Lost Lake Camp

Leader's Guide – Fall 2023





Event Dates

Day Event

September 23rd, 8:30am to 6:00pm

Optional – Overnight Camping September 22nd and 23rd

Check-In

Friday, September 23rd, 5pm

Check-Out

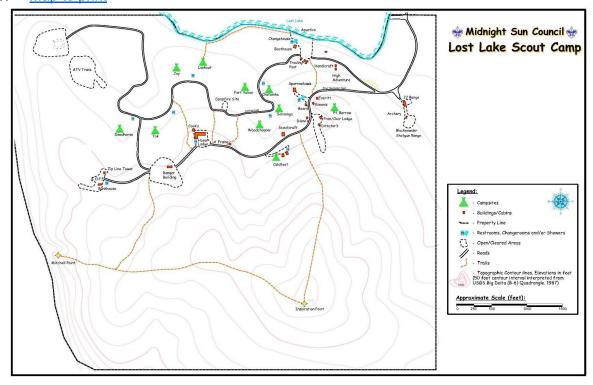
Sunday, September 18th, 9am

Contacts

Phil Burkett – Camping Director 907-750-6881 email: phil.burkett@scouting.org Jodi Tansky – Program Director 907-699-1409 email: jodi.tansky@gmail.com

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. Map to print



Rules and Regulations

All units participating at Lost Lake Scout Camp are required to HAVE FUN! Programs offered during the event are designed to provide a sample of the "bare necessities" of scouting. This event is designed to welcome new and seasoned scouters into their new rank adventures, while helping to augment the packs' programs. Lost Lake Scout Camp provides ample opportunities for everyone to have a great experience year after 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)
- The appearance of any pets on camp property

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

Vehicles may be parked at your campsite or cabin providing they are completely off the road and do not obstruct emergency access in any way. Any vehicles found parked in such a way that impedes with road usage, or emergency access, must immediately be moved as directed by camp staff, or they will be towed at the owners expense.

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
- The beds of trucks or trailers must never be used
- 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 until needed. 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.

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 unit 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, and B of the **Annual Health and Medical Record** within the last 12 months. Forms are available at the Midnight Sun office and online at www.midnightsunbsa.org. If a Scout or Scouter arrives to camp without an Annual Health & Medical Record form, it is the Scout or Scouter's responsibility to complete the form before being allowed to participate in the event. 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. Cubmasters and 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 in all camp buildings or tents.

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.

<u>Pets</u>

No pets of any kind may be brought into camp without the Event Director's prior approval.

Leaving Camp

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

<u>Uniforms</u>

The Scout field uniform is to be worn by Scouts and Leaders for morning and evening assembly and meals, at any Scout's Own service, and to all campfire productions. Activity uniforms are appropriate all other times except when specifically instructed.

Fo<u>otwear</u>

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

Pack/Troop Leadership

Each unit 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) SIGNED

Quiet Hours

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

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 pack/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 are private with individual stalls. Any equipment or camp property damaged by the pack/troop will be replaced by the pack/troop. The pack/troop is financially responsible for any monetary loss to the council. Please note, water is shut-off for the season on September 1 of each year. After this the only water available is at the honor lodge.

Garbage and Food in Campsites

Each unit is responsible for disposing of their garbage by putting it in the garbage trailer behind the Honor Lodge. All food and odorous materials (smellables) must be stored as to not attract wildlife.

Waterlines

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

Phone Service

Cell phone service is unpredictable and poor at Lost Lake Camp. ATT gets some reception but not in all areas of camp. WiFi is available at the lodge.

Wildlife Safety Rules

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 call "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, but **it is NOT necessary to bring your personal firearms to camp**. If needed, staff can distribute bear spray (statistically much better) to Scoutmasters/Cubmasters.

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 as 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

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.

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.

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.

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. They have never been seen them in camp, but one may become brave.







Check in Procedures

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

- Roster of Scouts and leaders who will be attending camp
- Health forms for all participants: Annual Health and Medical Record must be completed for attendance at camp (Health Forms A&B)
- Any program changes or fees that need to be reconciled

Check in schedule:

Friday, September 22nd 5:00 pm – Check in at the Honor Lodge. Saturday, September 23rd 8:00am – Check in at the Honor Lodge.

Everyone checks in at the Honor Lodge. Medical rechecks and registration will take place there.

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

- Check the Honor Lodge for your campsite assignment. Please do not take it upon yourself to change campsites.
- Unless your unit has planned with the Camp Director, the only meal served at Honor Lodge is lunch on Saturday.
- 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 before arriving to camp.
- Any updates or changes can be emailed to phil.burkett@scouting.org or jodi.tansky@gmail.com

Check out Procedure

Check out for overnight campers will commence on Sunday, September 24th at 9am. Please leave your campsite and cabin clean. Bring all trash to Honor Lodge.

Finally, the Packs' health records can be picked up from the Honor Lodge.

What to Bring to Council Rock

Day Gear
Day pack with 6 Essentials
Rain gear
Hat and Gloves
Extra clothes + Towel (if doing Polar Plunge)
Hiking shoes

Clothing & Bedding

Scout Uniform

T-shirts* Long pants Socks Underwear

Base layer (top and bottom)

Sweater or jacket

Swimwear (if doing Polar Plunge)

Rain gear
Hiking boots
Tennis shoes
Ball cap

Sleeping bag and pillow

Hat and Gloves

Toiletries

Toothbrush

Toothpaste

Soap

Towel

Wash cloth

Comb/brush

Deodorant

Sunscreen

Insect repellant

Pack Gear Flag First Aid Kit

Additional Items

Pocket knife* Water bottle

Personal First Aid Kit*

Fishing gear

Sunglasses Compass Camera

Book of Worship

Council Rock Day Event 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:

- Council Rock is designed for:
 - 1. Welcoming new scouts (all ranks) into the program and give them a "taste" of what scouting has to offer in the interior.
 - 2. It's for Bears, Webelos and Arrow of Lights to foster leadership and hone skills.
 - 3. To experience Lost Lake in a shortened format that prepares them for resident camp as a BSA scout.
- Scouts should try something new at camp to have a well-rounded experience. Go on a
 hike with the pack to experience nature. Try to improve archery or shooting skills. Be
 BRAVE and do the Polar Plunge!
- Come to camp prepared. Have appropriate gear for scouts and prepare for unexpected weather. Lost Lake has had snow in September.
- Be prepared for a considerable amount of walking. We keep the roads closed to outside
 vehicles to keep it safe for our scouts. Younger scouts, Lions + Tigers, will benefit from
 frequent breaks, snacks and ample time walking between stations. Please prepare
 parents for this important part! Some elect to bring wagons and carts to help with tag-alongs and younger scouts.
- Be spirited. The troop that comes to camp with ideas and spirit makes the rest of camp come alive. Bring your pack 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 at camp.

Activity Schedule

Friday, September 22nd 5pm – Arrival + Check In

5pm-10pm – Camp Setup, Meals as Packs/Families

Saturday, September 23rd

8:00am - Check In at Honor Lodge for Day event arrivals

8:30am - Flags at Honor Lodge

9:00 - 9:45am - Station 1

10:00 - 10:45am - Station 2

11:00 - 11:45am - Station 3

12:00 - 12:45pm - Station 4

12:45 - 1:30pm-Lunch at Honor Lodge

2:00pm – Afternoon Activities Begin

- Handicraft Project
- Find Bigfoot Adventure

3:00pm - Polar Plunge at Waterfront



• Golden Skillet preparation? Skit practice? Finding Bigfoot?

5:00pm – Golden Skillet Dessert submissions to Honor Lodge for Competition

5:30pm – 6:30pm Potluck

6:45pm -- Campfire Program

Polar Plunge

- There will be a polar plunge opportunity on Saturday at 3:00 p.m.
- This is entirely optional for those who wish to participate. There will be a warming fire at the waterfront. Participants should plan to have warm clothes to put on as soon as they exit the water.

Afternoon Activities (Honor Lodge):

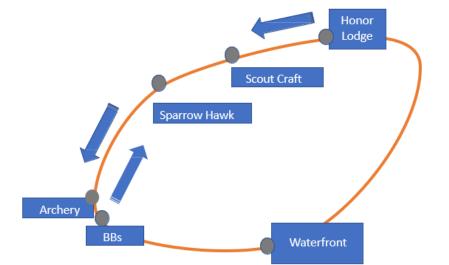
- Golden Skillet Submit your DESSERT dish to the Honor Lodge by 5pm Saturday. Sign up at check-in
- Handicraft projects (TBA)

Potluck Sign-up

- Packs please plan to bring dishes to share. Let parents know there is a sign up.
- Sign Up Genius Link: https://www.signupgenius.com/go/4090E4EAFAA22A0F85-44343223-council

Campfire Program

Packs please plan on sharing up to 4 skits/jokes at the campfire program. This will take place immediately following the potluck.



Station Rotations

Programming will be co-taught by BSA Scouts. Instruction will be tailored to the specific unit's age group at the rotation.

Not all the requirements for advancement will be offered at the stations. It is our goal to provide as many outdoor experiences as possible for scouts and families which may or may fall under those advancements.

Scoutcraft

This station will feature some distinct "essentials" of scouting that would be needed in the event you happen to catch Bigfoot on the Lost Lake property. This could include, but is not limited to: knot tying, survival shelters, and first aid (we hope the latter is not needed, but we must be prepared!).

| Donk | Advancements |
|------------|---|
| Rank | Advancements |
| Tiger | Tigers in the Wild |
| Wolf | Paws on the Path |
| Bear | Fur, Feathers, and Ferns |
| Webelo/AOL | First Responder, Wilderness Survival |

Sparrowhawk

Sparrowhawk offers opportunities to help Scouts work on fire craft and map skills. Learning to read a map is essential to finding Bigfoot's whereabouts.

This portion may involve knife skills that are for scouts who have the Whittling Chip or Totin' Chip. Please bring these to this station.

| Rank | Advancements | |
|--------------|------------------------------|--|
| Tiger | Tigers in the Wild | |
| Wolf | Call of the Wild | |
| Bear | Bear Necessities | |
| Webelo / AOL | Castaway, Outdoor Adventurer | |

<u>Range</u>

BBs and Archery range will be open to practice their skills.

| Rank | Activity | Comments |
|--|----------------------------|---|
| Lions | Archery or Sling Shot Only | Must have parent/guardian present at all times. |
| Tigers | Archery, BB guns | Must have parent/guardian present at all times. Level 1 and Level 2 requirements, as time permits |
| Wolf/Bear | Archery, BB guns | Level 1 and Level 2 requirements, as time permits |
| Webelo/AOL | Archery, BB guns | Level 1 and Level 2 requirements, as time permits |
| For more information about requirements for shooting sports, see the BSA shooting sports manual and guide to safe scouting. | | |