updated Unit Roster and will collect any fees due. You will receive a receipt and your colored wristbands. The wristbands are part of our Risk Management Plan and need to be worn at all times.

• **CHECK-IN WITH THE CAMP COMMISSIONER** and receive your camp packet (camp schedules, map, etc.) If you ordered t-shirts, please bring a copy of your t-shirt Order Form. T-shirt orders are filled prior to your arrival in camp according to the t-shirt order form you submitted. It is highly recommended to order t-shirts ahead of time so that you will have them prior to your arrival to Camp Orr and have your Troop number on them!

• **CHECK-IN WITH THE PROGRAM DIRECTOR.** Director will need your submitted/updated Program Roster. Occasionally, adjustments need to be made to the requested classes, so please be sure Scouts have some secondary choices in mind.

• **CHECK-IN WITH THE CAMP MEDIC.** All Scouts and leaders attending camp need to present their completed and signed BSA Annual Health and Medical Form, Parts A, B and C. At this time, all prescription medications will be logged and, unless needed by the individual (epi-pens/inhalers/etc.), these will be kept locked up and refrigerated if needed in the Health Lodge. *State law and BSA regulations require this.* If there is a question regarding a specific medication we ask that you work with the Camp Medic to keep the Scouts safe and in good health. All regularly scheduled medications will be dispensed by the Camp Medic at the appropriate time unless prior arrangements have been made.

• **CHECK-IN AT THE WATER FRONT.** After the check-in procedure is complete, proceed to the Waterfront. Due to natural water conditions, swim checks must be completed at camp.

In-Camp Program Equipment List



CAMP ORR PROVIDES:

- Flagpole
- Picnic Table(s)
- Canvas Wall Tents
- Tent Platforms
- Meals
- Trash Bags
- Latrines
- Water Supply
- Hot Showers

EACH UNIT NEEDS TO BRING:

- U.S. Flag
- Troop Flag
- Patrol Flags
- 5-10 gallon water jug
- Patrol Gear
- First Aid Kit
- Dining Fly
- Lanterns
- Dutch Oven(s)
- Ingredients for Dutch-Oven cook-off

WHAT NOT TO BRING TO CAMP:

- PERSONAL FIREARMS**
- ARCHERY EQUIPMENT**
- SHEATH KNIVES**
- FIREWORKS**
- PETS**
- ALCOHOL/TOBACCO PRODUCTS**
- RADIOS/CD PLAYERS**
- ELECTRONIC GAMES/I-PODS**

EACH INDIVIDUAL NEEDS TO BRING:

- Necessary medications
- Water bottle
- Official Scout Uniform
- T-shirts
- Shorts
- Long Pants*
- Long Sleeved Shirt*
- Socks
- Underwear
- Swim Trunks
- Closed-toe Shoes/Boots
- Hat/Cap
- Sleeping Bag/Bedroll
- Pillow
- Cot
- Towel
- Personal Hygiene Items
- Flashlight
- Light Jacket
- Raingear
- BSA Handbook
- Merit Badge Pamphlets
- Notepad
- Pens/Pencils
- Spending Money
- Bible
- Bug Repellent
- Sunscreen
- Folding Pocket Knife

ADDITIONAL ITEMS TO CONSIDER:

- Camera
- Fishing tackle
- Musical Instrument
- Sewing Kit
- Sunglasses

*needed for Swimming/Lifesaving merit badges (see MB Requirement list)

THERE WILL BE A WELL-STOCKED TRADING POST WITH A WIDE SELECTION OF BASIC CAMPING SUPPLIES, SNACKS, SCOUT GEAR, AND SPECIAL CAMP ORR LOGO GEAR!

Suggested amount to bring is \$80-\$100

ALL CLASSES REQUIRE EACH SCOUT TO BRING PENCIL AND PAPER EVERY DAY. VERY IMPORTANT!!!

BE PREPARED

BIKE RENTAL - We have a limited number of mountain bikes for rent. \$10 per day or \$30 for the week. Bring your own helmet. **FIRST COME, FIRST SERVED!** Check with the trading post staff.

COTS - (very limited supply) \$15 per week. **FIRST COME, FIRST SERVED!** You are responsible for all damages. Check with the trading post staff.

High Adventure Overview

“Where You Just Don’t Know Til’ You Go!”

TREK PLANNING INFORMATION CAN BE FOUND IN OUR CAMP ORR TREK LEADER GUIDE

There's no wrong way to turn when choosing one of our **TWO HIGH ADVENTURE OPTIONS!** Our nationally certified trek director will help your unit choose the most appropriate route allowing you to create memories to last a lifetime.

The hardest part... is deciding.



RIVER

Here Scouts will have the opportunity to earn the 50-Miler Award in no time at all. Put-in will be at the prime spot based on river levels for the week, but any given stretch of the Buffalo River is prime floating by anyone's standards.

Depending on the option chosen, this trek is Monday-Friday but can be shortened based on request and distance to be covered. Enjoy the Buffalo River to its fullest extent.

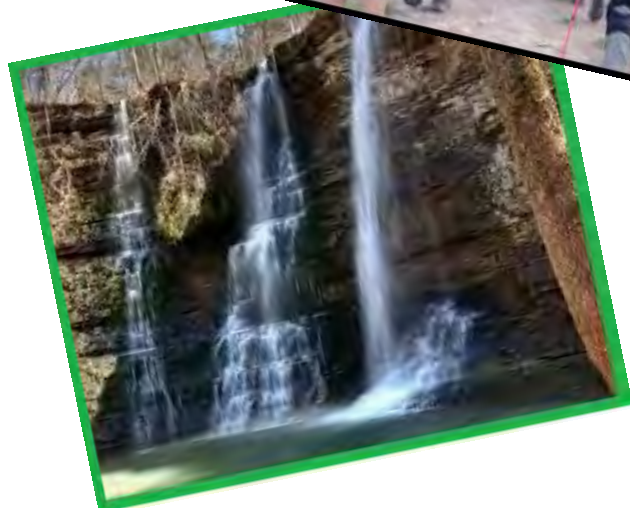
We offer five options for your unit to choose from. For those wishing an easy "go with the flow" river experience choose Option A or B. If you are between beginner and advanced and wish to push a little more, then opt for C or D. For those truly experienced paddlers looking for that lifetime memory, then Option E is for you!

HIKING/BACKPACKING

Arkansas is hot and humid in the summer but offers by far some of the most beautiful forest you will encounter. Our treks are not for the faint of heart or the easily exhausted. To reach the pinnacle of this high adventure, top physical condition is required.

The Buffalo River Trail offers arguably the most scenic hiking in the region. Scouts also have the chance to earn the Hiking merit badge during the week. If the merit badge is chosen by the trekking group, be prepared to traverse the trail Monday-Friday and put in at least 60 miles.

We have 5 routes ready and waiting to meet your boots. For a less strenuous journey, choose Option A or B. If you are a more experienced hiker you are welcome on routes C or D. For those who have traveled many miles off the beaten path and have conquered life on the trail then Option E is waiting for you!



Campsite Information



Campsites at Camp Orr are outfitted with 9' x 7' two-man canvas tents on permanent wooden platforms. They also have a flagpole and picnic tables. Latrines and running water are found near each campsite. Trash bags are available at the Hogan. Troops/crews are responsible to take their trash to the trash trailer behind the Dining Hall each evening. This will help keep the critters out.

Please do not eat or store food or snacks in the tents. This attracts unwanted guests to the campsites. All food and snacks should be eaten at the table provided and stored appropriately in the troop trailer. Please pick up spilled and dropped items and dispose of them in an appropriate trash bag/can. **DO NOT FEED THE WILDLIFE!**

Troop trailers may be left in the campsite but need to be positioned so that an emergency vehicle can get into the campsite. Vehicles must be parked in the lot at the bottom of the hill.

Campsite	Capacity	Campsite	Capacity
Dogwood (HC)	30	Sioux	48
Cherokee	24	Shady Valley	26
Trail's Peak	26	Blackfoot	30
Elk	16	Deer	16
Greenbrier	40	Fox	18
Rattlesnake	22	Polecat	20
Hickory Heights	24	Limestone	24
Bobcat	24	<u>Cedarvale (HC)</u>	30
Osage	42	Sassafras (HC)	36
Sequoyah	22	River Trail	48
(HC) indicates Handicapped Accessible			

Wachtschu Mawachpo Lodge #559 Order of the Arrow

Each week during the summer camp season, Wachtschu Mawachpo Lodge conducts a Call-Out Ceremony to publicly recognize those Scouts and their adult leaders who have been duly elected or nominated by their troop or committee members to become members of the Order of the Arrow.

We extend this opportunity to all visiting troops from outside Westark Area Council. For us to call out candidates for our brother lodges, we will need verification that these persons were elected/nominated. A copy of the Troop OA Election form normally used in your local council will suffice for this authorization, or a letter listing the names of the individuals that have been elected/nominated. The election form or letter should be completely filled out and include the signatures of the Lodge Chief and Lodge Advisor.



A copy of the form or letter may be sent to the council office by May 18, 2020

Westark Area Council, BSA
Attention: 2020 OA Camp Chief
1401 Old Greenwood Road
Fort Smith, AR 72901

If preferred, a copy may be faxed to the attention of the 2020 OA Camp Chief: 479-782-5825

We hope your experience at Camp Orr is exciting and fulfilling in 2020 and hope to have your unit return in future years!



Registration Form

Reservations are made with a \$200 non-refundable deposit that will be applied toward your total camp fees when you check in at camp.

Troop/Crew # _____ Home Council Name _____ Council # _____

Leader's Name _____ Position _____ Phone (_____) _____

Address _____ City _____ State ____ Zip _____

E-mail _____ Campsite preferred _____

BEFORE YOU COMPLETE THIS FORM, PLEASE NOTE: *Camp Orr is a complete adventure experience for Scouts and Scouters and is the only Boy Scout camp located on a National River. It is possible that the river could be shut down if water levels prohibit a safe float. If you sign up for a river trek and something beyond our control takes place that would prevent your unit from floating, please come prepared to make use of the hiking trails winding through the Ozarks surrounding Camp Orr.*

Week attending (please circle): June 6-12 June 13-19 June 20-26 June 27-July 3 July 4-10

Troops (price per Scout)

Out-of-Council Scout	_____ @ \$325	\$ _____
In-Council Scout	_____ @ \$275	\$ _____
Trekking (All Treks required 2-deep leadership)	_____ @ \$395	\$ _____

Total Youth Fees \$ _____

Leaders' Fees (each unit will get one free in-camp leader with 10 traditional Scouts attending camp, 2 free for 20 traditional Scouts attending, etc.)

Out-of-Council Leaders	_____ @ \$150	\$ _____
In-Council Leaders	_____ @ \$125	\$ _____
Trekking Leaders (free leader does not apply)	_____ @ \$395	\$ _____

Total Adult Fees \$ _____



SPECIAL NOTE: ALL UNITS PARTICIPATING IN HIGH ADVENTURE MUST PROVIDE AT LEAST TWO WILDERNESS FIRST AID CERTIFIED ADULTS FOR EACH TREK.

Additional Program Fees/Expenses

Basketry Merit Badge	_____ @ \$25	\$ _____
Bird Study Merit Badge	_____ @ \$25	\$ _____
Cooking Merit Badge	_____ @ \$25	\$ _____
Leatherwork Merit Badge	_____ @ \$25	\$ _____
Rifle Merit Badge	_____ @ \$25	\$ _____
Shotgun Merit Badge	_____ @ \$25	\$ _____
Woodcarving Merit Badge	_____ @ \$25	\$ _____

Total Additional Fees \$ _____

SUB-TOTAL \$ _____

MINUS \$200 DEPOSIT \$ _____

MINUS \$350 RECONFIRMATION FEE \$ _____

TOTAL DUE \$ _____

**SUBMIT REGISTRATION ONLINE AT:
WWW.WESTARKBSA.ORG**

Unit Reconciliation Sheet

Unit # _____ City/State _____ Council # _____

Week attending (please circle): June 6-12 June 13-19 June 20-26 June 27-July 3 July 4-July 10

Unit Leader (please print) _____ Phone (____) _____

E-mail _____

Number of Youth Out-of-Council (merit badges) _____ x \$325 = \$ _____

Number of Youth In-Council (merit badges) _____ x \$275 = \$ _____

Number of Youth Trekking _____ x \$395 = \$ _____

Adults Out-of-Council* _____ x \$150 = \$ _____

Adults In-Council* _____ x \$125 = \$ _____

**1 free per 10 traditional Scouts in base camp*

Number of Adults Trekking _____ x \$395 = \$ _____

Additional Fees (Merit Badges, etc.) \$ _____

Subtotal \$ _____

Subtract \$200 Deposit \$ (_____)

Subtract \$350 Reconfirmation Fee \$ (_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$ (_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$ (_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$ (_____)

Subtract Total Payments \$ (_____)

TOTAL AMOUNT STILL DUE \$ _____

AMOUNT \$ _____ RECEIVED BY: _____ Date _____

Unit Camper Roster

Troop/Crew# _____ City/State _____ Council _____

Week attending (please circle): June 6 -12 June 13-19 June 20-26 June 27-July 3 July 4-10

ADULTS		Check One		
Name	Emergency Contact Number	In-Camp	Canoeing	Hiking

YOUTH		Check One		
Name	Emergency Contact Number	In-Camp	Canoeing	Hiking

Please use additional sheets as necessary.



CAMP ORR HIGH ADVENTURE BASE

**HCR 70 BOX 140
JASPER, AR 72641**

WESTARK AREA COUNCIL

**1401 OLD GREENWOOD RD.
FORT SMITH, AR 72901
(479) 782-7244**

