

# *TRIBUNE*

Est. 2000, Vol. 36

Hi,

Your Lost Valley Summer Camp adventure is almost here!

Before we go any further let me introduce myself. I am the Pre-camp Lost Valley Tribune. My cousin, the Tribune, will be published for you daily while you are at camp. My cousin will keep you informed of all the fun-filled events that will be taking place; the gossip and important information while at camp. And me... Well, I'll have to remind you of some last minute bits and pieces, update you on your beginning adventure and get you and the rest of your unit "pumped up" for camp.

Now, first things first. Let me talk with those first-time campers, those who have just graduated from Cub Scouts and that young man under the rank of First Class. Yes, you!

Hey partners, just between you and me, we have a really special area called the "First Class Emphasis" area located at the Scout Skills Center. It's there to help you all with your advancement. If you're a Scout, Tenderfoot, or Second Class, you better come on down so we can get you ready to be evaluated in first aid, knot tying, nature, and a whole load of other things by your S.P.L., P.L., and maybe Scoutmaster. Why not try to advance a rank at camp? That would be really COOL! I won't say too much more because I don't want all those older Scouts to get jealous -**SO COME ON DOWN!!!**

This may be your first year at Lost Valley Summer Camp or it may be the fifth. This year will be the Camp's 36th birthday and it's gonna be the best summer camp yet. There is something for everybody; however, some try to do everything in one year making others miss out on some things, so we are going to try to make things fair for everyone.

My staff friends and I have come to the conclusion that you younger Scouts need to have a really good time. If you're a first or second year camper trying to take and pass the Horsemanship and Shotgun Shooting Merit Badges, you may actually find it a bit difficult. That's why we allow you to go on horseback rides with your patrol to get used to the horses and even take a few shots at those clay birds along with your buddies at the shotgun ranges. Then when you come back next year or even in a couple of years, you can take these two merit badges, which from my experience are really quite hard.

So guys, if you are 14 years old or older and above First Class and want to take the Horsemanship and/or Shotgun Shooting Merit Badges, please be our guest. If you are under the above two age recommendations, we've got some other activities for you. Just ask one of my staff buddies up at camp. Keep this one quiet but if space permits and you are 13 1/2, you may be able to sign up for these two badges, at the area director's discretion.

### *The Black Box!*

Throughout your stay with us at Lost Valley, one of our commissioners and camp guides will be appointed to look after you. They will give you a black box with a whole load of goodies inside it. You Scouts had all better look after this stuff because at the end of the week you are accountable if anything is lost or broken. Here's what is in the box:

- |                           |  |
|---------------------------|--|
| 1. A BSA Field Book       | 2. A Boy Scout Handbook                        |
| 3. Scoutmaster's Handbook | 4. Star Finder                                 |
| 5. Compass                | 6. Hand ax                                     |
| 7. Bow Saw                | 8. Sharpening Stone                            |
| 9. Patrol Cook Kit        | 10. Compass Game Cards                         |
| 11. An American Flag      | 12. A lock and key to secure all of the above. |

So, please take care of it; remember, Scouts are supposed to be thrifty!

### EVENING & OVERNIGHT ACTIVITIES

Below are some activities that the whole patrol and troop can take part in. Just come along and schedule them with your Commissioner.

If you're planning to take the Wilderness Survival or Astronomy Merit Badges, take a real close look at the overnight list.

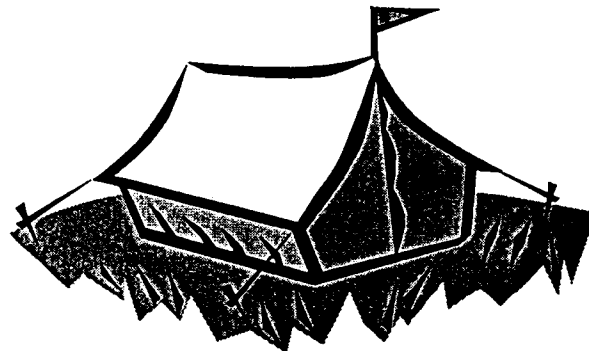
### EVENINGS - (Monday through Thursday):

#### **PATROL:**

- Shoots at the Archery, Rifle, and Shotgun ranges.
- Star Hikes (8:30 p.m. - 9:30 p.m.)
- Visits to our Indian/Mountain Man Encampment.
- Visits to the Wiatava Nature Center, conservation projects, nature games
- Bike Riding
- Hiking
- Initiative/team building games
- Fun competitions at Scout Skills Centers
- Handicraft projects

#### **TROOP:**

- Swimming, boating, initiative/team building games
- BSA Safe Swim Defense program



## OVERNIGHTERS

**MONDAY:** Astronomy\*, Camping\*, Cat-eye Hikes, and Horseback  
**TUESDAY:** Biking, Camping\*, Cat-eye Hikes, High Adventure+, Horseback, Indian Village/ Mountain Man Encampment  
**WEDNESDAY:** Astronomy\*, Camping\*, Cat-eye Hikes, Horseback, Indian Village/Mountain Man Encampment, Rock climbing+, Wilderness Survival\*  
**THURSDAY:** Biking, Camping\*, Cat-eye Hikes, High Adventure+, Horseback, Wilderness Survival\*

-- Merit Badge Requirements  
-- See High Adventure schedule

## STOP THE PRESSES!

Lost Valley has just added two new Merit Badges: Camping & Cooking. These will be offered in the new Scout Skills Center.

**Here's a brief check list of things to do:**

- **Bring patrol flags and your troop's flag.** There will be a competition for the best flag seen in camp!
- **Make sure that all campers have their respective medical forms filled out.** (Class 1 & 2 for young people, etc.)
- **Mail in or give the Troop's Program Planner and final payment to the Camp Director at the 10-day pre-camp meeting.**
- **If your troop does not attend the 10-day pre-camp meeting, please mail your Troop's Program Planner and roster to the address below:**

**LOST VALLEY SCOUT RESERVATION  
31422 CHIHUAHUA VALLEY ROAD  
WARNER SPRINGS, CA 92086**

Well, Scouts, here's a closing thought from me, your Pre-camp Tribune. If you haven't already gotten yourselves sorted into patrols, 6 to 8 Scouts is usually a good number. The majority of activities at Lost Valley are patrol oriented and I wouldn't want you to be left out. Also, while we are at it, look smart, sound good, and be seen! What am I talking about? Patrol flags and patrol yells indicate the spirit of your patrol.

See you there!!!



## LOST VALLEY SCOUT RESERVATION 2001 SUMMER CAMP

**TO:** All Scoutmasters

**FROM:** Russell Etzenhouser, Camp Director

**RE:** "The suggested path to take"

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A number of adult leaders who attended Lost Valley's summer camp in the past suggested that we compile a list of suggested activities that are centered around the camp's four to five year plan.

We believe that if a Scout attends Lost Valley for four to five summer camps, he will find something new and challenging each and every time. How is this accomplished? We need to counsel each individual boy to crawl before he walks; to walk before he runs, you know the well-worn cliché. An 11-year old first year camper will achieve very little apart from failure by taking the Shotgun Shooting Merit Badge. However, he will enjoy taking, learning, and creating his own ideas at one of our Handicraft Centers; hence the creation of the list below for suggested badges to take. "The Scope & Sequence".

**FIRST YEAR CAMPER:** First Class Advancement + Basketry, Fishing, Indian Lore, Leatherwork, Pottery, Swimming+, and Wood Carving Merit Badges.

**SECOND YEAR CAMPER:** (Anything not earned on the first year camper list), Canoeing, Cooking, Fish & Wildlife Management, Geology, Insect Study, Mammal Study, Nature, Rifle Shooting, and Rowing Merit Badges.

**THIRD YEAR CAMPER:** (Anything not earned on the first of second year camp list), Archery, Astronomy, Bird Study, Camping+, Climbing, Environmental Science+, Lifesaving+, Orienteering, Pioneering, Reptile & Amphibian Study, Soil & Water Conservation, Weather, and Wilderness Survival Merit Badges.

**FOURTH, FIFTH, & SIXTH YEAR CAMPER:** (Anything from the above lists not previously earned), full week of C.O.P.E. and High Adventure Program, rock climbing, Horsemanship, & Shotgun Shooting Merit Badges.

-- Required for Eagle

**WORK + REST + PLAY = SUCCESS**

## SOME ANSWERS TO OFTEN ASKED QUESTIONS LOST VALLEY SUMMER CAMP

1. "How long does it take for a twelve year old to get from ..... to .....?"

Below are some typical Lost Valley journey times:

From:	To:	Minutes
Grace Pool	Grace Archery	7
Grace Pool	Valley's End Camp	10
Grace Pool	Rifle Range	10
Grace Pool	Nature Center	10
Grace Pool	Indian\M'Man encamp	12
Grace Pool	The Lake	17
Rifle Range	The Stables	2
The Stables	Shotgun Range	7
Irvine Pool	Irvine Archery	10
Irvine Pool	Kingman Camp	10
Irvine Pool	The Stables	7
Irvine Pool	Nature Center	8
Irvine Pool	The Lake	13
Irvine Pool	Grace Pool	20

2. "What items can Patrols expect to have reviewed during the Tuesday to Thursday inspections?"

*Well, apart from the usual cleanliness of the campsite and Patrol areas, each Troop/Patrol should have a First Aid kit in a clearly marked location; develop a new campsite improvement/gadget each day; make sure their fireguard chart(s) are updated each day, bring to camp and or make at camp a Patrol flag with their name on it and of course turn up on time and show good spirit at all the assemblies. Have a Patrol yell/song. Show pride.*

3. "What's a good daily schedule for one of my Scouts?"

*Some advancement or two or three merit badges, but really no more than that as each Scout should have some time to relax, maybe go on one of our hikes or bike rides or practice shooting on one of the ranges, doing some recreational shooting. Of course there are always boys who can handle a bit more, and also the boy who needs that little bit more time to digest the information given during the day's merit badge sessions.*

LOST VALLEY SUMMER CAMP INFORMATION FOR PARENTS & SCOUTS

(Please reproduce for your troop)

**CAMP ADDRESS:** Scout's Name  
Troop #  
Campsite  
Camp Grace or Camp Irvine  
Lost Valley Scout Reservation  
31422 Chihuahua Valley Road  
Warner Springs, CA 92086

**EMERGENCY PHONE:** (909) 767-1183

**TRADING POST**

Lost Valley has an expanded Trading Post inventory planned for 2001. To help you plan accordingly, we have listed some of the price ranges charged for items Scouts may wish to purchase. (Prices are subject to change.) The Summer Camp coordinator for your troop has a special pre-order form for some items at discounted prices.

- Souvenirs**
- Camp mugs: \$4.50-\$5.50
- T-shirts: \$8.00-\$15.00
- Camp patches: \$1.00-\$4.00
- Belt Buckles: \$6.00-\$15.00
- Indian Regalia materials: \$2.00-\$20.00
- Comfort items**
- Flashlights: \$3.00-\$12.00
- Compass: \$6.00-\$15.00
- Topo maps, Chapstick, Postcards, Soap, Toothpaste, Uniform parts, Scout equipment
- Food and Candy**
- Candy bars: \$.25-\$.75
- Soft drinks: \$.75-\$2.50
- Advancement items**
- Leather kits: \$1.25 and up
- Basket kits: \$4.50 and up
- Belt blanks: \$6.00 and up
- Rifle ammunition: \$.75/10 shots
- Shotgun ammunition: \$1.50/5 shots
- Arrow kits: \$2.00-\$2.50
- Stool Kit for Basketry: \$12.00
- Horseback rides:**
- 1 hour ride: \$11.00
- Meal rides: \$16.00
- Instructional: \$9.00
- Overnight: \$16.00

**WHAT TO BRING TO CAMP:**

The following is a suggested list of items that should be brought to camp:

- CLOTHING**
- Scout Uniform
- Jacket/Sweater
- Poncho/raingear
- Rugged Pants
- T-shirt (4 or more)
- Underwear x6
- Hiking boots & heavy socks
- Tennis shoes
- Socks
- Swimming trunks
- Pajamas
- Hat or visor
- Handkerchief
- CAMP NECESSITIES**
- Sleeping bag
- Flashlight with fresh batteries
- DON'T FORGET**
- Camp Medical Form
- Sack lunch for Sunday
- TOILET KIT**
- Toothbrush/toothpaste
- Comb and/or brush
- Hand soap
- Kleenex
- Bath towel
- Beach towel
- Insect Repellent
- SUGGESTED ITEMS**
- Sunglasses
- Camera with film
- Compass
- Spending money (\$35)
- Sleeping pad
- Canteen
- Sunscreen
- Insect Repellent
- MERIT BADGE ITEMS**
- Scout Handbook
- Pen/Pencil & notebook
- Partial Blue cards
- Blue Merit Badge cards

Clothing should reflect values consistent with the Scout Oath and Law.

**MERIT BADGES AVAILABLE AT LOST VALLEY:**

Archaeology  
Archery  
Astronomy  
Basketry  
Bird Study  
Camping  
Canoeing  
Climbing  
Cooking  
Environmental Science  
First Aid  
Fish & Wildlife Management

Fishing  
Forestry  
Geology  
Horsemanship  
Indian Lore  
Insect Study  
Leatherwork  
Lifesaving  
Mammal Study  
Nature  
Orienteering  
Pioneering

Pottery  
Reptile & Amphibian Study  
Rifle Shooting  
Rowing  
Shotgun Shooting  
Soil & Water Conservation  
Swimming  
Weather  
Wilderness Survival  
Wood Carving  
Cycling - Partial only available  
Hiking - Partial only available

**ADDITIONAL PROGRAM AVAILABLE:**

First Class Emphasis Center - Supplements troop leadership to teach  
and reinforce basic Scout Skills for newer Scouts.

Tenderfoot Run  
Mountain Biking  
Overnights  
Various organized hikes  
Indian/Mountain Man Village  
Nature Center  
Handicrafts  
Outdoor Skills  
Kayaking

**High Adventure**

Rock Climbing  
Rappelling  
Cross bow  
C.O.P.E.  
Black Powder  
Bouldering