

Lost Lake Scout Camp

Leader's Guide

2025

Dates

July 13-19, 2025

Scouts BSA Resident Camp

April 1, 2025

FOS discount deadline

May 31, 2025

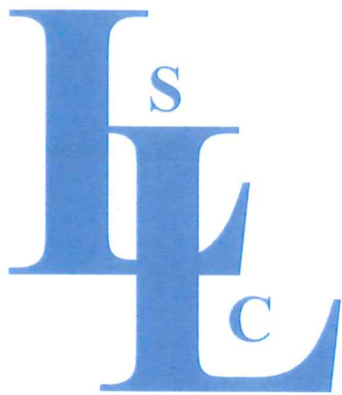
Early bird special deadline

May 31, 2025

Campership deadline

July 1, 2025

New scout early bird deadline



MIDNIGHT SUN COUNCIL
SCOUTING AMERICA



Dear Scouts and Scouters,

Thank you for choosing Lost Lake Scout Camp as your destination for summer camp. Our Traditions began long before anyone ever dreamed of a multi-purpose Scout Camp.

Throughout our history, we have been providing the best quality programs and have become a home for many Scouts, Scouters, Units, and Staff. This year, we continue the commitment to excellence Lost Lake Scout Camp is known for, while going above and beyond with several new programs and services.

We are delighted that your unit has chosen to take part in this experience. The directors and key leaders are busy planning an incredible program. We have an exceptional group of staff and directors returning along with some new faces to ensure we exceed your unit's expectations.

This guidebook provides you with details about our programs, procedures, and services. Please read the guidebook thoroughly to prepare your unit to make the most of your adventure at camp.

I am excited, pleased and honored to serve as the Midnight Sun Council Director of Camping. My goal is to ensure every Scout and Leader who comes through our gates has their own "Lost Lake Scout Camp Experience". If you have any questions, concerns, or comments, feel free to contact me.

Thank you for choosing Lost Lake Scout Camp as your summer destination. See you at camp!

Yours in Scouting,

Stephen Smith
907-452-1976
Scout Executive
Stephen.smith@scouting.org



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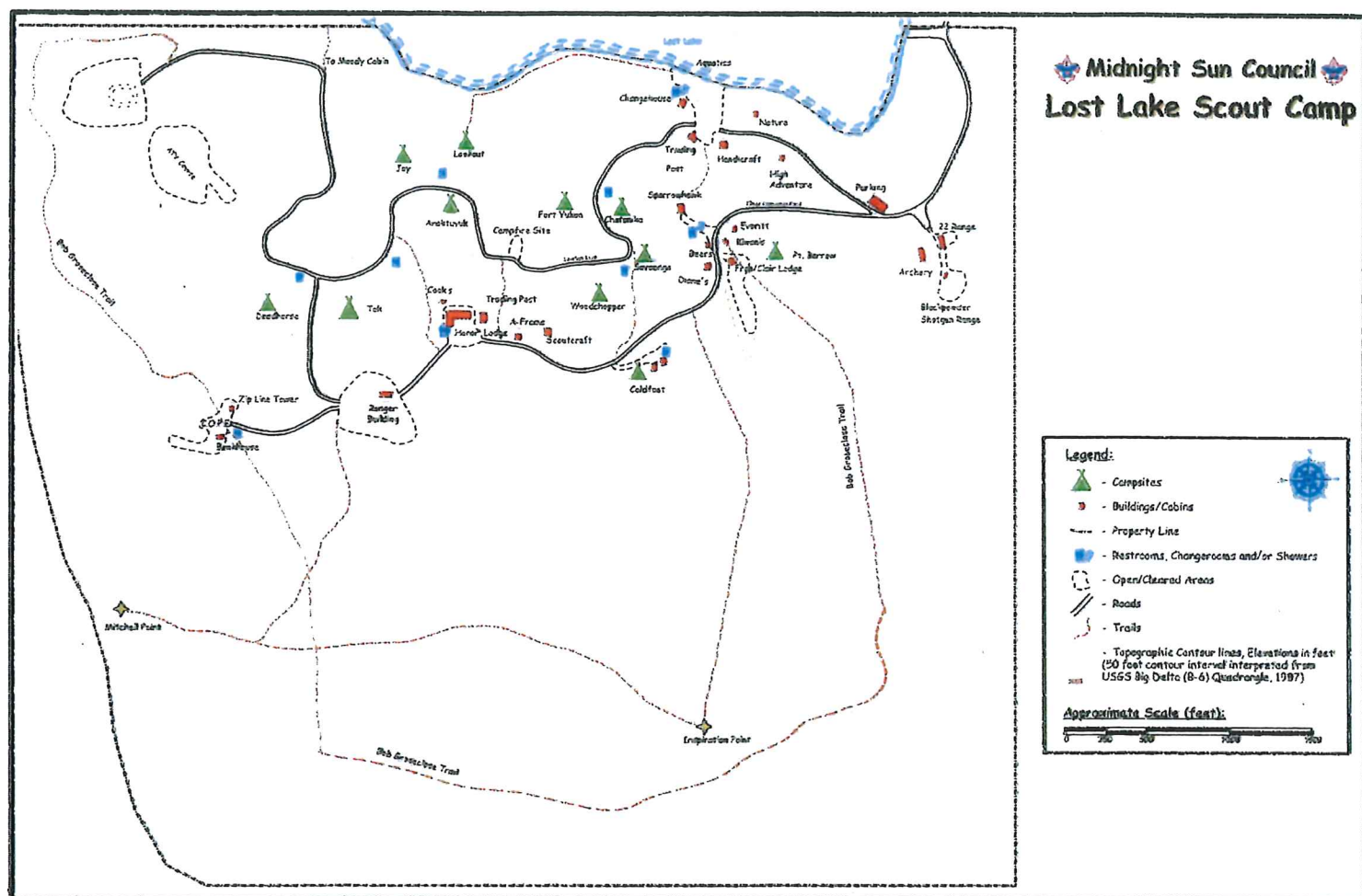
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Lost Lake Scout Camp History

Lost Lake Scout Camp is situated on over 625 acres located an hour south of Fairbanks on the Richardson Highway at the end of Lost Lake Road. The camp lies between the Tanana River and Birch Lake on the beautiful 90-acre Lost Lake (Chisholm Lake).

The Midnight Sun Council has taken an aggressive role to improve the camp facilities and keep up with changing times. We have a full-time ranger, year-round dining hall facility, ADA accessible campsite, water system, year-round classroom availability, and cabins with new and improved wood stoves. It is a wonderful setting to have an event or to just enjoy the natural beauty of Alaska.



Camp Information

Camp Location

Lost Lake Scout Camp is located 58.5 miles south of Fairbanks on the Richardson Highway (Highway 2) at the end of Lost Lake Road (approximately at milepost 306). The camp lies between the Tanana River and Birch Lake on the 90-acre Lost Lake. If you get lost, pull over, turn on your GPS (or pull out your map and compass) and head towards 64° 18' N by 146° 41' W.

Camp Address

Scout's Name
Troop Number
Lost Lake Scout Camp
Mile 58.5 Richardson Highway, HCR 10
Fairbanks, Alaska 99701

Camp Dates

Resident Camp Week

July 13-19, 2025

Camp Cell Phone Use

Lost Lake is not close to most cell towers. AT&T has the best connection, but it is also not reliable at all points in camp. Because of connection issues, Wi-Fi is limited to camp operations. Wi-Fi password will only be given out to those who **need** it.

Pre-Camp Information

The pre-camp leaders meeting is a very important step in being prepared for you and your Scout's stay at camp. The meeting will begin at 7:00 pm. Two adult leaders and the Senior Patrol Leader are invited to attend. You will have an opportunity to get up to date on any camp changes and review the camp program. Registration and fees will be finalized.

If you are unable to attend due to your distance from town, please send your final attendance by the leaders meeting date listed here. We will attempt to conduct a Zoom webinar for those unable to attend the pre-camp meeting. Check the Lost Lake Scout Camp page for information. If you have questions, please call (907) 452-1976.

Preparations before camp check list

Three months before camp

	Leaders and committee review this camp guide
	Commitments obtained from other adult leaders assisting in camp
	Final commitments for camp secured from each Scout family
	Submit your troop's reservation form with a deposit
	Begin collecting individual scout's fee
	Unit leader begins program-planning procedure for camp
	Travel plans are started
	Equipment needs are reviewed
	Contact Scouts with financial need who will attend camp with the troop; provide campership form
	Talk with Webelos who will graduate into your troop about going to camp
	Check the merit badge requirements that must be completed prior to camp and help the scouts get started

Four weeks before camp

	Discounted payment due in full; unit treasurer confirms with council service center that all fees are paid
	Complete transportation arrangements to and from camp
	Be sure parents are aware of visitor policies
	Collect final fees; scribe and unit leader complete camp roster sheets
	Check that medical examinations have been completed; parts A, B, & C (including physician's signature)
	Inventory troop and patrol equipment
	Inventory each Scout's advancement records
	Meet with Scouts to prepare them to choose their merit badges; submit online schedule request form

Fifteen days before camp – Things to bring!

	Medical forms for all Scouts and Scouters
	All adult leaders and campers at camp must be registered members of Scouts BSA
	Help Scouts fill out blue cards for merit badges if you unit uses them for advancement
	Receipts and camperships: bring receipts for all fees paid at the council office and all camperships, plus cash/check for any additional fees required
	This guide book

Rules and Regulations

All units participating at Lost Lake Scout Camp are required to HAVE FUN! Programs offered during camp are designed to augment the troops' programs. No troop should feel compelled by the camp program to participate in all the activities offered. In fact, each troop is encouraged to plan and carry out at least one troop or inter-patrol activity each day. Lost Lake Scout Camp provides ample opportunities for everyone to have a great experience year after year. Don't worry if your troop didn't participate in every activity offered – there is always next year!

It is the primary goal of the Midnight Sun Council to provide a safe, quality program to the youth in our community. The council is also extremely concerned about the safety of the members within our programs.

These policies are in effect for the Midnight Sun Council and Lost Lake Scout Camp. The Midnight Sun Council has adopted a zero-tolerance policy for violations of this policy. If any person or persons are seen violating the letter or intent of this policy, they will be immediately removed from camp. The Camp Director and Ranger do not have any discretion in this matter and will notify the Scout Executive when such action has been completed.

The Scout Executive, District Executive, Camp Director, and Camp Ranger may at their sole discretion, direct individuals or groups to leave camp property for other serious misconduct not covered in the document.

Forbidden items and activities

The following activities are **forbidden** without the express written consent of the Scout Executive or Camp Director:

- Hunting
- Snow machining
- All-terrain Vehicles (ATV's)
- No pets on camp property (service animals only)

The following activities are **always forbidden**, and violators will be **immediately escorted off camp property**:

- Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane, etc.
- Riding in the bed of any truck type vehicle or in any trailer
- Towing passengers on sleds, wagons, or any other conveyance not intended for such use
- Use of firearms (including air guns, BB guns, or pellet guns) in any area other than the rifle/shotgun ranges at any time without specific authorization
- Use of drugs or alcohol on camp property
- Use of fireworks on camp property

Vehicle Policy for Lost Lake Scout Camp

Troops may drive to their campsite (or close to it on Loveless Loop road) and unload their equipment. They may park a troop trailer off the road in a designated area close to their campsite and leave it there for the week, but all vehicles must be parked in designated parking areas. To keep our camp in compliance with the National Camp Accreditation Program standards of Scouts BSA, **there will be no diving of vehicles during camp week unless authorized by the camp director.**

It is this policy of the National Council, Scout BSA that:

- Seat belts are required for all occupants in vehicles
- The driver must be currently licensed and at least 18 years of age
- No riding in beds of trucks or on trailers
- Speed limit in camp is 10 miles per hour

Alcohol and Drugs

Drug and alcohol laws will be strictly enforced according to the laws of the state of Alaska. Absolutely **no alcohol or illegal drugs** will be allowed on camp property. **All** prescription drugs **must** be checked in to the Health Officer immediately upon check-in to camp. The Health Officer is required to be informed of all prescription medications brought to camp by Scouts and Leaders. The Health Officer will keep all medications at the Honor Lodge in a locked cabinet and distribute them at meal times. There are some exceptions to this policy for such items as EpiPens and inhalers. The camp health officer will make determinations on a case-by-case basis. All adults and Scouts will go through medical checks during check-in prior to participating in the swim test.

Firearms

Firearms and ammunition are available at camp for use at the shotgun and rifle range. **No personal firearms** are allowed during camp.

Immunizations

All attendees are required to have adequate immunizations. Immunizations must meet the **State of Alaska** school attendance requirements. Those immunizations listed on the medical form must be obtained prior to attending camp.

Registration/Insurance

In accordance with national policy, every Scout and Scouter that attends summer camp must be registered with Scouts BSA. The Midnight Sun Council provides accident and illness insurance for all registered members of the Midnight Sun Council.

Health and Safety

All precautions for the safety of the Scouts will be taken. The first aid room in the Honor Lodge is available with a qualified Health Officer on duty 24 hours a day. In addition, Lost Lake Scout Camp has an agreement with a local physician and the Fairbanks Memorial Hospital if additional medical treatment is deemed necessary. In the case of non-life-threatening injury, the troop leader will be asked to provide transportation to the hospital or elsewhere as directed. Emergency services will be called in the case of accidents of a more critical nature.

Medical Forms

A physical examination is required for each Scout and adult attending camp. All Scouts and adults must have completed **parts A, B, and C** of the Annual Health and Medical Record, **including a doctor's signature** within the last 12 months. Forms are available at the Earl & Pat Cook Council Service Center and online at www.midnightsunbsa.org. If a Scout or Scouter arrives to camp **without a completed Annual Health & Medical Record form**, it is the Scout or Scouter's responsibility to obtain the physical examination and complete the form before being allowed to participate in the camp's program. **NO exceptions.**

Emergency Procedures

Emergency procedures will be posted on camp bulletin boards. As a rule, Scouts and leaders hearing the siren must report to immediately to the parade grounds in front of the Honor Lodge without delay. **Scoutmasters must make their Scouts aware of this policy.**

Tobacco

Adult leaders should not use tobacco products around young people. Persons under 21 are not permitted to use tobacco products in the State of Alaska. **Lost Lake Scout Camp is a smoke and vape free facility**, and smoking is strictly forbidden on camp property. The public boat launch is the closest designated smoking area to camp.

Restricted Areas

Scouts are **always** restricted from the staff areas. Campsites of other troops are off limits and should not be visited or passed through without prior approval. **No raids allowed!!!** Raids cause personal and property damage and will be grounds for removal from camp. No refunds will be given to anyone removed from camp for any disciplinary problem.

Pets

No pets of any kind may be brought into camp. Service animals are allowed.

Leaving Camp

No one, Scout or leader, is to leave camp without first **signing** out at the Honor Lodge. Persons leaving camp must also **sign in** upon returning to camp. Leaders needing to send Scouts home during the week need to report it to the Honor Lodge. Visitors in camp must also **sign in and out** at the Honor Lodge.

Uniforms

The Scout field uniform is to be worn by Scouts and Leaders for morning and evening flags and meals, at the Scout's Own service, and to all campfire productions.

Activity uniforms are appropriate all other times except when specifically instructed.

Footwear

Please make sure that the youth have the proper footwear for camp. **Closed toed shoes** are a must and sandals are okay only at the waterfront. They will need sturdy shoes for hiking and spare shoes in case they get wet. **No bare feet.**

Troop Leadership

Each troop must always have two registered adult leaders in camp. Both leaders must be 21 years of age. Additionally, at least one of the leaders must be female if the troop has female youth in camp. If there is a substitution for the troop leader, then there should be an overlapping period during which both adults are always in camp in order to maintain program continuity and adult supervision over the troop.

ALL LEADERS MUST HAVE MEDICAL FORMS (PARTS A, B, & C) SIGNED BY A PHYSICIAN

Parents and Visitors

Parents and visitors are invited to visit on Wednesday evening starting at 5:00 pm. Parents may dine with the camper; however, reservations are requested. Visitors wishing to eat in the dining hall must present a ticket that is available for purchase from the dining hall front door, the trading post, or at the Earl & Pat Cook Council Service Center. Prices are:

- Over 10 years old - \$10
- Children 4-10 - \$5
- 3 years and younger – Free

Check in and check out is required at the Honor Lodge.

Dining Hall

Meals in the Honor Lodge will be served cafeteria style.

*Special dietary needs can be met by informing the Earl & Pat Cook Council Service Center **at least one month prior to arrival** to ensure adequate menu items can be obtained.*

Quiet Hours

Each Scout is asked to remain in their campsite and observe quiet hours between 10:00 pm and 6:30 am.

Camp Facilities

The buildings and developed areas include troop campsites, Honor Lodge, trading post, shooting sports ranges, showers, program areas and a complete waterfront.

Campsites are located throughout the wooded areas and are provided with a water faucet and platforms or tent pads. **Troops are expected to provide their own tents. If your troop is unable to provide its own tents, please notify the Midnight Sun Council.** Latrine and shower facilities are shared with the neighboring campsites.

Latrines and showers are private with individual stalls. **Any equipment or camp property damaged by the troop will be replaced by the troop. The troop is financially responsible for any monetary loss to the council.**

Camp Staff

It is our desire to provide the best quality instructors for our program. Staff arrives well before camp opens to prepare for their program classes. Young men and women age 15 and above by June 27, 2025 are eligible to apply for a camp staff position.

Applications for camp staff positions may be accessed online at <https://www.midnightsunbsa.org/lost-lake-scout-camp/camp-staff.html>

Compensation is based on age, education level, and previous experience. Staff apprentices are 14 years of age who wish to learn about staff positions at camp. Room and board are provided for camp staff and staff apprentices.

Garbage and Food in Campsites

Each troop is responsible for disposing of their garbage **daily** by putting it next to the road by **8pm**. All food and odorous materials (smellables) must be stored properly as to not attract wildlife.

Waterlines

If you find a leak in a waterline, please report it promptly to the Camp Staff for timely repair.

Bicycle Safety Rules

Campers, adult leaders, and staff may use bicycles in camp. Please observe the following rules:

- Always wear a properly fitted helmet
- Ride at a reasonable, fast-walking pace throughout camp and yield to pedestrians
- Park in designated areas only
- Ride slowly and cautiously down steep hills
- **All bicycles must have a visible inspection tag**

Bicycles are only permitted on the camp road system loop, NOT on trails/paths.

Wildlife Safety Rules

Be cautious with all wild animals and please do not feed them. We do not want them to realize that humans mean food. If they become accustomed to human food, they will have to be removed and we will not be able to enjoy watching them from a distance.

Porcupines

Porcupines are not aggressive. No one has ever been hurt by a charging porcupine. But don't get too close because they can swing their tails faster than you think. Porcupines don't throw quills, as some people think. If you exercise due caution, you should be able to enjoy watching them at a distance. They do like to chew Styrofoam, plastic, etc., so make sure you store your gear safely where they can't chew it. They usually do not come into campsites but err on the side of caution. **Notify an adult if you see one, just to make everyone is aware that they are on property.**

Wolves, Coyotes, and Foxes

Wolves, coyotes, and foxes do not normally pose a threat to humans. However, those infected with rabies, and those that have been fed by people, can be dangerous. Avoid all contact and report sightings to the camp staff. Coyotes have been known to frequent the outskirts of camp. **Notify an adult if you see one, just to make everyone is aware that they are on property.**

Lynx

Lynx are nocturnal and silent. They climb and swim well. Lynx have been seen walking through camp. They have not seemed aggressive, but do not approach them. **Notify an adult if you see one, just to make everyone is aware that they are on property.**

Bears

There are three species of bears in North America. All three are abundant in Alaska; however, polar bears are not indigenous to the region around Lost Lake Scout Camp. Alaska has 30,000-35,000 brown (grizzly) bears, which is 70% of the North American population. Alaska has about 100,000-200,000 black bears; at least 50,000 inhabit North America.

Most bear attacks occur in parks where bears have learned to associate humans with food (these bears are called "food-conditioned"). Other attacks, in more remote areas, are due to sudden encounters, where the bear is surprised at close range and attacks to neutralize the threat.

Black bears have been seen at Lost Lake Scout Camp and usually leave when the campers come to camp. Just be cautious with your food and smellables. **Do not store any food or smellables in your tents.**

Below are some general rules for safety:

- Know the difference between brown bears and black bears
- Know when you are in bear habitat and look for clues that bears may be present
- Keep a clean camp
- Travel in a group; make noise if bears are likely to be present and visibility is limited
- Never approach bears
- Know how to interpret bear behavior
- Identify yourself as a human and do not run; slowly increase your distance from the bear
- Never feed bears

There are black bears that live in the area around Lost Lake Scout Camp. If needed, staff can distribute bear spray (statistically much better) to Scoutmasters.

Moose

Where moose are hunted, they seldom allow people to approach closely. Still, cows with calves are some of the most dangerous wild animals, much more so than a bull moose. A cow with a calf will normally freeze or run to avoid a close encounter.

However, if they are surprised at close range, a cow may attack you to neutralize a threat. You may be given little or no warning, but if the ears go back and the hackles go up, consider yourself in imminent danger.

There are resident moose at Lost Lake Scout Camp, but they are not seen very often. Be cautious as you are walking the trails to not surprise a cow and a calf, especially in the evening hours.

General rules for moose safety:

- Do not approach moose
- Never feed moose
- If you see a calf, find out where the mother is immediately
- Never get between a cow and her calf
- If you are charged by a moose, run behind an obstacle (like a large tree) if one is nearby, or curl up into a ball and protect yourself

Notify an adult if you see one, just to make everyone is aware that they are on property.

Squirrels

Squirrels do not pose a serious threat; however, they are a camp nuisance. They have been known to chew through dry bags, sleeping bags, tents, and anything that may have food smells on it. As with the bear safety, **do not put anything smellable in your tent** and not in your sleeping bag.

Ermine

Ermines are part of the weasel family. Like squirrels, they do not pose a serious threat; however, they are a camp nuisance. They have been seen with the squirrels determining who gets the food that each other has in possession. As with the bear safety, **do not put anything smellable in your tent** and not in your sleeping bag.

Camp Fees

The first step to applying for a week at Lost Lake Scout Camp is to collect the information needed for each participant which includes name, age, gender, t-shirt size, allergies, food restrictions and emergency contact information. Next you will go to <https://scoutingevent.com/696-ScoutsBSAResident> and fill out the online registration form. If you need assistance, please contact the Scout office. You may request a campsite, but we will assign campsites by the size of the troops and how early we get the reservation. **All fees must be submitted by the troop.**

Midnight Sun Council Troops			
	Early Bird Rate	Regular Rate	New Scouts*
Price	\$425	\$475	\$425
FOS Discount**	\$400	\$450	\$400

Out of Council Troops	
Early Bird Rate	\$450
Regular Rate	\$500

*Early bird discount ends **May 31st**.

Friends of Scouting (FOS) discounts are available to troops from Midnight Sun Council in recognition of meeting their FOS goal **by April 1st.

*Webelos transfers or New Scouts who join by **July 1st** can take advantage of Early Bird Rates.

Leaders Fee – Each leader that comes to camp will be \$200 per adult. Any adults who attend for only a day or two pay a prorated fee of \$50 per day. One Leader Fee will be waived for each eight registered scouts attending camp for each unit. (Two free leaders per unit maximum.)

Camperships are available only to Midnight Sun Council Scouts. There are a limited number to help Scouts in need of financial assistance. Applications are available at the Earl & Pat Cook Service Center. They are due before the end of the business day on **May 31st**.

Refund Policy – All fees are refundable, with the exception of the unit's initial non-refundable deposit of \$100, until **June 1st**. After June 2nd, fees are nonrefundable and cannot be transferred to another unit. No refund will be given if a Scout or leader was sent home for disciplinary action or inattention to Safe Scouting standards. In addition, if a Scout or leader chooses to leave camp early, no refund will be given. **Refunds for extenuating circumstances must be requested in writing to the Earl & Pat Cook Service Center and received no later than one week following departure from camp**

Check in Procedures

The Troop Leader must bring the following to check-in:

- Roster of Scouts and leaders who will be attending camp
- Proof of accident insurance coverage (only required if coming from out-of-council)
- Health forms for **all** participants: Annual Health and Medical Record must be completed for attendance at camp and include a physician's signature on Part C from within the past 12 months
- Any program changes or fees that need to be reconciled

Check in schedule:

1:00 pm – Check in at the Honor Lodge 1:00 pm. Troop leader will report to the Honor Lodge with **all** paperwork and get an assigned troop host.

5:30 pm – Evening flags

5:45 pm – Dinner

7:15 pm – Scoutmaster & SPL meeting

8:30 pm – Opening campfire

9:30 pm – Troop time

10:00 pm – Lights out

Everyone checks in at the Honor Lodge. Medical rechecks and registration will take place there. The troop host will then guide the troop to its campsite to unload gear and change into swimwear.

Early arrivals will **only** be approved by the Camp Director. Please note the following points:

- Check in at the Honor Lodge for your campsite assignment. Please do not take it upon yourself to change campsites.
- The camp is closed in between sessions; please do not expect any services. Unless your unit has planned with the Camp Director, your first meal served from the dining hall is opening evening dinner.
- All program areas are closed, including the waterfront. Please respect staff quarters.

Tips for a quick check-in:

- Ensure that the unit's roster and health forms are accurate and in order. Have copies ready to give the Camp Director upon check-in.
- Ensure all financial obligations for camp are met by the pre-camp leaders' meeting
- Any updates or changes can be emailed to Stephen.smith@scouting.org

Check out Procedure

Check out will commence with the returning of blue cards and control sheets on Friday after the campfire. Please do not seek blue cards out from program area directors.

Cards will be handed back by the Program Director to the Scoutmaster or other troop designated adult. Throughout the morning on Saturday, the Camp Commissioner and designated staff will inspect campsites once troops have cleared out their gear. Once approved, troops must turn in their camp survey. Finally, the troop's health records can be picked up from the Honor Lodge.

Lost Lake Scout Camp Program

One of the best reasons to attend Lost Scout Camp is the wide variety of program opportunities for both younger and advanced Scouts. We make every effort to offer several programs that meet the needs of all your Scouts. Here are some things to take into consideration when planning your camp program:

- Summer camp is not a merit badge mill, where you pay a fee and get four merit badges automatically. Instead, camp offers merit badges as one component of the overall program.
- For any Scout to try more than four merit badges in one week is unwise. True, some have earned upwards of five, but that is the exception.
- The most difficult merit badges to earn are those requiring a great deal of physical skills, coordination and stamina, (Lifesaving, Rifle Shooting, Archery); or those requiring more maturity for a deeper understanding of the subject, (Environmental Science).
- Many merit badges have prerequisite work that must be done at home and cannot be done at camp. Experience shows that camp is not an ideal classroom for written work, and the smart Scout is one who comes to camp with all the written work already done.
- Scouts should try something new at camp to have a well-rounded experience. Take a Handicraft merit badge, a Nature merit badge, an Aquatic merit badge, or a Scoutcraft merit badge that sounds interesting. Go on a hike to experience nature. Try Low or High C.O.P.E.
- Come to camp prepared. Have patrols already organized and elect patrol leaders before camp. Give the patrols their own tasks to complete and have the patrol leaders represent the group at camp.
- Setup camping areas for each patrol. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up. Consider building a troop or patrol gateway.
- Don't forget to schedule rest. That's right. Too often, you don't take the time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air.
- Be spirited. The troop that comes to camp with ideas and spirit makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that your number one.
- Be flexible! Our courteous staff will do their best to help you, but sometimes things happen that are beyond anyone's control.
- Communicate. If you have a special need or want to do something, tell us so that we can help you make the most of your week at camp.
- Camp also comes with needing your help. There will be signup sheets that the Honor Lodge for Flags, Grace, Bathroom Cleaning, and Dining Hall Cleaning.

Special Program Information

Program theme

This year we will be theming parts of our program. The theme this year is "Game On!". Some of the areas, campfire skits, and other program activities will utilize this theme. If you wish to participate, we ask that you decorate your campsite/camp gate in the theme of any scouting appropriate sport, game, or friendly competition. Stay alert – there will be daily competitions announced at morning flags to be completed by 10pm that same day.

Scouts Own (Monday)

Join us at our Campfire bowl for a chapel-like service exploring a reverence of nature through many theologies and beliefs.

Family Night / Dinner (Wednesday)

Join us this year for our Family Dinner at the Honor Lodge. All families are invited to come to camp and see their Scouts and have dinner with them. Please look at the program fees for the cost of the dinner for each family member. All tickets for the dinner will be sold at the Trading Post prior to dinner of at the Honor Lodge at dinner time.

Honor Trail (Wednesday)

After dinner, follow us on a guided trail hosted by the Order of the Arrow. On this short hike around Loveless Loop explore with us some deeper meanings of the 12 points of the scout law. Something you truly wouldn't want to miss!

Order of the Arrow

The Order of the Arrow is Scouting's national honor society, built around the lore of the Native Americans, the ideal of Scouting brotherhood, cheerful service to others, and the outdoors. Its purpose is to recognize those Scouts and Scouters that exemplify the Scout Oath and Law. Membership requirements include:

1. Unit Leader approval.
2. Within the last two years, experience 15 days and nights of camping according to the standards of Scouts BSA, five of which must be consecutive nights under the guidance of Scouts BSA.
3. Be a First Class Scout or above and be elected by the youth of his troop.
4. A Lodge Election Team must conduct unit elections. For more information, you may contact your local council's lodge.

OA day will be Wednesday of summer camp. Be sure to bring and wear your sash.

Falcon Trial

The Falcon Triad program is how Lost Lake recognizes campers who have taken full advantage of the Lost Lake summer camp program. The awards are progressive, so that returning Scouts have additional challenges each year. Scouts who earn one of the Falcon Talons will be recognized with a patch at the closing campfire. The check sheet is found at the Honor Lodge. 1st year = Kestrel; 2nd year = Merlin; 3rd year = Peregrine.

Adult Recognitions

There is also a recognition program for adults who attend Lost Lake Scout Camp, similar to the Falcon Triad program for Scouts. Leaders who earn one of the adult recognitions will be recognized with a patch at the closing campfire. The check sheet is found at the Honor Lodge. 1st year = Ptarmigan; 2nd year = Raven; 3rd year = Great Gray Owl.

Program & Fees

Some merit badges have additional fees listed. These fees are for kits, ammo, or other expenses to complete the merit badge. The fee is listed with the merit badge name. Here is the list of additional fees associated with our program. All fees can be paid during check-in; however, they may also be paid at the Trading Post during hours of operation.

Program	Fee
Climbing	\$30
Project C.O.P.E.	\$30
Motorboating Merit Badge	\$5
Shooting Sports (All Merit Badges)	\$10
Shooting Sports Free Shoot (5 Rounds)	\$3
Visitor Meal (11 years old and up)	\$10
Visitor Meal (4 years old to 10 years old)	\$5
Visitor Meal (3 years old and under)	FREE
Zip Line (1 st Ride)	FREE
Zip Line (Every ride after 1 st ride)	\$3

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) – Easy merit badge/activity, appropriate for all scouts.
- (B) – Appropriate for advancing Scouts with two or more years in Scouting
- (C) – Difficult merit badge/activity, for older Scouts with three or more years in Scouting

Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete the Cyber Chip for requirement 2b of Photography before coming to camp if they want to complete the merit badge while at camp. Prerequisites are shown with a (P) noting under the requirement column. See the example below. The Scout must bring evidence of work completed, either a merit badge card with completed requirements signed by a counselor or a note from a unit leader.

Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. Sometimes it is not possible to complete all the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved troop or district counselor to finish at home. Post camp requirements are shown in the requirements column with a (PC). See the example below.

Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Example

Merit Badge	Requirements*	Comments
Sculpture (B)	None	
Woodcarving (B)	Totin' Chip (P)	No pocket knives with blades over 3.5"
Art (A)	Req. 6 (P)	Visit art exhibit

*Requirement numbers listed are taken from the Merit Badge Requirements listed on www.scouting.org. Merit badge pamphlets may have incorrect or outdated requirements listed, so please refer to the website or current Boy Scout Requirements Book when inquiring about requirement specifics.



Merit Badge		Requirements	Comments
Archery (B)	\$10 fee	Req. 1c (P)	Extra time for practice needed, located at the Archery area
Rifle Shooting (C)	\$10 fee	Req. 1d, 1f (P)	Extra time for practice needed, located at the Rifle area
Shotgun Shooting (C)	\$10 fee	Req. 1d, 1f (P)	Recommended for those 13 and older
See page 19-20 for more information about requirements and levels of difficulty.			



Merit Badge		Requirements	Comments
Canoeing (B)		Req. 2 (SR)	Must pass BSA swim test
Kayaking (A)		Req. 2 (SR)	Must pass BSA swim test
Lifesaving* (C)		Req. 1a (SR)	CPR certification card fulfills Req. 15. Bring long pants, long sleeve shirt and belt for disrobe Req. 9. Swimming MB strongly recommended
Motorboating (B)	\$5 fee	Req. 2 (SR)	Must pass BSA swim test
Rowing (B)		Req. 2 (SR)	Must pass BSA swim test
Swimming* (A)		Req. 2 (SR)	Must pass BSA swim test
Activity		Requirements	Comments
Instructional Swim		None	Not a merit badge, open program only
Mile Swim (C)		Be a swimmer (SR)	Not a merit badge
Aquatics Supervision: Paddlecraft Safety (C)		Be a swimmer and 16 or older (SR)	Not a merit badge, replaces BSA Lifeguard for unit level boating activities. Open to adults and youth 16+.
Aquatics Supervision: Swim & Water Rescue (C)		Be a swimmer and 16 or older (SR)	Not a merit badge, replaces BSA Lifeguard for unit level swimming activities. Open to adults and youth 16+.

See page 19-20 for more information about requirements and levels of difficulty.
*Required for Eagle



Merit Badge		Activity	Comments
Climbing (C) *	\$30 fee	None	Recommended for those 13 and older, extra time for practice needed.
Activity		Requirements	Comments
Project C.O.P.E. (C)	\$30 fee	None	13 and older

See page 19-20 for more information about requirements and levels of difficulty.
*Climbing located at the C.O.P.E. Course.



Merit Badge		Requirements	Comments
Art (A)		Req. 6 (P)	Visit art exhibit
Basketry (A)	\$25 fee	None	Kit will be at Handicraft with your name on it
Indian Lore (A)	\$15 fee	None	Kit will be at Handicraft with your name on it
Leatherwork (A)	\$15 fee	None	Kit will be at Handicraft with your name on it
Model Design & Building (C)		None	
Photography (B)		Req. 1b (P)	Cyber Chip
Sculpture (B)		None	
Woodcarving (B)		Totin' Chip (SR)	No pocket knives with blades over 3.5"



Merit Badge		Requirements	Comments
Camping * (A)		Req. 4b, 5e, 7b, and 8d (P), Req. 9 (PC)	Most of the written work can be completed at home; camping experience
Emergency Preparedness* (C)		Req. 1 (SR), 2c, 8b	Must have already earned First Aid MB; family emergency plan; personal emergency service pack
First Aid* (A)		Req. 1 (SR)	Tenderfoot, Second Class, First Class first aid
Geocaching (C)		Req. 8 (P)	
Orienteering (B)		Req. 10	Teaching orienteering
Pioneering (B)		None	
Search and Rescue (C)		None	
Wilderness Survival (B)		Req. 56	Bring your personal survival kit to camp, involves spending a night in an improvised shelter
See page 19-20 for more information about requirements and levels of difficulty.			
*Required for Eagle			



Merit Badge	Requirements	Comments
Astronomy (B)	Req. 4ab, 8 (P)	
Chemistry (B)	None	
Composite Materials (B)	None	
Energy (B)	Req. 4 (P)	
Engineering (C)	Req. 1 (P)	
Environmental Science * (C)	Req. 3e (P)	Endangered species report
Fishing (A)	None	Bring personal fishing gear
Forestry (B)	Req. 5 (P)	Visit managed forest land
Geology (B)	Req. 5c (3)	Bring rock/mineral collection
Mammal Study (A)	None	
Mining in Society (B)	None	
Oceanography (B)	Req. 6 (P)	Oceanography book report
Robotics (C)	Req. 6 (P)	Robotics competition
Soil & Water Conservation (B)	None	
See page 19-20 for more information about requirements and levels of difficulty.		
*Required for Eagle		



Sparrowhawk offers opportunities to help new Scouts work toward rank advancement. The schedules are designed to cover the requirements that naturally fit into the camp setting focusing on Scouting skills.

The patrol method is heavily emphasized in Sparrowhawk and Scouts will function in patrols throughout the week. Sparrowhawk is a program that will have the opportunity to complete rank requirements, merit badges, and participate in open programs at the other program areas.

Rank	Requirements Covered	Comments
Scout	1a, 1b, 1c, 1e, 1f, 3a, 3b, 4a, 4b, 5	
Tenderfoot	2a, 2b, 2c, 3a, 3b, 3c, 3d, 4b, 4d, 5a, 5b, 5c, 7a, 8	
Second Class	2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3d, 4	
First Class	2c, 2d, 2e, 3a, 3b, 3c, 3d, 4a, 5a, 5b, 5c, 5d, 9b	
First Aid Merit Badge	All requirements for the merit badge will be covered at camp.	

Honor Troop

The requirements for this recognition are as followed:

Mandatory Requirements:

1. Have a representative at all SPL meetings.
2. Have a representative at all Scoutmaster meetings.
3. Troop participates in a flag ceremony at least once.
4. Troop participates in KP duty at least once.
5. Troop uses the patrol method in camp.
6. Troop attends Honor Trail.

Must complete 7 of the 11 requirements below:

1. Achieve an average campsite inspection score for the week of at least 90.
2. Complete an approved conservation/service project.
3. Troop participates in Friday night campfire production.
4. Troop has all fees paid prior to camp.
5. At least 3 scouts or 20% of youth in the troop (whichever is smaller) earn one of the youth camper recognitions.
6. At least 1 adult leader earns one of the adult camper recognitions.
7. Troop is on time at all camp-wide activities (flag ceremonies, campfires, etc.).
8. Troop participates in inter-troop sporting game or activity.
9. Troop conducts a troop campfire program in the campsite.
10. Troop participates in camp-wide activities in the evenings.
11. A Scout from the troop leads a song at a meal or assembly.

A Note About Campsite Inspections

The purpose of campsite visitation is to ensure the general health and safety of our campers, NOT to invade your personal privacy and property. We do not go there with the idea of finding every little thing that is wrong with your campsite. If we have comments or suggestions for improvement, we will communicate them constructively.

Campsite visitations will occur daily by the Camp Commissioner or designated commissioner staff. Generally, units should "Be Prepared" at any time for a camp visitation.

A sample of what the commissioner staff will be looking for is on the next page; keep in mind this is a sample and may not be the final inspection sheet for camp.

Campsite Inspection Example

Date: _____

Troop #: _____

Campsite: _____

Evaluation Items		Possible Points	Earned Points	Comments
Flags				
	<i>Displayed American Flag</i>	5		
	<i>Displayed Troop Flag</i>	5		
Entry Way				
	<i>Defined gateway entry</i>	5		
Ax Yard				
	<i>Tools properly stored</i>	5		
	<i>Ax yard clearly defined</i>	5		
	<i>Clean and Orderly</i>	5		
Common Area				
	<i>Food/Snacks stored correctly</i>	5		
	<i>Clean Area</i>	5		
	<i>Trash can and liner</i>	5		
	<i>Dishes and food waste</i>	5		
Tent Area				
	<i>Tents set up correctly</i>	5		
	<i>Water buckets at each tent</i>	5		
	<i>Designated patrol areas</i>	5		
General Appearance				
	<i>No trash present throughout site</i>	5		
	<i>Fire rings defined/clear of debris</i>	5		
	<i>Wood stored correctly</i>	5		
	<i>Organized camp appearance</i>	5		
Campsite Gadgets and Improvements				
	<i>New gadget/improvement per day</i>	5		
Kybo				
<i>Clean/Tidy</i>				
<i>Stocked</i>				
Total Possible		100		Troop Score

What to Bring to Camp

Clothing & Bedding

Scout Uniform
T-shirts
Long and short pants
Socks
Underwear
Sweater or jacket
Swimwear
Swim goggles
Rain gear
Hiking boots
Tennis shoes
Hat
Sleeping bag and pillow
Camping pad

Toiletries

Toothbrush
Toothpaste
Soap
Shampoo
Towel
Washcloth
Comb/brush
Deodorant
Sunscreen
Insect repellent

Troop Gear

Flag
Campsite First Aid Kit

Advancement Gear

Scout Handbook
Notebook
Pens and Pencils
Merit Badge Pamphlets

Additional Items

Pocket knife
Water bottle
Spending Money
Personal First Aid Kit
Fishing gear
Sunglasses
Book of Worship
Compass
Camera
OA Sash

Mess Kit (NEW for 2025)



TRADING POST

LOST LAKE SCOUT CAMP OFFERS A TRADING POST. IN FACT, IF YOU DON'T SEE SOMETHING YOU NEED OR WANT IT IN OUR TRADING POST, JUST ASK AND WE WILL "DO OUR BEST" TO GET IT FOR YOU. WE STOCK SNACKS, DRINKS, ICE CREAM, BOOKS, CAMPING SUPPLIES, CRAFT SUPPLIES, AND MORE. COME IN AND CHECK US OUT.

Daily Schedule

2025 Summer Camp Daily Schedule & Merit Badge Schedule Coming Soon

Let's get ready for another
GREAT SUMMER!

Midnight Sun Council-1400 Gillam Way, Fairbanks, Alaska 99701



