WINTER CAMP
2020 GUIDE
PINE BURR AREA COUNCIL
L.O. CROSBY, JR. SCOUT RESERVATION
Table of Contents

Message from the Program Director.................................................................3
Core Principles..................................................................................................4
Registration Information...................................................................................5
What’s New in 2019?........................................................................................6
Winter Camp Merit Badges..............................................................................7-12
Winter Camp Daily Schedule..........................................................................13
Special Events..................................................................................................14
Packing List.......................................................................................................15
Camp Policies....................................................................................................16-19
A Message from the Program Director

Welcome to Camp Tiak! Enclosed in this year’s Camp Leaders’ Guide is a comprehensive program that should be fun and enjoyable for everyone who attends. We have new programs for both scouts and leaders who attend camp that will benefit them not only through winter camp, but through the troops “scouting year” as a whole.

There have been several changes to the camp leaders’ books of the past, so it’s important that you read everything in this leaders’ guide to gain all the benefits for you and your troop. We hope that you have a great camping experience this winter and that Camp Tiak will be the camping experience that will be talked about all year.

Yours in Scouting,

Mike Myers
Program Director
Mission Statement

The mission of the Pine Burr Area Council and the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath
On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Law
A Scout is trustworthy, loyal,
helpful, friendly, courteous, kind,
obedient, cheerful, thrifty, brave,
clean, and reverent.

Motto
Every member of your troop who attends Camp Tiak Winter Camp will learn the benefit of the Boy Scouts of America’s motto:
Be prepared.
Registration Information

Dates
Friday November 20th through Wednesday November 25th with merit badge instruction taking place Saturday-Tuesday

Who Can Attend?
Boys or girls registered in a Scouts BSA troop (ages 11 & up) and any adults registered with the Boy Scouts of America

Troop Fees

| Campsite Reservation Deposit | $50 |

Participant Fees

| Scouts/Ventures                  | $125 |
| Additional Leaders (2 Leaders Complimentary) | $40 |
| Bunkhouse Rental                 | $5 (per person, per night) |

Campsite Capacities

| Apache | 28 |
| Cherokee | 24 |
| Choctaw | 28 |
| Delaware | 20 |
| Iroquois | 28 |
| Mohican | 26 |
| Navajo | 20 |
| Osage | 20 |
| Seminole | 28 |
| Shawnee | 20 |
| Sioux | 44 |

Registering for Camp

| Step 1 | Contact Council Service Center at (601) 582-2326 OR email Tabitha.Lester@Scouting.org to pay $50 deposit and reserve campsite |
| Step 2 | Register for merit badge classes beginning October 1 |
| Step 3 | Submit all other required forms to Council Service Center before Winter Camp begins |

Cheyenne has been designated as the required campsite for female Scouts

TENTS ARE NOT PROVIDED – BRING YOUR OWN TENTS!!
# 2020 Winter Camp Highlights

<table>
<thead>
<tr>
<th>First Year Camper Program</th>
<th>Online Merit Badge Registration</th>
<th>Supplemental Programs</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Dan Beard Patrol offers advancement opportunities for Scouts working on Tenderfoot, Second Class, and First Class rank requirements.</td>
<td>• Beginning October 1, units will be able to register Scouts for merit badge classes on the Council website.</td>
<td>• Mississippi Hunter Education will be offered this year, and Scouts can become certified while at camp (see page 12 for qualifications).</td>
</tr>
<tr>
<td>• Program is conducted within Camp Melvin Evans (formerly Crow campsite).</td>
<td>• Units are encouraged to register online to ensure classes do not become overloaded and to make the overall experience better for units and staff.</td>
<td>• IOLS (Introduction to Outdoor Leader Specific) and RSO (Range Safety Officer) certification will be offered to adults.</td>
</tr>
</tbody>
</table>

Didn’t get a chance to create a directional arrow at Summer Camp?

Your troop will have the opportunity to create a Winter Camp edition arrow!
## Winter Camp Merit Badges

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Comments</th>
<th>Class Size Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art</td>
<td>Cannot complete Req. 6</td>
<td>20</td>
</tr>
<tr>
<td>Astronomy</td>
<td>Cannot complete 5b and 8 at camp</td>
<td>20</td>
</tr>
<tr>
<td>Automotive Maintenance</td>
<td>Cannot complete Req. 11</td>
<td>20</td>
</tr>
<tr>
<td>Backpacking</td>
<td>Cannot complete Req. 10</td>
<td>20</td>
</tr>
<tr>
<td>Basketry</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Chess</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Citizenship in the Nation*</td>
<td>Rec. for 1st Class and above - Partial</td>
<td>20</td>
</tr>
<tr>
<td>Citizenship in the World*</td>
<td>Cannot complete Req. 7</td>
<td>20</td>
</tr>
<tr>
<td>Collections</td>
<td>Cannot complete Req. 5b at camp</td>
<td>20</td>
</tr>
<tr>
<td>Communication*</td>
<td>Cannot complete Req. 7</td>
<td>20</td>
</tr>
<tr>
<td>Electricity</td>
<td>Cannot complete Reqs. 2 &amp; 9a</td>
<td>20</td>
</tr>
<tr>
<td>Emergency Preparedness*</td>
<td>Cannot complete Requirements 2c &amp; 8b</td>
<td>20</td>
</tr>
<tr>
<td>Environmental Science*</td>
<td>Recommended for 1st Class and above – Partial</td>
<td>20</td>
</tr>
<tr>
<td>Family Life*</td>
<td>Cannot complete Reqs. 3, 4, 5, &amp; 6</td>
<td>20</td>
</tr>
<tr>
<td>Farm Mechanics</td>
<td>Cannot complete Req. 5</td>
<td>20</td>
</tr>
<tr>
<td>First Aid*</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Game Design</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Law</td>
<td>Cannot complete Requirements 5, 6, &amp; 7</td>
<td>20</td>
</tr>
<tr>
<td>Orienteering</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Personal Fitness*</td>
<td>Cannot complete Requirements 1, 7, &amp; 8</td>
<td>20</td>
</tr>
<tr>
<td>Personal Management*</td>
<td>Cannot complete at Camp</td>
<td>20</td>
</tr>
<tr>
<td>Rifle</td>
<td>Can be completed</td>
<td>10</td>
</tr>
<tr>
<td>Robotics</td>
<td>Cannot complete at Camp</td>
<td>10</td>
</tr>
<tr>
<td>Scouting heritage</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Search &amp; Rescue</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Space Exploration</td>
<td>Can be completed</td>
<td>20</td>
</tr>
<tr>
<td>Veterinary Medicine</td>
<td>Cannot complete req. 6</td>
<td>20</td>
</tr>
<tr>
<td>Welding</td>
<td>Can be completed</td>
<td>10</td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>Can be completed</td>
<td>15</td>
</tr>
</tbody>
</table>

* merit badge required for rank of Eagle Scout

*Tentative based on instructor availability
Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

Automotive Maintenance

Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

Backpacking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day’s fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Chess

Chess is an exercise of infinite possibilities for the mind, one which develops mental abilities used throughout life: concentration, critical thinking, abstract reasoning, problem solving, pattern recognition, strategic planning, creativity, analysis, synthesis, and evaluation, to name a few. Through chess, we learn how to analyze a situation by focusing on important factors and by eliminating distractions.
Citizenship in the Nation
• As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

Citizenship in the World
• Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

Collections
• Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

Communication
• This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

Electricity
• Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

Emergency Preparedness
• Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.
Environmental Science
• While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Family Life
• The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today’s society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families.

Farm Mechanics
• From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

First Aid
• First aid — caring for injured or ill persons until they can receive professional medical care — is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

Game Design
• Whether it's capture the flag on campouts, tic-tac-toe in the lunchroom or World of Warcraft back home, virtually every Scout plays games. Scouts can earn a merit badge for playing games — and for creating their own. The Game Design merit badge teaches planning and critical-thinking skills, while introducing Scouts to an industry that's bigger than Hollywood.

Law
• Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.
Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

Rifle

Scouts will learn the parts of the rifle, how to properly and safely use one, and how to care for the rifle. Scouts must also be able to pass the shooting qualification to earn the merit badge.

Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move, sense the environment, and understand what to do.

Scouting Heritage

“If I have seen further, it is by standing on the shoulders of giants.” Isaac Newton wrote that in 1676; in 2016, the Scouting Heritage merit badge lets Scouts look further as well. It introduces them to giants of Scouting like Robert Baden-Powell, Daniel Carter Beard, Waite Phillips and more. It helps Scouts claim their own place in Scouting history.

Search & Rescue

Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search and rescue. A search is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety. A rescue is an emergency situation where the person’s location is known but he or she must be removed from danger and returned to safety.
Space Exploration
• Space is mysterious. We explore space for many reasons, not least because we don’t know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn’t know before. We discover a little more of what is there.

Veterinary Medicine
• The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.

Welding
• Scouts will learn the proper techniques used when welding metal. Scouts will also have the opportunity to try out these new skills.

Wilderness Survival
• In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

Mississippi Hunter Education Certification
• Hunter Education works. Since 1950, when formal hunter safety programs were introduced, the number of hunting and firearms-related accidents has declined dramatically nationwide. In Mississippi, we know that our hunter education efforts have reduced firearms accidents and saved lives. The hunter education course includes 10 hours of instruction. To obtain hunter education certification, students must be at least 10 years of age and must attend all classroom hours and pass the written exam.

• All persons born after January 1, 1972 are required to complete a hunter education course before purchasing a Mississippi hunting license. Also, effective July 1, 2000, anyone twelve (12) years of age and under sixteen (16) years of age must have a certificate of satisfactory completion of a hunter education course approved by the Department before hunting alone in this state.

First Year Camper Program
• This program will give your Scouts an opportunity to participate in advancement opportunities while at camp. Each Scout in the FYCP will learn the basic skills that all Scouts must master to become proficient in camping and outdoors activities.

• FYCP will be a comprehensive outdoor program. While designed for Scouts who are new to Scouting, any Scouts attending winter camp for the first time and are not yet a First Class Scout should consider joining in on the fun and work toward completing those final requirements for the Scout, Tenderfoot, Second Class, or First Class ranks. After completing the FYCP session each day, Scouts will have the opportunity to earn merit badges.
# 2020 Winter Camp Daily Schedule

<table>
<thead>
<tr>
<th>Times</th>
<th>Friday</th>
<th>Saturday</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:00 AM</td>
<td></td>
<td>Reveille</td>
<td>Reveille</td>
<td>Reveille</td>
<td>Reveille</td>
</tr>
<tr>
<td>7:15 AM</td>
<td></td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
<td>Flag Raising</td>
</tr>
<tr>
<td>7:30 AM</td>
<td></td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
</tr>
<tr>
<td>8:30 AM</td>
<td></td>
<td>MB Instruction</td>
<td>MB Instruction</td>
<td>MB Instruction</td>
<td>MB Instruction</td>
</tr>
<tr>
<td>9:30 AM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:30 AM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11:30 AM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:00 NOON</td>
<td></td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
</tr>
<tr>
<td>1:00 PM</td>
<td></td>
<td>Check In</td>
<td>MB Instruction</td>
<td>MB Instruction</td>
<td>MB Instruction</td>
</tr>
<tr>
<td>2:00 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:00 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4:00 PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:45 PM</td>
<td></td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
<td>Flag Lowering</td>
</tr>
<tr>
<td>6:00 PM</td>
<td></td>
<td>Meal Not Provided</td>
<td>Supper</td>
<td>Supper</td>
<td>Supper</td>
</tr>
<tr>
<td>6:45 PM</td>
<td></td>
<td></td>
<td>Chapel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:00 PM</td>
<td></td>
<td>Evening Activities</td>
<td>Edible Olympics</td>
<td>Evening Activities</td>
<td>Evening Activities</td>
</tr>
<tr>
<td>8:00 PM</td>
<td></td>
<td>SM &amp; SPL Meeting</td>
<td>Campfire</td>
<td></td>
<td>Campfire</td>
</tr>
<tr>
<td>10:00 PM</td>
<td></td>
<td>Taps</td>
<td>Taps</td>
<td>Taps</td>
<td>Taps</td>
</tr>
</tbody>
</table>

*Daily schedule tentative

## AFTER HOURS ACTIVITIES

Each evening, the following activities will be offered:

- Basketball
- Gaga Ball
- Volleyball
- Mountain Biking
- Mountain Boarding

## ADULT TRAINING

We will also have special training available for adult leaders (more information will be released with program schedule):

- IOLS (Introduction to Outdoor Leader Skills)
- RSO (Range Safety Officer)
- Youth Protection Training
Special Events

EDIBLE OLYMPICS (TROOP EVENT)
This activity is comprised of five (5) mystery events. It could be an egg toss, bobbing for raisins in flour, or having to whistle after eating a packet of crackers. Who knows?

SCOUTMASTER’S MERIT BADGE
Complete either one (1) polar bear plunge or Death March
Visit one (1) Eagle Flight Class.
Compete in SM Competition
One (1) of the following:
- Take a nap
- Teach a merit badge class
- Attend Movie Monday

DEATH MARCH
Must complete one (1) staff-led Death March to receive patch.

POLAR BEAR PLUNGE
Must participate in one (1) Polar Bear Plunge to receive patch. Plunge will consist of scout/scouter going from the non-swimmer dock to shore.

MOVIE MONDAY
You don’t have to be inside of a movie theater to catch a great feature film! Join us Monday night on the back porch of the Trading Post (weather-permitting) for a great movie and fellowship.

BOARD GAMES
Whether it’s a classic game of chess or checkers or an intense game of Monopoly, let’s have some fun with some board games and some card games (i.e. UNO, Phase 10).

ESCAPE ROOM
A hit from this past Summer Camp, we are bringing the Escape Room back with a special activity for Winter Camp.
Packing List

**TENTS WILL NOT BE PROVIDED. ALL TROOPS NEED TO BRING THEIR OWN TENTS**

**TIPS**

Each troop will decide what items are needed for Winter Camp. A good exercise is to think about your perfect week at camp and bring items that you see in your mental picture. If you want to spend the week fishing, don’t forget to bring your fishing rod and tackle box. To help you keep from forgetting those important items, we have a list to help you with your packing.

**WHAT NOT TO BRING TO CAMP**

Personal firearms or other firearms, ammunition, bows and arrows are not allowed in camp. Only those supplied by the Shooting Sports area are to be used. Sheath knives of any kind are not allowed at any time in any camp operated by the Boy Scouts of America.

In addition, no pets or fireworks of any kind are allowed at Camp Tiak. Camp Tiak and/or the Pine Burr Area Council will not be responsible for the loss of these items.

**WHAT CAMP TIAK PROVIDES**

- Flagpole
- Latrine and water supply
- Campsite shower
- 1 picnic table per campsite
- Tent platforms
- Bulletin board

**INDIVIDUAL EQUIPMENT CHECKLIST**

- 3-5 pairs of socks
- Sweater or light jacket
- Swim trunks
- Raincoat or poncho
- Extra underwear and T-shirts
- Hiking and/or tennis shoes
- Bath towel and soap
- Tooth brush and tooth paste
- Comb or brush
- Sleeping bag or sheets
- Jeans or long pants, blankets and pillow
- Flashlight and extra batteries
- Long-sleeved sweat shirt
- Insect repellant hat or cap
- Boy Scout Handbook
- Spending money
- Sunscreen
- Canteen or water bottle
- Stationary, pen or pencil
- Bible or personal religious literature
Camp Policies

CHECK IN PROCEDURES
Check in will start at 1:00 pm Friday and end at 10:00 am Saturday; scoutmasters should be ready to complete the check in procedures upon arrival. Check in will be completed at the administration building which is located next to the main parking lot. Troop leaders should have a final count of the members attending camp, merit badge schedules, medical forms, and a written explanation of any scout who has any special medical needs. Medical re-checks will be conducted by trained medical personnel prior to any Scout being allowed to participate in any camp program.

BUDDY SYSTEM
For safety, the buddy system is used at all times throughout camp. This is very important and will be enforced at all times. Leaders are asked to be sure each Scout understands the operation of the Buddy System and plan accordingly.

RAIN PLANS
As long as your youth have a dry change of clothing, your activities need not be confined indoors in bad weather. Some program areas are closed for safety reasons. Check with the appropriate department to be sure. Ideas for a rainy day: woodcarving, soap carving, “bone-up” on advancement, games with paper and pencil, wet weather fire building, etc. The camp program goes on, rain or shine!

TRAILERS
Upon arrival at Camp, troops with an equipment trailer will be allowed to tow them into their campsite. No vehicles are to remain in the campsite. It is recommended that all other gear is to be “packed in” by the youth in the unit. Parking is available in main parking lot. NO private vehicles are allowed on camp roads.

LEADERSHIP IN CAMP
All units are required to have two adult leaders in camp at all times. This is a National Council standard/requirement. All leaders must be registered members of the Boy Scouts and meet the membership qualifications of the BSA. The Troop Scoutmaster must be at least 21 years of age. Assistant Scoutmasters must be at least 18 years of age or older.
TWO DEEP LEADERSHIP

Troops that cannot meet the requirement of two-deep leadership will be placed into campsites with another troop to meet this requirement. In the event you are unable to have two adult leaders in camp, Scoutmasters should contact the Camp Director so that arrangements can be made to camp your troop with another troop with the same challenge.

VISITORS

Visitors will have the opportunity to eat dinner with Scouts in the dining hall. Cost for the evening meal is $5.00 for adults and $3.50 for children under the age of 12. Dinner tickets can be purchased at the Trading Post. Parents should plan on arriving at 3:30 pm.

Scoutmasters will need to provide to the Camp Director no later than the morning meeting a head count of additional people who will be at the dinner meal so that enough food can be prepared.

PHONE USAGE

There is no phone service in camp. Please call your Scout Leaders’ cell phone or leave a message on the Camp Director’s phone at 601-310-5625.

FACILITIES FOR THE PHYSICALLY CHALLENGED

Sioux Campsite is a barrier free site at Camp Tiak. It will accommodate up to 40 physically challenged scouts and adult leaders. It is conveniently located near the dining facility. Troops with special-need scouts are given priority in reserving this site.

FOOD SERVICE

All meals will be served in the air condition dining facility. Meals are provided in a modified cafeteria style fashion. A well-balanced menu has been designed to please both scouts and adult leaders. Troops eat together. Each troop will provide a table waiter for each table assigned to them. Table waiters will set up each table for each meal and then clean up those tables after each meal. Troops will have the opportunity to prepare meals in their campsites if they wish.

CHECK-OUT

On Wednesday morning, each troop will be required to check-out prior to leaving Camp Tiak. The following steps will assist you in making sure everything has been completed prior to departing camp. Each staff-assigned Troop Guide will assist the unit in completing the check-out procedures. Those procedures are:
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A complete inspection of the campsite will be conducted to ensure that the camp equipment is returned in the same condition as when the troop arrived.</td>
</tr>
<tr>
<td>2</td>
<td>All trash will be bagged using the trash bags provided and placed in the dumpsters behind the Dining Hall.</td>
</tr>
<tr>
<td>3</td>
<td>The Scoutmaster and Senior Patrol Leader must come to the administration building to collect medical forms, Camp Tiak Winter Camp Special Patches, and turn in camp evaluation forms.</td>
</tr>
<tr>
<td>4</td>
<td>Troops should be packed and ready to depart Camp Tiak by 10:30 am on Wednesday morning.</td>
</tr>
</tbody>
</table>

**HEALTH AND SAFETY**

All Scouts and leaders attending camp must have a physical examination before arriving at camp. Mississippi State law requires Health and Physical Record be updated annually for those scouts and leaders under the age of 40. This form is available through the Council Office or at the Council and/or national Council websites. Please ensure that you have the current physical form. Contact your District Executive or our Council Service Center if you have questions. Upon arrival at camp, each camper will have a medical recheck and each scout and leader will have a physical form on file with the health officer during his/her stay at camp. Physical forms will be returned to the Scoutmaster when the troop completes its check out. Physical forms not collected by the scoutmaster during check out will be destroyed after 72 hours. Physical forms can only be given to the troop Scoutmasters because of the confidential information they contain.

**EMERGENCIES AT CAMP TIAK**

Camp Tiak will have a qualified health individual on the camp property 24 hours a day during the camping season. The health lodge (in accordance with state and local guidelines) will store and administer all prescription medications as directed by the scout’s personal physician and parents. In the unlikely event of serious illness or injury to a scout or adult leader, he/she will be taken to the closest hospital for treatment. The Pine Burr Area Council and/or Camp Tiak will not pay for prescription medication or emergency room costs in the event of a hospital visit by a scout or leader.
**FIRE SAFETY**

Camp Tiak has a fire emergency notification system. Under no circumstances shall flames of any kind be used in any tent. If a Scout or leader plans to use their own tent for lodging, they must have the tent labeled “No flames in Tents.” This can be stenciled on the tent or placed on a card in front of the tent. Flashlights and battery-powered lanterns (which do not pose an asphyxiation threat) are permissible. In the event of a fire in a campsite, Scouts and/or leaders do not fight fires under any circumstances.

**DANGEROUS WILDLIFE**

Camp Tiak is a wilderness setting. While visiting the out-of-doors, remember that we are guests here and that there are several different kinds of wildlife that call Camp Tiak home. Venomous and non-venomous snakes, spiders, ticks, deer, and the national bird of Camp Tiak, the mosquito, are just a few of the different kind of wildlife you will see at Camp Tiak. Bites from any of these animals can be painful and, in some cases, very serious, leaders should brief scouts on the importance of the use of insect repellents and check scouts for bites at least daily.

**HOUSING**

*Tents will not be provided. All troops need to bring their own tents.*

Units wishing to utilize bunkhouses may do so for a nightly fee. Bunkhouses are first-come first-serve and must be reserved when campsite is reserved. Bunkhouses are located in Sioux (2), Choctaw (1), Osage (1), Cherokee (1), and Cheyenne (1). Please note that the bunkhouse in Cheyenne is only available for female Scouts BSA troops.

Additional information and policies may be released as Winter Camp draws near.

See you at Winter Camp!

Forms and additional information are located at:

[pineburscouts.org/wintercamp](http://pineburscouts.org/wintercamp)