

LOST VALLEY SCOUT RESERVATION
SCOUTMASTERS ALMANAC
SUMMER CAMP 2001



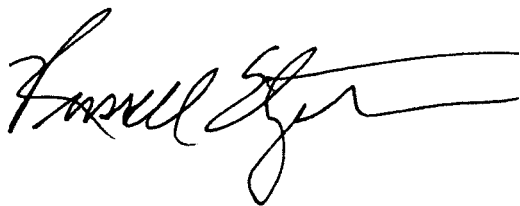
Boy Scout Summer Camp is a special place in the life of a Scout. It is that place where he can put into action the ideals and skills of Scouting. He sees Scouts and Scouters working together living together in a community of Scouts. We know from studies done through our national council that a Scout who participates in summer camp is several times more likely to stay active in Scouting. You have spent the last year teaching these skills and ideals to your Scouts. At Lost Valley we are committed to helping you make that come to life.

The program at Lost Valley is designed to challenge a Scout as he progresses through the ranks. Our First Class Emphasis Staff works to teach outdoor skills to help a Scout's early advancement. New Scouts can work on basic merit badges in Handicrafts and Aquatics. Second-year campers work on more advanced badges such as Rifle Shooting, Archery, and various Nature offerings. Experienced campers choose Horsemanship, Shotgun Shooting, and Wilderness Survival during their week at camp. The High Adventure program, with its "high ropes" COPE Course is for those older Scouts who wish to take the challenge and features a 375 foot zip line.

Lost Valley also offers activities in which the patrol can participate, such as rifle shooting, boating, hiking, and swimming. There are overnights at the Indian/Mountain Man Village, on Mountain Biking trips, and on horseback. Plus, there are individual and troop activities available. Most troops find there are more programs than time available.

On behalf of the Orange County Council, the Camping & Properties Committee, and the Camp Staff let me thank you for choosing Lost Valley as your Summer Camp. We realize there are a number of camps available in the area and we are flattered that you will spend time at "the Valley". We take on the serious responsibility making your week the best it can be. The feedback we have received tells us we're on the right track with a quality program and an outstanding staff and that your troop is going to have a great week of camp. Feel free to let me know how we can help you.

Sincerely,

A handwritten signature in black ink, appearing to read "Russell D. Etzenhouser". The signature is fluid and cursive, with a long horizontal line extending to the right.

Russell D. Etzenhouser
Director of Camping

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FIVE TYPES OF PROGRAM

We are proud of the limitless opportunities that abound at Lost Valley. Programs are offered for everyone from the 1st year camper to the skilled veteran. Summer camp experience at Lost Valley is geared to reach your boys in five ways.

FOR EACH BOY: These are chances for advancement, to try new things and to receive recognition for what he has done, i.e., Bead Program, Polar Bear, Tenderfoot Run, Mile Swim, Rifle, Archery, Shotgun, etc.

FOR BUDDIES: We've made the buddy system more than just a safety precaution, it's a way boys can learn together with one or two friends; in areas like Handicrafts, Fishing, Mountain Biking, Swimming, Boating, etc.

FOR PATROLS: There are activities that allow Scouts to work together to gain confidence and leadership skills that will make them a stronger team back home. Our Coups Feather Program enhances such disciplines.

FOR TROOPS: There's recognition and events to bring Scouts, their buddies and patrols together as one unit. In addition to the above: Evening campfires, camp wide games, and safe swim defense.

TOTAL CAMP EXPERIENCE: There's the chance to work with other troops and to make a contribution to the total camp experience, i.e., camp wide programs, Scout's Own, campfires, and enjoying meals together.

CAMP COMMISSIONERS AND UNIT GUIDES

Each troop/team will have a Commissioner assigned to support the unit as the primary program and communication link. Their responsibilities are to:

- Help design a well-rounded program to meet your troop's specific needs.
- Help you understand the camp program and how to take advantage of its features and solve problems.
- Conduct patrol leader council meetings or board of reviews with staff help as needed.
- Help your patrols sign up for activities.
- Help you secure camp equipment to assist in Scout skill instruction. Develop leadership skills of your SPL and PL's.
- Assist your troop with an explanation of a safe swim defense plan and schedule an actual practice .
- To help arrange with other troops inter-troop activities; i.e., campfire, camp-wide games, vesper services, etc.
- Work with adult leaders to complete joint campsite inspections.

- Coordinate Lost Valley's on-going service award – The Galaxy Award program. See *specialty program section* for more details.
- Help and encourage patrol spirit through development of flags, yells, and songs at Lost Valley's up-tempo "Grand Assemblies".
- Arrange with the food service department, food for those Troops/Patrols that take the option of Jamboree cooking.

FIRST CLASS SKILLS INSTRUCTION AND MERIT BADGE AREAS

Scoutmasters are encouraged to emphasize the need for rank advancement to all Scouts who have not yet reached First Class. Scoutmasters may achieve this by utilizing our First Class Skills instruction areas located at the Scout Skills Center in both Camp Grace and Camp Irvine. A counseling session prior to camp will help a Scout achieve his advancement goal and will enable our staff to concentrate on the requirements he needs.

Troop taught activities such as Totin' Chip, Firem'n Chit, and Paul Bunyan Axeman can be taken within the Patrol area of your own campsite, providing for rapport and understanding between troop leader and boys alike. The Commissioner staff will furnish any assistance required and will have materials available for your use.

RANK ADVANCEMENT

The time, effort, and support that a troop's leadership gives to the first year camper at a Boy Scout camp is paramount to his future and enjoyment within the troop and Boy Scouting. As taught at Scoutmaster training that the troop leadership should take part in as much of the teaching for the boy's working on rank advancements as possible.

At Lost Valley, this theory is endorsed and actively encouraged. Your Commissioner Staff will aid you as much as possible giving help and advice when and where needed.

AQUATICS

During the summer time, water activities are especially popular.

From learning how to swim, to perfecting strokes, our Aquatics Department will teach it all. They also offer the infamous Polar Bear Club every morning at both pools, swimming instruction throughout the day, and free time to cool off and relax in the afternoon. Special patrol boating at our lake and patrol swims at the pools is also available. Scouts can test their endurance by attempting, and hopefully completing, the Mile Swim.

Scouts will be taught the aquatic skills necessary to have a safe and enjoyable time during any water event. Scouts enrolled in the Canoeing, Rowing, and Swimming Merit Badges will be taught the required CPR as per the Merit Badge.

The Aquatics Department offers a total of four merit badges due to the instruction needed some class sizes are limited: **ROWING, CANOEING, SWIMMING, LIFESAVING**

SNORKELING, BSA: Snorkeling, BSA, will be offered at our pools. **We strongly recommend that Scouts who enroll have held the Swimming Merit Badge for at least ONE YEAR and hold the First Class rank or above.**

Fishing Merit Badge: Scouts wishing to take the fishing Merit Badge should bring their own equipment and bait. Fishing must be done using the buddy system.

BSA Lifeguard will be offered for Scouts age 14 and older (or completed 8th grade) and adults. This will occupy most of the Scout's time during camp.

COOKING

The Cooking Merit teaches Scouts menu planning, cooking skills, utensil selection, and other needed skills. This badge will be a double session on Monday and Tuesday, and will also require Scouts to attend instruction sessions held at mealtimes, enabling a reasonable amount of time for all the requirements to be covered. There is an extra charge of \$5.00 for Scouts taking this merit badge.

FIELD SPORTS

More than any other department, Field Sports disciplines and tests the skills of a Scout. Even older Scouts will find that all shooting scores require a challenge.

Our Field Sports area offers three merit badges: **ARCHERY, RIFLE SHOOTING, SHOTGUN SHOOTING**

At all ranges, the emphasis is on safety. The rules may seem strict, but they assure us of a safe place for Scouts to come and test their abilities.

Besides merit badges, the Archery, Rifle, and Shotgun Ranges offer open individual shooting and the chance for Patrol Leaders to schedule special shoots for their patrols. Tickets for all the ammunition may be purchased at either Trading Post.

In addition to our competition class shotgun and rifle ranges, Lost Valley features two 8-position archery ranges located at either side of camp.

Experience has shown us that Scouts wishing to succeed in both the Archery and Rifle Shooting Merit Badges should be at least second year campers and First Class rank or above. In addition, our advice to all Scoutmasters is that the Scouts begin with the Rifle Shooting Merit Badge, then later work on the Archery Merit Badge. Archery requires a certain degree of strength and patience. Please see the Archery or Rifle range directors for any further advice.

California State Law requires that permission must be given in writing by a parent or guardian before Scouts can use any type of firearm. This release can be found on the "Lost Valley Scout Reservation Personal Health and Medical Record Class 2 Physical Form".

Scouts wishing to enroll in the Shotgun Shooting Merit Badge must be First Class or above and meet the approval of the Range director by demonstrating their ability to hold a shotgun steady. The above is the Orange County Council, BSA Advancement Committee policy, due to the physical requirements of this merit badge. A blue card with "Shotgun" entered in as the merit badge and signed by the Scoutmaster will

indicate to our staff that the Scout meets or exceeds the age and rank requirements. The Shotgun Range Director will decide on Scouts who are under the age of 14.

A Notice to One and All: Do not bring firearms, ammunition, or bows and arrows to camp. Council Policy and insurance requirements prohibit their presence on the property. They cannot be stored in campsites or used on our range. Thank you for your cooperation.

FIRST AID/CPR

First Aid Merit Badge, as well as CPR certification will be offered. Adults are encouraged to attend our CPR certification classes while at camp. This is a great opportunity to bolster the first aid training and certifications for the adults and youths in your troop. Scouts must be at least a First Class Scout.

HANDICRAFTS

Badge for badge, more Scouts earn Handicraft merit badges at Lost Valley than at any other area. Why? Because the handicraft badges combine a straightforward subject with the fun of making something by hand.

In this department, Scouts of every age and ability can enjoy themselves. For the younger Scouts, it is a good introduction to the world of merit badge classes and the responsibilities that go with them. For older Scouts, the challenge is in the work itself, developing the skills needed to complete more involved projects.

Our Handicraft Centers offer four different Merit Badges: **POTTERY, BASKETRY, LEATHERWORK, WOOD CARVING**

The Wood Carving staff can help you create a masterpiece out of a plain block of wood. You will marvel at their talents as you look over the various carvings they have completed over the years.

The cost of materials for these badges varies, since some projects can be done with natural materials while others require store-bought kits or supplies. Scouts should plan to set aside money to purchase these at the Trading Post.

Our Handicraft Centers operate mostly on an open schedule, mixing some classes with free time to work on projects. Scouts who are not enrolled in classes are still welcome to come down to try their hand at various projects.

HIGH ADVENTURE AREA

Lost Valley Scout Reservation's special program for older Scouts, 14 years old or above, is designed to provide new challenges for experienced youth. Special exemptions can only be made by the High Adventure Director at camp and may change depending on the demand during that week.

The focus at this department centers upon developing an individual's self-confidence, as well as teamwork. Here are some of the elements to the program:

ROCK CLIMBING: Scouts start with practice, learning handholds, foot positions, and safety techniques. Upon successful completion, they move on to major rock faces. Trusting the person on the other end of the rope as well as grabbing enough self-confidence to scale these cliffs meets the department's goals. Rock

climbing will also offer exciting overnight opportunities. (*Note: This program is separate from the Climbing Merit Badge.*)

C.O.P.E: The name stands for Challenging Outdoor Personal Experience. Through a series of initiative games, rope and cable events, Scouts develop trust, teamwork, communication, and problem solving. Scouts must complete the Low Course to be able to do the High Course.

There are also special fun events just for High Adventure Scouts: muzzle loaded rifles, crossbow archery, and back country expeditions. All events will be open on a drop-in basis as space permits. Priority is given to those Scouts who attend the whole program. Lost Valley staff cannot guarantee space to those who are not involved in the entire program.

Climbing Merit Badge: The Climbing Merit Badge is open to Scouts who are at least second year campers and have achieved the rank of First Class or above. Techniques of proper knot tying, belaying, climbing and rappelling will be taught in this exciting program. Space is limited; first-come, first served at summer camp. The merit badge is a double session and participation in an overnigher is strongly suggested for completion of this badge.

INDIAN/MOUNTAIN MAN VILLAGE

The Indian/Mountain Man Village offers Scouts a chance to get to know the history of the local California Indian Tribes as well as the life of Mountain Men that settled the area.

The Staff will be teaching merit badges, working on Indian crafts, and teaching Scouts how the Indians obtained food, medicines, played games, and passed their history down from one generation to the next. Mountain Man customs and traditions including cooking methods, crosscut saw, panning for minerals, and axemanship will be offered.

Scouts will have an exciting and unusual opportunity to spend a night at the Indian Village sleeping in a tipi. Prior to laying their beds out for the night, Scouts will marvel at hearing Indian and settler stories, playing Indian games, learning about Indian customs, and dancing. Sign-ups can be made by the senior patrol leader at the Monday SPL lunch.

The Indian/Mountain Man Village will offer the **Indian Lore** and **Archaeology** Merit Badges.

Archaeology — try your hand at a real archaeological dig. We are working with San Diego State University to locate and catalog Native American sites in Lost Valley. Scouts work may some day end up in a museum. Don't miss this special opportunity.

Class size is limited due to the sensitive nature of our sites.

MOUNTAIN BIKING/HIKING

RECREATIONAL MOUNTAIN BIKING - As always, one of Lost Valley Scout Reservation's most popular attractions is the Mountain Biking program. From its inclusion to our program in 1993, this activity has gone from strength to strength. Numerous trail rides are available for budding novices and veteran riders alike to explore the sheer beauty and magnitude of Lost Valley.

Mountain bike rides, varying in degrees of difficulty and duration will be offered throughout the week from early morning sunrise trips to evening twilight cruises. An exciting feature is the overnight expedition. Our staff leads the Scouts out in the evening with their bedrolls, for a night under the stars, returning for breakfast the following morning.

In addition to riding, participants will learn about bike maintenance and safety, trail etiquette, low impact riding and the essentials to pack for an extended trip.

For further information (times and types of rides available), please see the bike schedule supplement.

All bike riders (youth, adults, and staff) must wear an approved bike helmet and keep only to the assigned cycle ways. All personal bikes and helmets (required) are brought to camp at the owner's risk. Some helmets are available for purchase in the Trading Post.

Scouts and Scoutmasters are actively encouraged to bring their own mountain bikes to camp.

CYCLING & HIKING MERIT BADGES - We are proud to offer the Cycling and Hiking Merit Badges through our Mountain Biking/Hiking Department. Both badges are options to the list of required badges for Eagle Scout.

In order to complete the Cycling Merit Badge, Scouts need to come to camp with requirements 6 and 9 completed. Also, two fifteen-mile rides and two 25-mile rides should be completed before camp. In order to complete the Hiking Merit Badge, a Scout must come to camp with two 10-mile hikes and one 20-mile hike already completed. Hiking Merit Badge participants should bring the following: daypack with the 10 essentials, sturdy hiking boots, and plenty of water bottles. Both badges will require lots of hours and may interfere with other badges.

RECREATIONAL HIKING - For nearly two decades, Scouts and Scouters have hiked thousands of miles in and around Lost Valley Scout Reservation and along the way gained a greater appreciation of the wilderness setting that makes our camp so special.

There are a variety of scheduled hikes that are open to all campers, many of which entitle the participant to purchase a specific hiking patch. This activity will be open to all individuals, patrols, and troops.

ECOLOGY

At the Wiatava Nature Center, Scouts will experience a whole new learning with fun and excitement. We are proud of our displays that are fun and hands-on. Please come by to view them, even if you are not working on a merit badge.

With hundreds of acres of outdoor classroom and twelve merit badges to offer, the Wiatava Nature Center is always one of the busiest spots in camp. There are scheduled merit badges for more popular badges like the following: **ASTRONOMY, ENVIRONMENTAL SCIENCE, FISH & WILDLIFE MANAGEMENT, FORESTRY, GEOLOGY, SOIL & WATER CONSERVATION, WEATHER**

Other badges are offered on an open schedule that allows Scouts to make an appointment with a counselor. These badges include the following: **BIRD STUDY, INSECT LIFE, MAMMAL STUDY, NATURE, and REPTILE/AMPHIBIAN STUDY.**

ENVIRONMENTAL SCIENCE MERIT BADGE: is a challenging merit badge class, sessions will be double periods. Scouts should plan on taking fewer merit badge classes if they are going to take this important "required" merit badge. We strongly recommend that Scouts be 13 years of age or above and have attained the rank of at least First Class to take part in this merit badge. Additional time is needed for observation beyond class time. 18 hours will be required at different times of the day. Lots of field study, observation time, and paper work. Bring 2 one-liter soda bottles.

CONSERVATION takes on new emphasis at Lost Valley. We are one of only three camps in the nation to test what will become a worldwide Scouting effort. S.C.E.N.E. is an acronym for Scouting Center for Excellence in Nature and Environment. Scouts will be challenged to take their newfound interest and write a "ticket" on a project they will do back home. Once they have completed their "ticket" they will send a report to the International Division of the Boy Scouts of America and receive suitable recognition.

SCOUT SKILLS CENTER

The Grace Center focuses **Orienteering, Cooking, and Wilderness Survival.**

In taking the **Orienteering** Merit Badge, Scouts will not only learn the essentials in land navigation, but shall also witness beautiful parts of Lost Valley that others would not usually get the chance to see. The Orienteering Merit Badge is intended for Scouts who have already completed the orienteering requirements for First Class. It will not fulfill those requirements.

The exciting **Wilderness Survival** Merit Badge for *older* Scouts teaches many important survival basics. Scouts will learn to think more clearly under adverse circumstances, build shelters, and gather food and water. Time will need to be set aside for projects and an overnight camp out.

Cooking! This fun merit badge will teach Scouts menu planning, cooking skills, utensil selection, and other needed skills. **Merit Badge instruction sessions will be held at some meal times, enabling a reasonable amount of time for all the requirements to be covered.** There is an extra charge of \$5 each for Scouts taking this merit badge.

The Irvine Center focuses on Pioneering and Camping.

Scouts taking the **Pioneering** Merit Badge will be using many miles of rope and many lengths of spars that the camp has purchased over the past few years. **Pioneering instruction sessions will be double length daily sessions, enabling a reasonable amount of time for all the requirements to be covered.**

Scouts taking the Camping Merit Badge will master the basics of camping, campsite selection, and tent pitching, as well as other needed skills. **Scouts must have completed 20 nights of camping to complete this merit badge.** A letter from the Scoutmaster verifying dates will suffice.

At Both Centers

First Class Skills Instruction — Our First Class Skills Instruction provides a fun, relaxed atmosphere for Scouts to learn skills needed for advancement. Scoutmasters should emphasize the opportunities for rank advancement to all Scouts who have not yet reached First Class. This opportunity is available utilizing our First Class Skills Instruction, where the staff will be willing and able to help your Scouts meet their

advancement needs. Our staff will teach the skills but they will not pass the Scout. **It is up to the troop leader to test and sign off the requirements.**

The following requirements are taught at our First Class Skills Instruction Center:

Tenderfoot requirements: 1, 2, 3, 4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b

Second Class requirements: 1a, 1b, 2c, 2d, 2e, 2f, 2g, 3, 4, 5, 6a, 6b, 6c, (7a, 7b, and 7c — at pool)

First Class requirements: 1, 2, 4a, 4b, 4c, 4d, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d, (9a, 9b, 9c, and 9d — at pool)

Firem'n Chit, Tot'n Chip, and Paul Bunyan Axeman

Staff at the Scout Skills Center will be happy to help your Scouts work on these cards.

STABLES

For over 25 years, one of Lost Valley's most distinctive and popular programs has been the Stables. Here, Scouts have the opportunity to go on trail and meal rides, or work on the **Horsemanship Merit Badge**. *

One-hour **trail rides** are scheduled throughout the week. Tickets may be purchased at either Trading Post. The **supper meal ride** is a special favorite here at Lost Valley. Diners journey out into the late afternoon sun, for a gourmet Cowboy style meal. Reservations are available Monday to Thursday. We are excited about the new Lunch Rides. Have lunch on the trail and still make it back in time to participate in merit badge sessions.

Reservations can be made at either Trading Post and are a must for all meal rides as they fill up very fast!

Our now legendary **overnight rides** will be available during the week. Make camp after the sunset ride then sit around a campfire in the evening and listen to the Wranglers tell old Cowboy stories that could reach up to the stars that glisten above. Overnight rides will include breakfast cooked over the open fire.

*** Scouts wishing to enroll in the Horsemanship Merit Badge must be at least 14 years of age and First Class or above. The above is the Orange County Council BSA Advancement Committee policy due to the physical requirements of this merit badge. A blue card with "Horsemanship" entered in as the merit badge and signed by the Scoutmaster will indicate to our staff that the Scout meets or exceeds the age and rank requirements. The Stables Director will decide if Scouts younger than 14 are allowed to take the merit badge.**

THE POLAR BEAR CLUB

Do you have trouble waking up and starting a new day early in the morning? A douse of cold water will help fix that. In the Polar Bear Club, you'll receive more than a douse of freezing water, and wake up like Polar Bears in the Arctic. You'll also learn how to walk, talk, hunt, swim, and suntan like a Polar Bear. Join the fun every morning at both pools. For those who endure four morning meetings (lessons) a membership card will be issued enabling successful Polar Bears to purchase a patch at the Camp Trading Post.

*** This program is not available for the faint hearted.**

TENDERFOOT RUN

Once a week, Scouts and Scoutmasters get the chance to show off their fancy footwork while completing a two-mile jog around all of camp. There's nothing like seeing Lost Valley Scout Reservation in the crisp, early hours of the morning. For the finishers, a completion card will be issued, allowing the purchase of a special patch at the Camp Trading Post.

CAMPFIRES

Lost Valley's opening campfires have become one of the camp's best-loved traditions. It's a chance for the Staff and Scouts to come together on the first day in camp and share some laughs and songs - and of course a few serious moments will be mixed in as well.

OVERNIGHT PROGRAMS

CAT-EYE HIKE: This overnight for patrols will take them down the cat-eye trail to their campsite for the night. Hikers, using flashlights, spot reflective "cat-eyes" which lead them down the trail. Lost Valley staff will assure that the campers reach their destination but do not spend the night at the site. This program is designed to give patrols an opportunity to be independent. Adults from the troop are allowed to participate.

OTHER PATROL NIGHT HIKES: Patrols have the opportunity to schedule overnight hikes with the help of the Commissioner Staff.

HORSEBACK OVERNIGHTER: Ride back in time with Lost Valley's Wranglers. They'll show you how to make your "home on the range". You'll sleep on your bedroll under the stars lulled to sleep by the howling coyotes.

INDIAN/MOUNTAIN MAN VILLAGE OVERNIGHTER: Why not spend a night at the Indian/Mountain Man Village? Sleep in real tipis or mountain man tent. Hear the legends of great Indian chiefs and warriors. Learn how the area was settled and Indian dancing and drumming. Learn the secrets of the Cupeño Indians who once lived here.

MOUNTAIN BIKING OVERNIGHTER: Your bedroll and a sense of adventure is all you will need when riding off during the early evening, on this ever-popular overnighter. Sunset will be spent recounting the week's many adventures before turning in for a well-deserved night's sleep.

THE GALAXY AWARD

The Galaxy Program is an exciting Troop and Individual Scout program at Lost Valley.

THE GALAXY AWARD: The troop works together to earn the Galaxy Award during their week at camp by completing the "Galaxy Passport". Each troop will receive a passport upon their arrival at Lost Valley. By attending different activities and programs that are offered at Lost Valley, the troop can earn the Galaxy Award.

For individual Scouts, there is a four-year/four rank program, which encourages Scouts to become involved in camp service projects. Service has always been one of the foundations that Scouting is based upon. It gives a good unselfish feeling of accomplishment.

The four ranks in the Lost Valley Galaxy Program are Stargazer, Comet, Stellar, and Universe.

Stargazer: first year; requires completion of one merit badge, rank advancement or High Adventure Card and a one-hour service project.

Comet: second year; requires the completion of two merit badges or High Adventure card, and a one-hour service project.

Stellar: third year; requires the completion of three merit badges or High Adventure Card and one merit badge, and a two-hour service project.

Universe: fourth year; requires the completion of the High Adventure Card, two merit badges, and a two-hour service project.

Your camp commissioner, who should be contacted for further details, operates this program.

SAFE SWIM DEFENSE AND SAFETY AFLOAT

All leaders should learn the Safe Swim Defense and the Safety Afloat programs. Training is available in this vital safety program at camp. Opportunities to practice the skills of the program can be arranged with our Aquatics staff.

MILE SWIM

Each week at the pools, Scouts and adults will have the opportunity to swim a mile. The Mile Swim Program is intended as a fitness program and involves working up to the distance of one mile. Each swimmer should bring along a buddy to count laps. Those who complete this strength of stamina may purchase a patch at the Camp Trading Posts.

RECOGNITION AWARDS

HONOR CAMPERS: Each troop will have the opportunity to select one boy as their “Honor Camper” for the week. In Camp Grace, Scouts receive the Pa’Axwe Award. This award draws on our Indian heritage.

In Camp Irvine, those Scouts will receive the Homesteader Award. Created in 1977, this award serves to remind Scouts of some of the Valley’s past while honoring the Scouts today.

Both awards will be voted on by individual troops with recognition taking place during Friday evening assemblies.

LOST VALLEY BEAD PROGRAM

The bead program is an incentive to encourage Scouts to see and do more than just work on advancement. Upon arrival, each Scout will receive a leather belt fob from which to hang beads that are earned at camp. After receiving the seventh bead Scouts can have the leather fob branded with the Lost Valley brand at the Indian/Mountain Man Village.

All Scouts should take advantage of the different programs offered at camp so when they go home they have had a well-rounded camp experience.

The following activities are ways to earn the different colored beads:

LIGHT BLUE – Explain the principle of Reach, Throw, Row, Go at the Lake or one of the pools.

PURPLE - Shoot ten rounds at the Safari Club Rifle Range.

YELLOW - Shoot 10 arrows at the Cupeño or Indian Meadow Archery Ranges.

HOT PINK - Perform a service project at Lost Valley. The commissioners have an approved list of service projects.

BROWN - Build a campsite project with ropes and spars.

RED - Go to the Indian/Mountain Man Village and toss a throwing hawk and have it stick in the log.

TEAL – Take a bike trip from the bike lair.

DARK BLUE – Go boating at Agua Caliente Lake.

LIGHT GREEN - Plant and/or water ten oak trees or Coulter Pine trees to help in the reforestation of Lost Valley.

DARK GREEN - With a buddy, follow the Lost Valley nature trail, using the trail guide.

TAN - Participate in one of the Borrego Stables hour trail rides.

CLEAR – Survive at least a half an inch of rain over a 24-hour period.

LAVENDER – Take a swim at the pool.

MAUVE – Shoot five rounds at the shotgun range.

ORANGE – Make a craft for fun at Handicraft.

CLEAR AQUA – Do five mountain man events at the Indian Village.

BLACK – Study the stars with the nature staff.

WHITE – Tie a bowline at the Scout Skills Center

SILVER SPARKLES – Tell a story while on a hike.

BROWN AND GREEN SPOTS – Help with Stables clean up

CLEAR ORANGE – Help the horses by picking up locoweed from the stables or pasture.

CLEAR BLUE – Recycle 5 aluminum cans at the trading post.

CLEAR GREEN – Pick up 25 pieces of trash off the ground and return it to the trading post.

COUPS FEATHER PROGRAM

Lost Valley Scout Reservation actively promotes the patrol method and in an effort to emphasize this we have developed the Coups Feather Program. Patrols will be awarded a feather for reaching a certain level of achievement and/or for participation in the following:

RED FEATHER – Have a patrol flag and give a patrol yell at assembly.

GREEN FEATHER - Go on a nature hike as a patrol.

BLUE FEATHER – Take a troop swim at the pool or pass your patrol campsite inspection twice.

BROWN FEATHER - Take a Patrol hike or go on a patrol horse ride.

AQUA FEATHER - Patrol boating or biking - take part in canoeing, rowing, or small boat sailing at the Agua Caliente Lake or take a bike ride.

WHITE FEATHER - Perform a patrol skit, song, etc. at the commissioner campfire.

BLACK FEATHER – Go on a patrol star hike or patrol Cat-eye hike.

ORANGE FEATHER - Do Patrol Initiative Games at the High Adventure area or have a Patrol Pow Wow at the Indian Village.

YELLOW FEATHER – Go on a patrol shoot at the archery, rifle or shotgun range.

THE EAGLE FEATHER – This coveted feather will be awarded by the Program Director at the end of the week, to those patrols that earn five or more feathers during the course of the week. One of the feathers must include the patrol flag Coup Feather.

LVSR CARNIVAL STAGE SHOW

Friday evening, after our camp wide barbecue supper, there will be the biggest activity of the week - our West Coast Renowned Lost Valley Carnival Stage Show. The site for this extravaganza will be the stables area. The activities will be planned for patrol and individual events. They will range from carnival games to demonstrations put on by the staff.

SCOUTMASTER ACTIVITIES

During the week, there will be many chances for leaders to spend time together to talk about how things are going or just to have a little fellowship. Some specialized adult leader training has been added to the resources at camp for those adults who would like to participate. These sessions will cover various aspects of the Scouting program, including troop operation, outdoor skills, and Youth Protection Training.

If you have something special to offer, please let the program directors or camp director know so we can add it to the program.

Each Wednesday while you are at camp there will be a club meeting. This is your opportunity to meet with your Camp Director to voice your opinions about your week at Lost Valley as well as hear about Lost Valley in the future. The club meeting takes place at La Bare Park. We hope to see you there. On Thursday, we have a special treat for the adult leaders at Lost Valley. Come back to La Bare Park for a "thank you luncheon".

THE PATROL METHOD

Baden-Powell once said that the patrol is the secret to the success of Scouting. We'll help you strengthen your patrols and to instill into them spirit.

Upon your arrival, campsite tents will be arranged in patrol groupings. There will be a patrol flag contest; the patrol can bring their flag or we'll supply materials at no cost so they can make one at camp. Showing "Patrol Spirit" at assemblies is a feature along with the patrol coup feather program.

ORDER OF THE ARROW RECOGNITION DAY

On one day, OA members will be encouraged to wear their OA sashes to show spirit of the Brotherhood. During the evening assembly, OA members will receive recognition and be dismissed first for dinner. After dinner, at the Indian Village, all OA members will be invited to gather for a Pow Wow and cracker barrel.

ABOUT OUR STAFF

The greatest strength of Lost Valley's program is the young men and women who serve on camp staff. They are here to make sure that your Scouts or Varsity Team members have the best time possible during their week in camp. A simple thank-you will go a long way for all their hard work and efforts!

Extra mile cards will be given to your troop. When you see a staff member go the extra mile for your troop, reward them with a card.

STAFF IN TRAINING

For older Scouts who are interested in becoming a part of the Lost Valley Staff, we offer a Staff in Training (SIT) program, which allows Scouts age 14 or older to work at camp for a three-week period.

Once a week, there will be an opportunity to apply for the following summer, either as a SIT or regular camp staff member.

MERIT BADGE SIGN-UPS

Merit Badge sessions at Lost Valley are designed to be only one part of a Scouts activities here. All of our program departments offer free time activities and special events during the week.

Our merit badge sessions stress responsibility by the Scouts. Even with scheduled classes, there are always times when a boy will have to take the initiative to complete the requirements. This is as much a part of the learning process as the merit badge itself.

Units will receive a Program Planner form and a class schedule. This will enable your boy leadership to formulate with their individual Scouts, their schedule for rank advancement, merit badges and activities for the week. Our merit badge hints handout, along with our suggested planner, will give you a better idea about which badges are recommended for which Scouts.

Please bring the above mentioned sign-up sheet with you to the pre-camp meeting, or if you are unable to attend, mail the sign up sheet at least 14 days prior to your arrival date at camp, to the Orange County Council Service Center, Attention: Camping Department.

Your troop's completed Lost Valley Program Planner will allow us the opportunity to program your troops/teams requests and adjust staff and program equipment where necessary.

All merit badge sessions have maximum class size limits. Usually, Scouts are able to take the classes they want.

MERIT BADGE APPLICATIONS "BLUE CARDS"

All Scouts will need to provide their own "blue cards", signed by the Scoutmaster, with the name of the merit badge clearly printed in the relevant sections. All "blue cards" will be returned at the end of the week, whether a "partial" or completed merit badge.

Scouts wishing to complete "pre-camp" requirements for **any** merit badge must have already made contact with a registered BSA merit badge counselor, who is authorized to sign off any requirements completed. "Blue Cards" with "partials" entered in and signed, must be presented to the relevant area Directors. **All** "blue cards", whether "partial" or blank, **must** be handed into staff on the first day of class.

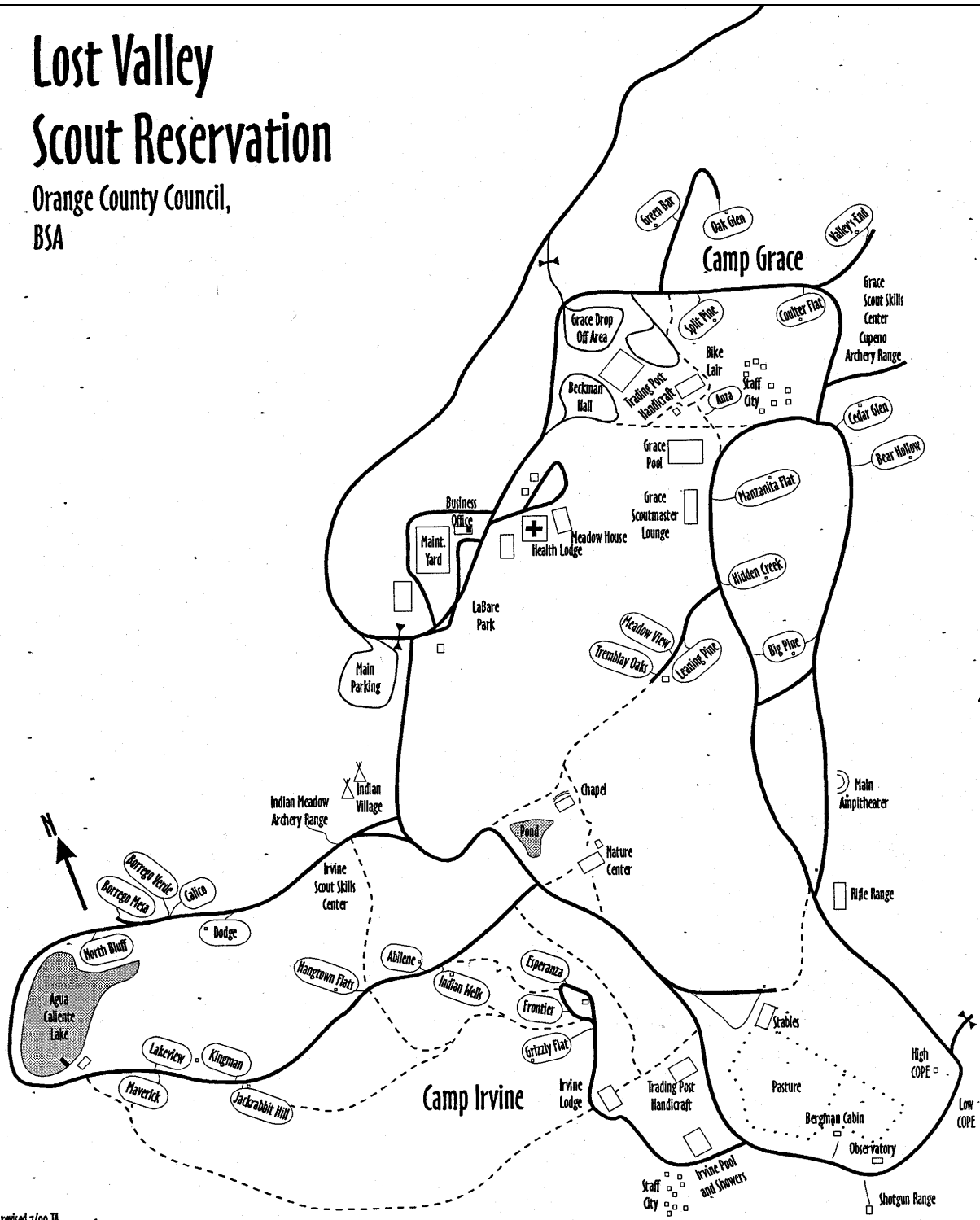
We regret the Lost Valley Summer Camp Staff are unable to sign off any work completed outside of the camp.

Please have any boys who plan to carry out any "pre-camp" merit badge work (which we encourage them to do), to get in contact with a counselor, who will "sign off" any requirements satisfactorily completed. This is especially relevant for some of the Nature oriented merit badges, which in some cases require two or three month observations.

IN CAMP MAP

Lost Valley Scout Reservation

Orange County Council,
BSA



revised 7/00 TA

EXPERIENCE TELLS US

There is no teacher like experience, so here are a few thoughts on how to get the most out of summer camp, taken from the comments and observations made by Scoutmasters and staff over the past year:

1. **Summer camp is not a merit badge "mill,"** where you pay a fee and automatically receive three or four badges. Merit Badges are just one part of our program. Troops that only want to earn merit badges should stay at home, work with counselors, and camp in their backyards.
2. **For first year campers,** two merit badges are generally enough, especially if they are badges that he can complete not badges that require too much skill for a young Scout. Rank advancement should be the emphasis for first year campers.
3. **For older Scouts,** we suggest working on no more than four merit badges during the week. They will usually be working on more difficult badges that will require even more of their time.
4. **Be aware of which badges require the most skill** and physical strength. Lifesaving, Archery, and Horsemanship are three examples.
5. **Merit Badge work at camp can be made easier** if Scouts begin the work at home-particularly the written work.
6. **Just as they schedule merit badges,** Scouts also need to be encouraged to schedule time to work on those badges out of class; and even more importantly, to take part in other aspects of the camp program. Take a hike! Spend some time in a canoe! Try their hand at a handicraft!
7. **And don't forget to schedule some rest time, too!** That's right, some time to just sit back and enjoy the wilderness around you. This goes for Scoutmasters as well as Scouts.
8. **Come to camp prepared.** Have your patrols organized and have your leaders selected before you come to camp. Then you and your leaders can spend time working on ideas of what your troop wants to do at camp.
9. **Make your campsite the heart of the camp.** Make it comfortable by adding improvements. Just remember to leave the tents and the area in good shape for the troops that will follow you.
10. **Be spirited.** Your troop can help the whole camp to come alive, and everyone will get a better experience to boot.
11. **Be flexible.** Each week, there are as many as 400 Scouts in camp, and while our Staff is dedicated to meeting everyone's needs, sometimes it can't be done right away, or just the way you had hoped. Remember that a Scout is friendly, cheerful, and courteous. We need to learn these lessons so that we can pass them on to our boys.
12. **Communicate.** Let us know how you're doing, what you need, and how we can help you with your needs and we'll give it our best shot at meeting them!

13. **Finally, help us to help you.** We want Lost Valley to be the finest Scout camp in the country, but we can't do that without your encouragement and your concerns. We're not afraid of positive criticism because it helps us to make our camp even better.

MERIT BADGE HINTS

ARCHAEOLOGY - Read Book.

ARCHERY - First Class Scout. Second year camper. Read book. Requires maturity coordination. Some material costs (under \$10).

ASTRONOMY - First Class Scout. One overnighter at Observatory.

BASKETRY* - Read Book. Some material costs (under \$20).

BIRD STUDY - First Class Scout. Lots of field study and paper work.

CAMPING - First Class. **Double Session**, 20 nights of camping required (for completion of the badge). Bring verification from Scoutmaster/troop.

CANOEING - First Class, BSA Swimmer Test. Difficult for younger Scouts. Best to get CPR at home.

CLIMBING - Second year camper. First Class. Read book. Extra climbing time required. Overnighter encouraged. **Double class session.**

COOKING - First Class. Do paper work prior to camp. **Double class session.**

CYCLING - First Class. Requirements 6, 8 (two 15 mile rides and two 25 miles rides), 9. **Double class session.**

ENVIRONMENTAL SCIENCE - First Class. Read Book. Lots of field study, observation time, and paper work. Bring 2 one-liter soda bottles. **Double class session.**

FIRST AID - First Class. Read Book.

FISH & WILDLIFE MANAGEMENT - First Class. Read Book. Lots of field study and paper work.

FISHING - Read Book. Bring own equipment. Hard to catch two kinds of fish at the lake.

FORESTRY - First Class. Read Book. Need 3-ring binder.

GEOLOGY - First Class. Lots of study and paper work.

HIKING - First Class. Requirement #4 (two 10 mile hikes) and 5

HORSEMANSHIP - First Class. 14 years or above. Extra costs for instructional ride (under \$10).

INDIAN LORE - First Class. Requirement #2. Read book. Lots of pre-camp work.

INSECT STUDY - First Class. Requirement #3 and 7. Read Book. Lots of pre-camp work and study.

LEATHERWORK* - Read Book.

LIFESAVING - First Class. Swimming Merit Badge. Read Book. Best to get CPR instruction at home.

MAMMAL STUDY - First Class. Read Book. Lots of field study and paper work.

NATURE - First Class. Requirement #4 and 5 sections at home. Lots of field study and paper work.

ORIENTEERING - First Class. Read Book. Lots of field work; should have compass. **Double Class Session.**

PIONEERING - First Class. Read Book. Practice knots. **Double Class Session.**

POTTERY* - Read Book. Extra costs for materials (under \$5).

REPTILE & AMPHIBIAN STUDY - First Class. Requirement #8 (maintenance log and parents signature required) and 9 at home. Read Book.

RIFLE SHOOTING - First Class. Read Book. Second year camper. Extra costs for ammunition (under \$10).

ROWING - First Class. Read Book. BSA Swimmer Test. Harder for younger Scouts, takes strength. Best to get CPR instruction at home.

SHOTGUN SHOOTING - First Class. Read Book. Extra cost for ammunition (\$15-\$35)

SOIL & WATER CONSERVATION - First Class. Read Book. Lots of field study.

SWIMMING - Read Book. Pass Swim Check. Best to get CPR instruction at home.

WEATHER - First Class. Requirement #8 at home. Read Book.

WILDERNESS SURVIVAL - First Class. Requirement #5 at home. Read Book. Bring survival kit/one overnigher.

WOOD CARVING - Read Book. Have Tot'n Chip. Some materials cost (under \$15).

SUMMER CAMP FEES AND LEADERSHIP REQUIREMENTS

Scouts/Varsity Members \$220.00

A \$10.00 discount per Scout applies if full fees are paid by June 15.

In accordance with current BSA policy, Lost Valley Scout Reservation requires that at least TWO registered adult leaders, or one registered adult and a parent of a participating Scout, one of whom must be 21 years of age or older, are required to be in attendance. Leaders and parents should have taken the Youth Protection Training course and hold the appropriate certificate.

Lost Valley Scout Reservation is pleased to announce that two leaders may come to camp free with a minimum of two Scouts in attendance. Additional leader fees are based on the number of boys the troop brings to camp.

It is the policy of Lost Valley Scout Reservation, that all campers (those staying overnight) must be a Boy Scout, Varsity Scout or Venture Crew member.

LEADER FEE CHART

Scouts in Camp	1st Leader	2nd Leader	3rd Leader	4th Leader	5th Leader
1-16	Free	Free	\$100	\$100	\$100
17-24	Free	Free	Free	\$100	\$100
25-32	Free	Free	Free	Free	\$100
33-40	Free	Free	Free	Free	Free

Payment in full is encouraged before June 15 and required ten days prior to going to camp. All Saturday check-ins have a \$5.00 per person additional fee.

CAMPERSHIPS

A limited number of Camperships are available each year to help Scouts from all units attending Lost Valley in need of financial assistance. Application forms are available at the Orange County Council Service Center. Early filing is suggested to help insure an equitable distribution of the available funds. Notification regarding the amount of the individual camperships will be made to the unit leader on file prior to June 1. The deadline for applications is Friday, May 15.

Troops should provide additional opportunities for boys to earn money to pay their fair share.

STAKE YOUR CLAIM

You won't regret this unforgettable experience for your boys. If you are looking for leadership development and self-confidence building, or advancement opportunities, or just plain fun, Lost Valley Scout Reservation is the camp for you.

Site preferences are on a first come-first reserved basis. Large troops that exceed a campsite maximum may reserve an adjacent site if available. Each campsite will be set up for patrol camping, and each tent will sleep 2 boys or 2 adults. Troops that have a few more than the campsite holds have the option of sleeping 3 boys or 3 adults in a tent or bringing additional tents of their own. **The camp will not move additional platforms and/or tents into any site.**

We are already taking reservations for 2002. If you don't have a Claimstake Form you can pick one up at your Scoutmaster meeting or contact the Orange County Council Camping Department at (714) 546-8558, ext. 136. We will be happy to send you one.

SUMMER CAMP DATES 2002

Week 1	June 30 – July 6
Week 2	July 7 – July 13
Week 3	July 14 – July 20
Week 4	July 21 – July 27
Week 5	July 28 – August 3
Week 6	August 4 – August 10
Week 7	August 11 – August 17

INSURANCE

All units outside of the Orange County Council are required to provide a copy of their unit year-round Accident and Sickness Insurance Policy and claim form. You should be able to get this from your council's administrative and/or camping department. **This is the form you would use to take a Scout to the Emergency Room.** These must be turned in prior to your arrival at camp. The copy must indicate the Company Name, Policy Number, and the Expiration Date. Those units registered within the Orange County Council (except LDS units) are covered under the Council-wide policy with United of Omaha Life, which was effective January 1, 2001. New members joining are automatically covered once they are registered at the Council Service Center.

REFUND POLICY

Because most of the camp fees are actually spent prior to your arrival in camp, refunds can only be made under the following conditions:

1. All cancellations must be made in writing and must be received at least two weeks prior to your arrival at camp. The unit must be paid in full.
2. No refunds can be made for cancellations received less than two weeks prior to your arrival. This also includes any "no shows" or Scout/Varsity Team members who leave during the week for any reason.
3. The only exception to this policy is in the case of an illness or injury verified in writing by a parent and/or guardian and a physician.

All refunds are subject to a 15% handling fee and the initial \$100 deposit is not refundable or transferable. All refunds should be requested prior to September 1, 2001.

CIVIL RIGHTS STATEMENT

Rules for acceptance and participation in programs are the same for everyone without regard to race, color, national origin, religion, age, sex, or handicap.

PHYSICALLY CHALLENGED PERSONS

Campsite facilities are available for use by physically challenged persons. Please check with the Orange County Council Camping Director, (714) 546-8558, ext. 156, prior to your arrival at camp regarding availability of facilities.

PHYSICALS

A health history revised within the past 12 months and a physical examination conducted within the past **24 months** are required of each youth camper and adult under 40 years of age. A copy of the physical form must be attached to the health history. A parent or guardian must attest to the validity of the health history and physical examination for those under 18 years old. Adults 40 years old and over must show evidence of evidence of a physical examination within the past 12 months.

The “Lost Valley Scout Reservation Personal Health and Medical Record Class 2 Physical Form” is for the Scouts/Varsity Team members. These special forms are a requirement of the American Camping Association and will be provided by the Orange County Council.

Permission for emergency treatment, participation in camp programs, and use of the rifle and shotgun ranges are provided on the forms and must be signed for attendance at camp.

These records must be on file while your youth members are at camp. They should be brought to camp in an envelope carried by the Scoutmaster. The forms may not be returned at the end of camp; therefore, copies are acceptable.

Upon arrival, everyone will be given a brief screening to make sure the forms are accurate and to update the camp on any special limitations.

Adults who stay in camp less than 72 hours are not required to show evidence of a physical examination, but must bring a current health history.

ORIENTATION & PRE-CAMP MEETING

Two types of meetings have been scheduled for your information prior to summer camp this year. Orientation meetings have been scheduled for Tuesday, May 29, at the Council Service Center in Costa Mesa and Wednesday, May 30, TBD. We shall convene at 7:00 p.m. At these meetings, you will have a chance to meet some of the staff and ask questions about various aspects of the camp program. Additionally staff will be available to answer questions at the Annual Scout-O-Rama at Irvine Center Drive and Sand Canyon in Irvine.

RELEASE OF CAMPERS

It is the responsibility of the unit leader to release from camp Scouts to a parent or to persons other than the legal parent or guardian. The unit leader should have a letter from the Scout's parent/legal guardian as to who is going to pick up the Scout and when and at what time. The camp will not release any Scouts; it is up to the unit leader.

VISITORS

Parents and friends are welcome to visit camp. The Friday schedule of games and the Wild West Stage Show make that an especially nice day to visit. Meals are available at the Dining Halls for a nominal fee. **All visitors must sign in at the Business Office and obtain their meal tickets at that time.**

Please inform your troop members and families about the directions to camp, and also about allowing sufficient time and gasoline to travel the 11-mile dirt road in and out of camp. **No gasoline is for sale at camp. All visitors should plan to arrive at camp between 9:00 a.m. and 8:00 p.m.**

VEHICLES IN CAMP

Private vehicles may not be driven around camp during the week. Each troop will be allowed to drive one or two vehicles to the entrance of your campsite to drop off troop gear. Scouts will carry their personal gear from the parking lot to the campsite. This is a change from previous years. This will help preserve our trees and meadows, be safer for our Scouts, cut down on dust, and help maintain the camp setting. A parking lot is provided at the entrance gate of camp for leaders and guests. During the week our entrance gate will be kept locked.

CHAPLAIN SERVICES

Lost Valley hopes that every Scout will remember their "Duty to God" while at camp. Besides services, our Camp Chaplain is also available as a counselor for boys who are homesick or just feeling a little down.

Non-denominational "Scout's Own" services are held at our chapel on Sunday evening shortly after dinner.

UNIFORMING

Why do Scouts have a uniform? For the same reason any sports team does, to show that every member is equal and to give a sense of unity.

At camp, the uniform does just that. It can be worn any time during the week, but we especially expect it at Evening Assemblies and supper. During the day, your troop/team may have its own distinctive T-shirt, or perhaps they might want to wear one of the Lost Valley T-shirts that are available.

Setting the example is the most important step you can make towards having a uniformed troop. **Gang type dress is heavily discouraged**. We find it adds to negative attitudes and actions in camp.

YOUR CAMPSITE

Your campsite will be your home during the week's stay with us. All sites have platform tents with wooden floors.

Your campsite will be equipped with the following:

- 8 8" pioneering poles
- 1 Flagpole
- 1 Bulletin board
- 1 Campfire ring and fire tools
- 1 Drinking fountain
- 1 Garden hose
- 1 Picnic table
- 1 "Black" storage box containing items such as an American Flag, compass, star finder chart, patrol cook kit, Boy Scout and Scoutmaster's handbooks, hand ax, bow saw, etc.
- Cots for the maximum number of participants that Lost Valley lists for that particular campsite (additional cots for extra campers may be arranged through your commissioner)

If any of these items are missing, or if you have other special needs, you should see your Commissioner.

Please take good care of your tents or cabins, as they will be used by many other troops during the summer and summers to come. Your troop will be charged for any damages caused by your Scouts. In an effort to deter tent slashing, a charge of \$5/inch (minimum of \$25) will be levied. We will require the guilty Scout to repair the tent immediately.

During the week, a campsite belongs to the troop that is staying in it. You should discourage your Scouts from going through other campsites unless they are invited to enter.

There is no electricity supplied in any campsite. The Shower buildings have points for electric shavers.

CAMPSITES & CAPACITIES

IRVINE

Abeline	9 Tents	13-18 People
Borrego Mesa	10 Tents	14-20 People
Borrego Verde	14 Tents	21-28 People
Calico	12 Tents	18-24 People
Dodge	18 Tents	27-36 People
Esperanza	12 Tents	18-24 People
Frontier	14 Tents	21-28 People
Grizzly Flats	6 Tents	9-12 People
Hangtown Flats	11 Tents	16-22 People
Indian Wells	11 Tents	16-22 People
Jackrabbit Hill	6 Tents	9-12 People
Kingman	11 Tents	16-22 People
Lakeview	14 Tents	21-28 People
Maverick	8 Tents	12-16 People
North Bluff	6 Tents	9-12 People

GRACE

Bear Hollow	7 Tents	10-14 People
Big Pine	10 Tents	15-20 People
Cedar Glen	14 Tents	21-28 People
Coulter Flat	6 Tents	9-12 People
Green Bar	9 Tents	13-18 People
Handicap Accessible	10 Tents	14-20 People
Hidden Creek	11 Tents	16-22 People
Leaning Pine	8 Tents	12-16 People
Manzanita Flat	14 Tents	21-28 People
Meadow View	24 Tents	36-48 People
Oak Glen	14 Tents	21-28 People
Split Pine	6 Tents	9-12 People
Tremblay Oaks	9 Tents	13-18 People
Valleys End	11 Tents	16-22 People

ARRIVAL AND DEPARTURE

Upon the troop's arrival at your campsite, a member of the Staff, either your Camp Guide or a Commissioner will assist you with a check-in inspection of your campsite. This is to ensure that any discrepancies or damages are brought to the Staff's attention, so that fault can be rectified. These will be noted on the check-in/out form. Your troop will be liable for any repairs and/or replacement costs.

Before the troop's departure from your campsite, a member of the Staff, either your Camp Guide or a Commissioner will assist you with an inventory and evaluation of your campsite equipment and tentage. Any damage or missing items will be noted on the check-in/out form. Your troop will be liable for any repairs and/or replacement costs on departure.

TROOP MAIL

An adult, from their respective trading post, may pick incoming mail up daily. The daily Tribune, notes to the Scoutmaster, inspection sheets, etc. will be delivered by a camp staff member.

LOST PROPERTY

Prior to coming to Lost Valley Scout Reservation, Scouts should be encouraged to clearly mark all personal items, with their name and troop number, so that identification is made easier. Lost and found boxes are located at both Trading Posts. The Orange County Council is not responsible for any lost items.

OUR CAMP LAW

An often-told Scoutmaster Minute deals with how a camp is just like a city. Cities have roads camps have trails. Cities have homes camps have tents. Where a city has a lot of laws, at a Scout camp we have just one: **The Scout Law.**

The 12 points of the Scout Law guide our camp. All camper and staff conduct is judged as to how it measures against these guidelines. At camp, we cannot tolerate and will not permit activities that do not meet standards set by the 12 points of the Scout Law.

We ask your cooperation and understanding as adults in helping us maintain high standards of moral and personal behavior.

CAMP ADDRESS

A letter, postcard, or "goodies to share" from home can be one of the greatest cures for homesickness, and helps to encourage and motivate. Be sure to include your return address.

Our experience tells us that all packages should be sent to camp via UPS, as they will deliver directly into camp. Please address mail: **Scouts Name and Troop # in Camp GRACE or Camp IRVINE**

**Campsite Name c/o
Lost Valley Scout Reservation Business Office
31422 Chihuahua Valley Road
Warner Springs, CA 92086**

A camp telephone is available for emergency purposes only. Please check with the council office for the current emergency in camp phone number 714/546-4990. Please call the Council Service Center at (714) 546-8558, ext. 136 if there is a non-emergency message to be conveyed. The camping secretary is in contact with camp on a daily basis.

The camp's Business Office hours are as follows:

Sunday: 1:00 p.m. to 4:00 p.m.
Monday-Thursday: 9:00 a.m. to 11:30 a.m./1:00 p.m. to 4:00 p.m.
6:30 p.m. to 8:00 p.m.
Friday: 8:00 a.m. to 11:30 a.m./1:00 p.m. to 5:00 p.m.
Saturday: 8:00 a.m. to 10:00 a.m.

An answering machine is available for any non-business office hours calls.

DIRECTIONS TO LOST VALLEY SCOUT RESERVATION

From Orange County, take the Riverside (91) Freeway east to Corona. At Corona, take Interstate 15 south past Lake Elsinore to Temecula. Exit onto Highway 79 South and turn left (the exit sign says "Indio" - DO NOT take Highway 79 north) and continue on past Vail Lake, Aguanga, and Oak Grove. Follow Highway 79 south into San Diego County. Approximately 30 miles from Temecula is the turn off (left) to Chihuahua Valley Road. Proceed up into the valley for about 6 miles to the beginning of the Lost Valley Road. Our scenic dirt road goes straight ahead as the paved road makes a sharp right turn. It is about 11 miles to Lost Valley on this scenic dirt road. The 11-mile dirt road into camp is a one-way road and up-hill traffic has the right of way. Keep your eyes open for on-coming traffic. Please use the turnouts for on-coming and faster traffic, and please drive safely to and from camp.

This is a 15-MPH road. Please watch your speed. The road is maintained so cars can drive it.

It takes about 2 1/2 hours drive from the Orange County Council Service Center in Costa Mesa to Lost Valley Scout Reservation. It is about a 1 1/2-hour drive from Temecula. Make sure to fill up gas tanks before starting into camp. Temecula has several different gas stations for your convenience. There will be no lunch served either Sunday check-in or Saturday checkout. Temecula has all the fast food restaurants that you might desire.

SATURDAY CHECK-IN INFORMATION

Troops that have made arrangements for Saturday check-in should arrive between 3:00 and 5:00 p.m. or call camp to tell when you will arrive. There will be no program or meals available until dinner Sunday. Scouts are requested to stay in their own campsites and not to go into any program areas or other campsites unless an adult accompanies them. There will be a staff member to check you in at the front gate on Saturday, but you are still required to check-in at the front gate on Sunday at Noon.

CHECK-IN INFORMATION

Sunday check-in begins at Noon. Troops will not be allowed to go to their campsite until after check-in. A business staff person will meet each troop at check-in to go over paper work and verify absentees or no-shows from troop rosters, then a Staff Guide will be assigned to help the Senior Patrol Leader get his patrols to their campsite and take them on a camp tour. The Guide, along with the Scoutmaster and Senior Patrol Leader, will also do a campsite inspection and note any problems or damage that may have occurred. A troop leadership meeting will be held shortly after the non-denominational chapel service.

CHECK-OUT INFORMATION

Saturday checkout is before 9:30 a.m. All troops must be checked out of camp by that time. Your Staff Guide will do a campsite inspection with the Scoutmaster noting any problems or damage that has occurred. If damage is done to camp property or equipment your troop will be responsible for all costs incurred.

HEALTH LODGE

Our Health Lodge is equipped with supplies to handle most injuries that could occur in camp. A BSA approved medical person is on call 24 hours a day to handle such emergencies. If injuries are serious enough, we have made arrangements so that you can transport your Scouts to a medical facility in or near Temecula. All transportation expenses are the responsibility of the injured party's family.

An accident report must also be completed on any occurrence that is sent out of camp for medical attention.

A FEW PRECAUTIONS FOR YOUR HEALTH

Remember that Lost Valley Scout Reservation is over 4,500 feet up in the mountains. It takes a few days to adjust to this higher altitude. Also, be prepared for hot, dry weather. Drinking lots of water while at camp is your best defense against illness!

FIRE

The greatest danger at Lost Valley is fire. For that reason, the following rules must be strictly enforced:

1. Generally, smoking is discouraged in camp, but it is permitted in a few places (primarily within an established campfire area). Smoking is not allowed in any of the buildings at Lost Valley. NEVER smoke on the trail! BSA policy prohibits the use of tobacco in the presence of Scouts.
2. The use of battery powered or propane lanterns are encouraged. Liquid fuel lanterns and stoves may be used in campsites, but they must meet and be operated under the current BSA fuel policies. If in doubt, consult the *Guide to Safe Scouting*, which is available at your Council Service Center. Never fuel, ignite, or operate a stove, heater, or gas lantern in a tent or cabin.
3. Campfires must never be left unattended by an adult and must be cold when leaving camp for the day's activities or retiring for the evening! Hot spots can flare up into serious fires.
4. Fire tools are provided in each campsite and should not be removed from that site.

5. **FIREWORKS ARE NOT PERMITTED IN CAMP!** Anyone bringing them is subject to immediate removal from camp!
6. Scouts have **NO** need to bring matches or lighters with them to camp.

RAINY DAYS

Summer storms can strike Lost Valley, sometimes bringing lightning with them. We will keep programs going as long as possible, but if a bad storm hits, seek cover and stay there. **Do not stand under trees!**

WILDLIFE

Part of the beauty of our camp is its natural setting, but this can bring dangers, too. Scouts must be warned never to touch wild animals and to always be aware of snakes.

BUDDY SYSTEM

One of the best precautions that you can take in camp is to use the buddy system at all times. It is required at the pools, lake, and on the hiking trails and high adventure.

EMERGENCY MOBILIZATION

Even at camp, there is always the possibility of an emergency, such as a fire or a very bad storm. In these situations, it is very important to account for the safety of everyone in camp. To do this, we call for an Emergency Mobilization.

If you or your Scouts hear sirens, a fire bell, or a horn sounded three (3) times in a row, you should move immediately to the Assembly Area in your camp. Scouts who are at the lake should stay there. The Staff will then check that everyone is accounted for and, if necessary, give further instructions.

We will hold a drill on Monday to make sure everyone understands what to do. This will be the only drill during the week.

PATROL ORGANIZATION

Have your patrols already organized. Elect Patrol Leaders “down the hill”. Work on ideas as patrols and have Patrol Leaders and your Senior Patrol Leader ready to represent the troop at camp. Develop patrol names, songs, and yells. If you have them, bring all your patrol flags to camp.

TOUR PERMITS

If a unit plans a trip within 500 miles of the home base, it is important that the unit obtain a local tour permit from its council. Tour Permits have become recognized as proof that a unit activity has been well planned and organized and is under capable and qualified leadership. Therefore, each troop should have in their possession an approved Tour Permit issued by their council.

YOUTH PROTECTION

The Orange County Council requires, in order to get an approved tour permit, that there must be one (1) person on the trip who has taken the Youth Protection Training program and has been issued a Youth Protection Trained card. These 90-minute opportunities are available on a regular basis throughout the Orange County Council district areas and are scheduled on a variety of evening dates for your convenience. Please check the council office for dates and locations prior to your outing.

The Orange County Council requires Youth Protection Training be completed every three (3) years.

LOST VALLEY TRIBUNE

Communication is one of the most important factors in keeping our camp running smoothly. The commissioners will hand out the Lost Valley Tribune.

LOST VALLEY SCOUT RESERVATION PROGRAM PLANNER

The Program Planner, sent along with the class schedule, is a tool to be used by both the troop and the camp to determine your troop advancement needs for your week at camp. A copy should be kept by the troop and a copy sent to camp at least two (2) weeks prior to your arrival.

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/RAIN GEAR
- RUGGED PANTS
- T-SHIRTS
- UNDERWEAR
- HIKING BOOTS & HEAVY SOCKS
- TENNIS SHOES
- SOCKS
- SWIMMING TRUNKS
- PAJAMAS
- HAT OR VISOR
- HANDKERCHIEF
- CAMP NECESSITIES**
- SLEEPING BAG

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

FOR PATROL AND/OR TROOP

- CLOTHES LIEN & PINS
- PATROL/TROOP LIBRARY
- PATROL FLAGS & POLES
- TROOP FLAG
- PATROL BOXES (OPTIONAL)
- LANTERNS (APPROVED)

SUGGESTED ITEMS

- SUNGLASSES
- CAMERA & FILM
- COMPASS
- SPENDING MONEY (\$35)
- COT OR AIR-MATRESS
- CANTEEN
- SUNSCREEN
- MERIT BADGE ITEMS**
- SCOUT HANDBOOK
- PEN/PENCIL & NOTEBOOK
- PARTIAL BLUE CARDS
- MERIT BADGE CARDS

SUNDAY SCHEDULE

12:00 NOON

Arrive at Lost Valley Scout Reservation

Troops should aim to check-in at the above time.

A member of Camp Staff will be ready to greet you upon your arrival and escort you to your campsite.

12:30 – 4:30 PM

Scoutmaster meeting. Guides in campsite to answer Scout's questions on Merit Badges and week ahead.

5:15 – 5:30 PM

Opening Assembly

5:30 - 6:30 PM

Dinner

7:15 – 8:00 PM

Non-denomination Scout's Own Chapel Service. It is our hope that all Scouts and Scoutmasters will attend our gathering held at the camp's beautifully located outdoor "Chapel of the Pines"

8:15 – 9:00 PM

Campfire (Lost Valley Scout Reservation Fire Bowl)

10:00 PM

Quiet Time

WEEK AT A GLANCE

7:20 – 7:30 AM

Morning Assembly and Flag Ceremony

7:30 AM

Breakfast

9:00 - 11:30 AM

Morning Programs

12:00 NOON

Lunch

1:30 to 4:00 PM

Afternoon Programs

5:15 – 5:30 PM

Evening Assembly

5:30 PM

Dinner

7:00 – 8:30 PM

Patrol Initiatives, Patrol Swims, Patrol Nature Games, Patrol Cat-Eye Hikes, Patrol Shoots, Patrol Boating, Patrol Mountain Biking, Patrol Star Hikes

10:00 PM

Quiet Time

***FRIDAY'S SCHEDULE WILL BE HANDED OUT AT CAMP
THERE WILL BE NO EVENING ASSEMBLY ON WEDNESDAY
HIGH ADVENTURE AND ROCK CLIMBING START AT 8 AM***

WE'RE EATING OUT TONIGHT

Wednesday evening's meal is all in your hands! Yes, you and your patrols will be cooking and eating backwoods style. We will be providing the food and cooking equipment, the patrols perform the cooking and cleanup.

CAMP WIDE SCHEDULE

During you week at Lost Valley Scout Reservation, there will be many different events and competitions offered that are designed to bring all the patrols in camp together. Watch the Lost Valley Tribune for further details.

ASSEMBLIES

Assemblies are an important chance for the Camp Staff to make announcements about upcoming events, to give recognition, and to keep everyone informed about what's going on in camp.

Morning and evening assemblies are held in each camp. Morning assemblies are at 7:20 AM and evening assemblies are at 5:15 PM. The exceptions to this rule are Wednesday when there will be no evening assembly.

Troops are expected to attend these assemblies and to act as Color Guards for the flag ceremonies. **FULL UNIFORM IS EXPECTED AT THE EVENING ASSEMBLY.** Troop duty assignments including serving at meals, cleaning the show block, and serving as color guards will be on a rotation basis.

MEALS

Troops, who wish to prepare meals in their campsite (Jamboree style), must notify the Lost Valley Scout Reservation, in writing, at least 21 days prior to their arrival at camp. **Any campers requiring a special diet most notify Lost Valley Scout Reservation, in writing, at least 21 days prior to their arrival at camp.** On receipt of a Jamboree/special diet letter, the Orange County Council will contact the sender confirming the details. If after five days of mailing, the sender has not been contacted, please call the Support Services department of the council at 714/546-4990 x 135.

The camp address is:

**Lost Valley Scout Reservation
31422 Chihuahua Valley Road
Warner Springs, CA 92086
Attention: Business Office Manager**

It is the responsibility of the Scoutmaster to make sure that any visitors, who intend to eat, have purchased meal tickets at the Business Office, prior to doing so. The cost of meals is as follows: Breakfast, \$3.50; Lunch, \$4.50; and Dinner, \$5.50, Friday dinner is \$7.00.

TRADING POST

Both of our camps have their own trading post where Scouts can purchase merit badge books and supplies, Lost Valley Scout Reservation Souvenirs, drinks, food, and other incidentals items.

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
from \$2.00 to \$20.00

Comfort items

Flashlights: \$3.00-\$12.00
Compass: \$6.00-\$15.00
Topo maps
Chapstick, Postcards, Soap, toothpaste,
uniform parts, Scout equipment

Horseback rides:

1 hour ride: \$11.00 Meal rides: \$16.00
Instructional: \$9.00 Overnight: \$16.00

Food and Candy

Candy: \$.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
Reed seat: \$12.00 and up

MONEY BANK

In many troops, an adult acts as “banker” for their boys, holding onto their cash until they need it so that it does not get lost or stolen – or spent all at once. It is suggested that the Scoutmaster or another adult serve as “banker” during the week and allow Scouts to check their money in and out from that person. This prevents “sticky fingers” and “butter fingers” alike.

About \$35.00 is enough to meet most souvenir and candy needs during the week. Other money might be needed if a merit badge has some materials or rental cost (especially horseback ride, rifle, shotgun, archery, basketry, leatherwork and pottery merit badges).

IMPORTANT NUMBERS AND ADDRESSES

ORANGE COUNTY COUNCIL, BSA
3590 HARBOR GATEWAY NORTH
COSTA MESA, CA 92626

(714) 546-4990
FAX: (714) 546-0415

EMERGENCY EMAIL ONLY

KathyL@ocbsa.org

LOST VALLEY SCOUT RESERVATION MISSION STATEMENT AND QUALITY PLEDGE

We will prepare our staff and structure our program to meet the needs of the Scouts and Scouters participating in our camp programs.

We will train our staff with a focus on “customer” orientation and support.

We will structure our program to meet the First Class Emphasis needs of Scouts and advanced activities to maintain their interest, as they grow older.

We will administer the program and staff to provide continuous feedback and improvements throughout each activity.

We will design the facilities to harmonize with the environment.

We will develop the facilities necessary to support the program objectives, without compromise.

We will maintain the environment without degrading the environment, the facilities or the program.

SPECIAL NOTE



You may or may not be aware, but this summer areas of Southern California will most likely be prone to rolling black or brown outs. With this in mind, please be prepared for “camp without power”. While we do not anticipate rolling power outages to change our programs, meal services and communications could be affected.

