



HALE SCOUT RESERVATION 2009 SUMMER CAMP PARENT GUIDE JULY 12 - 18

Hale Scout Reservation is a 480 acre camp located in the beautiful Winding Stair Mountains in Southeastern Oklahoma. Camp Tom Hale began as a campsite in the vicinity of Robbers Cave near Wilburton, Oklahoma. It later evolved into a Boy Scout summer camping facility, coordinated in a large part by Mr. Tom Hale of McAlester. As the needs of Scouts began to change and with the addition of Robbers Cave State Park, the state government exchanged 480 acres of forest land near Talihina for the camping facility. With the enthusiasm generated among those involved in the scouting the program, soon a whole new facility was built to welcome Scouts in July in 1961. Nestled in the Ouachita National Forest Hale Scout Reservation continues to provide scouts of all ages with rugged outdoor challenges and beautiful scenic views.

Leaders in Charge:

Ken Levins, Assistant Scoutmaster
John Longoria, Assistant Scoutmaster

See Troop website for information:

www.jeditexan.com/troop127

TOM HALE SCOUT RESERVATION

1 Camp Tom Hale Road
Talihina, Ok 74571
918-567-2862
918-567-2097 (fax)

COUNCIL OFFICES:

Indian Nations Council
4295 S. Garnett Road
Tulsa, Ok 74146
800-367-1272
918-743-6125

Hale's only telephone is located inside the administrative building. Please DO NOT CALL EXEPT IN EMERGENCY SITUATIONS. If an emergency, please be prepared to give the staff the following information:

Scout Name

Ken Levins, Assistant Scoutmaster T127

***John Longoria, Assistant Scoutmaster
T127***

Campsite: Arapaho

Hale Scout Reservation

918-567-2862

918-567-2097 (fax)

ABOUT CAMP HALE...

CAMP FEATURES

- The Blob, Wet Willie and the Iceberg
- Indoor artificial climbing wall
- Downhill ski slope, new tubing slope
- 50' climbing tower
- Fleet of 30 mountain bikes, 30 kayaks, 20 canoes, 10 rowing shells, 3 motorboats, and 6 sailboats
- 16 station high/low ropes course
- Instructional 110,000 gallon swimming pool
- Lake for boating, fishing and swimming
- Field Sports: Sporting clays, .22 & archery range
- Planetarium
- Computer and Cinematography lab
- Chaplains on site and available 24/7
- Ceramic shed with potter wheel and kiln

CAMP SITES:

- Wall Tents on Platforms
- Private hot showers & flushing toilets

DINING HALL:

- Air conditioned
- Seconds served at every meal
- Salad bar available at lunch and dinner

HEALTH CARE

- On site registered nurse or EMT available 24/7
- Access to Choctaw Nation Medical Center in Talihina

MERIT BADGES OFFERED AT CAMP HALE...

- | | | |
|----------------------------|--------------------------------|-------------------------------|
| 1. Archery | 19. Fish & Wildlife Management | 37. Rifle Shooting |
| 2. Art | 20. Fishing | 38. Rowing |
| 3. Astronomy | 21. Fly Fishing | 39. Shotgun |
| 4. Aviation | 22. Forestry | 40. Small Boat Sailing |
| 5. Basketry | 23. Graphic Arts | 41. Snow Sports |
| 6. Bugling | 24. Horsemanship | 42. Soil & Water Conservation |
| 7. Camping | 25. Indian Lore | 43. Space Exploration |
| 8. Canoeing | 26. Leatherwork | 44. Swimming |
| 9. Cinematography | 27. Lifesaving | 45. Weather |
| 10. Climbing | 28. Mammal Study | 46. Whitewater |
| 11. Communications | 29. Metalwork | 47. Wilderness Survival |
| 12. Computers | 30. Motorboating | 48. Wood Carving |
| 13. Electricity | 31. Music | |
| 14. Electronics | 32. Oceanography | |
| 15. Emergency Preparedness | 33. Orienteering | |
| 16. Engineering | 34. Pioneering | |
| 17. Environmental Science | 35. Pottery | |
| 18. First Aid | 36. Reptile & Amphibian Study | |

THINGS TO KNOW...

Money:

- Merit Badge Supplies (check your merit badge requirements for details)
- Trading Post (recommended amount is anywhere from \$25 to \$50.) Boys will spend what you give them, so plan accordingly. This is a good chance to learn responsibility! Emphasize to them to keep it secured in their packer until needed.
- Fast food lunch on Sunday (suggest \$5-\$8) or bring a sack lunch & drink
- Fast food lunch on Saturday (suggest \$5-\$8)

Mail:

- We encourage mail, especially for 1st year Scouts.
- We recommend mail be sent with the Scoutmaster to be given out on whichever day you specify.
- Scouts and Scouters LOVE mail! Please be sure you have something for them each day at mail call. **THIS INCLUDES THE LEADERS!**
- In the past, mail sometimes contained special “surprises”/care packages for the boys (extra money, extra batteries, deck of cards, 6’ length of knot tying rope, etc.)
- *Please use discretion in your letters. Don’t say how much you miss them – tell them how proud you are of what they’re doing and you know they’re having a great time!*
- Please do NOT include anything that will melt or ruin in the heat.
- While a small treat is nice and makes them feel special, I don’t suggest you send a lot of junk food. You’ve paid for their meals and there will be plenty to eat. In addition, the Trading Post stocks candy, ice cream, sodas, etc.

Medical Forms:

- We must have the new Annual BSA Health and Medical Record forms on file by **June 22nd**.
- 2 copies would be great (keep an additional one at home in case of emergency)

Swim Test:

- We will be conducting swim tests. Check the Troop calendar for dates.
- Plan to take the swim test in advance of camp. It saves us time on Sunday and gives the boys more free time to get acclimated to camp.
- *The Scouts will be swimming daily. An old t-shirt worn with their swim suit will go a long ways toward preventing a nasty sunburn (this goes for all the water based merit badges.) PLEASE emphasize the importance of this shirt in addition to sun block!*

Merit Badges:

- **Merit Badge books MUST be purchased in advance of camp.** Boys in the same class can share
- BRING the books to camp
- Check your merit badge requirements and complete any prerequisites.
- Bring money, if applicable, for supplies (check merit badge requirements for details.)
- *The Swimming Merit Badge requires an extra set of OLD clothes worn over the swimsuit: long pants (preferably loose and not denim), long sleeve shirt, belt, socks, and shoes. PLEASE make sure these are not good quality. The boys will be SWIMMING in these clothes.*

THINGS TO KNOW (Continued)...

Phone Calls:

- There will be no phone calls allowed home by the Scout either by cell phone or pay phone. Once that parent's voice is heard, it's all over for the week!
- If a parent or Leader feels that they HAVE to call home for some reason, it will be done in a location that can not be witnessed by the other boys.

Email:

- The Asst. Scoutmasters will be checking email and sending updates daily.
- Please feel free to contact them at klevins@prodigy.net or jmslongo@flash.net.

Homesickness:

- We expect some of the Scouts to have a tough time. It's happened every year, but they WILL survive and be proud of themselves for making it!
- During the week before camp, pump them up about camp and we'll continue to do the same while we're there. ☺

Visitors:

- Visitors are allowed, but please keep in mind that once your Scout sees you it is all over. He will spend the rest of the week upset and homesick.
- Hale Camp rules do not permit family members to camp on site.
- Family night, which is offered at some Longhorn Council camps, is not offered at Camp Hale.
- Meal Tickets are available for \$10/meal

Departure and Return

- Be sure to wear your Field Uniform
- We will be departing July 12th at 7:00 am from the Vanguard Storage Facility. We have a long drive (5+ hours not counting any bathroom breaks). We will stop for lunch. We hope to arrive at camp by 2:00 pm.
- We hope to depart camp by 7:30 am and will return to the storage facility as close as possible to 2:00 pm. If we run late/early we will call.

Weather:

- Highs in July tend to be in the upper 90's / low 100's
- Lows are typically in the mid 70's

RESPONSIBILITY / EXPECTATIONS...

We will be keeping a close eye on the Scouts during the week. We'll give them direction and keep them out of trouble, but we won't hover or hold their hand. It will be their responsibility to make it to Merit Badge class, meals, flag ceremonies, etc. on time each day. They will be reminded to take an occasional shower and find their toothbrush buried in the bottom of the packer. Most of these boys have been camping since they were Tiger Cubs, and if their Webelos Leaders did a good job a lot of this should be old hat to them. Scouts that went to Resident Camp as Cubs know exactly what to expect and will be able to help the others. They will do a lot of growing up this week. Being held accountable for their schedules, actions, etc. is one of the first steps ☺

FORMS AND MEDICATION...

FORMS

The following forms must be turned into the designated T127 leader before we leave for camp:

- Permission form (signed by parent or guardian)
- Medical form

MEDICATION

*All over the counter and prescription medication **MUST** be turned into the designated T127 Leader prior to our departure for summer camp.*

- Prescription medication must be accompanied by a note from a parent or legal guardian giving permission for the medication to be administered by the Scout Leader or Health Officer at camp.
- Prescription medication LABELS must contain:
 - The Scouts name
 - Date of Prescription
 - Doctor's Name and Phone Number
 - Correct dosage
- NO HANDWRITING is allowed on prescription medication bottles. If necessary, please include any additional information on a separate piece of paper.
- Over the counter medications must be in the original bottle and be CLEARLY labeled with the Scout's name.

IT IS THE SCOUT'S RESPONSIBILITY TO CONTACT THE DESIGNATED T127 LEADER TO OBTAIN THEIR MEDICATION.

WHAT TO BRING...

LABEL ALL BELONGINGS with your Name AND our Troop number (T127)

Uniform:

- WEAR your tan Field Uniform Shirt. If you have an extra – bring it. The Field Uniform is required for travel to camp and at dinner every night
- WEAR your Activity T-Shirt

Personal Gear:

- Daypack/small backpack
- Camelbak/ water bottle
- Cot (You must bring one)
- Sleeping pad (if desired)
- Sleeping bag (highly recommended)
- Pillow
- Poncho or Raincoat
- Watch (if desired)
- Flashlight and Extra batteries
- Insect Repellent & Chigger Rid
- Sunscreen
- Swim towel (may want to bring 2)
- Shower towel (not the same as a swim towel!)
- Laundry Bag or trash bag
- Scout book (be sure your name is in it!)

Clothes (don't forget Theme Shirt of the Day):

- 9 Shirts
- 8 pairs of shorts
- 2 Jeans/long pants (2 or more pairs) (**Only required if planning to do snow sports**)
- 2 Swimsuits
- Underwear (6 or more suggested!)
- 9 pairs of socks
- PJs or something to sleep in
- HAT with wide brim
- Water activity shoes
- Tennis shoes / Hiking boots
- Rubber-soled shower shoes (**NO OPEN TOE SHOES or CROCS ARE ALLOWED**)
- Hoodie/light jacket (if desired)
- Long pants, long sleeve button down shirt, and belt for *swimming merit badge class participants*

Personal Stuff to bring and USE so your

Mom can sleep at night:

- Toothbrush & toothpaste
- Soap in a container
- Washcloth/bath scrubber
- Shampoo
- Comb/brush
- Camera

Stuff to bring to make your life easier:

- CHAIR
- Tarp for the floor - keeps the bugs from crawling up from underneath your cot
- Tent fan (battery operated)
- Mosquito netting & frame for tent/bed
- Huge water gun (not the wimpy kind)
- Pocket knife and Totin Chip (the Totin Chip can be re-earned at camp if you have misplaced yours)

Money:

- Boys will spend what you give them, so plan accordingly. This is a good chance to learn responsibility! ***NOTE money is REQUIRED for supplies if they are taking Archery, Basketry, Cinematography, Engineering, Fishing, Graphic Arts, Horsemanship, Indian Lore, Metal Work, Leatherwork, Pottery, Rifle Shooting, Shotgun, Space Exploration, Woodcarving.***
- Trading Post Spending Money - \$2-\$4 per day for *souvenirs, ice cream, snow cones, etc.*
 - Plus money for your Merit Badge Supplies, if applicable
 - Plus money for fast food lunch on Sunday (suggest \$5-\$8) or bring a sack lunch & drink
 - Plus money for fast food lunch on Saturday (suggest \$5-\$8)

Any special items needed for your classes

- Scout book (with your name in it)
- Merit Badge Books
- NOTEBOOK & Pen/Pencils
- Pre-requisites for merit badges
- Orienteering - Compass
- Swimming - Long pants, shirt, belt
- Wilderness Survival – Pocket knife, Totin' Chit, hiking boots, emergency blanket

Trading Post & Merit Badge Materials...

Tickets for the following Merit Badges will be available at the Trading Post (This price includes all the materials for the Merit Badge):

- Basketry - \$30
- Electronics - \$20
- Engineering - \$10-\$20
- Graphic Arts - \$8-\$10
- Horsemanship - \$45
- Pottery - \$12-\$15
- Space Exploration - \$16-\$20
- Wood Carving - \$15-\$20
- Rifle* - \$1.00/10 shots = 1 ticket (minimum of 10 tickets required - \$10)
- Shotgun* - \$2.00/5 shots = 1 ticket (minimum of 10 tickets required - \$20)

* Most youth require more than 10 tickets to qualify & earn the shotgun and rifle badges. Please plan accordingly.

Merit Badge Materials Available at the Trading Post:

- Archery Arrow Kit - \$7-10
- Cinematography - \$5-\$10
- Fishing bait & Supplies - \$7-\$10
- Indian Lore - \$25-\$30
- Leatherwork \$20-\$30
- Metalwork - \$20-\$25

Souvenirs:

Hale Scout Reservation souvenirs and other materials will be available for purchase.

Sundries:

An assortment of miscellaneous items will be available.

Snacks:

Slush Puppies, chips, candy, ice cream, and soda will be available

*** It is recommended that everyone carry/secure/keep track of their wallet. The Trading Post accepts cash, traveler's checks, checks, VISA, Discover, MasterCard, and American Express. ***

Badge Pre-requisites and Supply Requirements...

ARCHERY

Scouts should plan on spending \$7-\$10 for an arrow kit.

ART

None

ASTRONOMY

Scouts are encouraged to do the long term projects recommended in the Merit Badge pamphlet prior to camp. Scouts should bring **red cellophane** to cover their flashlights in order to preserve night vision. Also must attend night viewings to complete badge.

AVIATION

None

BASKETRY

(Taught with Leatherwork)

Scouts should plan on spending \$30.00 on materials, which does not include fees for Leatherwork

BUGLING

None

CAMPING

Requirements 8C, 8D, 9A, 9B and 9C should be completed prior to camp

CANOEING

Scouts must have swimmer's rating on the Swim Test.

CINEMATOGRAPHY

Scouts should plan on spending \$5-10.00 for materials. HSR recommends campers be a 3rd year camper and/or 14 years of age.

CLIMBING

Scouts should have a thorough knowledge of knots. HSR recommends campers be a 2nd year camper.

COMMUNICATIONS

Requirements 5 & 7 should be completed prior to camp.

COMPUTERS

HSR recommends campers be a 3rd year camper and/or 14 years of age.

ELECTRICITY

(Taught with Electronics)

None

ELECTRONICS (Taught with Electricity)

Scouts should plan on spending \$20.00 for materials.

EMERGENCY PREPAREDNESS

Must have First Aid Merit Badge Requirement 2a,b,c, 6c, 8a,b,c and 9a,b,c, should be complete prior to camp

ENGINEERING

Scouts should plan on spending \$10-\$20 for formations . HSR recommends campers be a 3rd year camper and/or 14 years of age.

ENVIRONMENTAL SCIENCE

The long term experiments may need to be completed prior to camp

FIRST AID

Requirement 2B should be completed prior to camp

FISH AND WILDLIFE MANAGEMENT

(Taught with Soil and Water Conservation)

Requirements 5 & 7 should be completed prior to camp.

FISHING

Requirement 9 may need to be completed before or after camp. Scouts should be prepared to spend \$7- \$10 dollars for bait and supplies.

FLY FISHING

Requirement 10 may need to be completed prior to camp. HSR recommends campers be a 3rd year camper and/or 14 years of age

FORESTRY

None

GRAPHIC ARTS

Scouts should plan on spending \$8-\$10 for materials. HSR requests campers be a 3rd year camper and/or 14 years of age.

HORSEMANSHIP

Scouts should plan on spending \$45.00 to pay for horse expenses. This includes a Trail Ride.

INDIAN LORE

Scouts should plan on spending up to \$25 - \$30.00 depending on which projects they choose.

LEATHERWORK

(Taught with Basketry)

Scouts should plan on spending \$20 - \$30.00 for materials, which does not include fees for basketry supplies.

LIFESAVING

Must have earned Swimming merit badge. A 400-yard qualifying swim will be required. Only strong swimmers will be able to qualify. Scouts will need to bring a pair of long pants and a long sleeved shirt.

MAMMAL STUDY

None

METAL WORK

Scouts should plan on spending \$20-25.00 for materials.

MOTORBOATING

Scouts must have a swimmers rating on the Swim Test . HSR recommends campers be a 3rd year camper and/or 14 years of age.

MUSIC

None

OCEANOGRAPHY***(Taught with Weather)***

Requirements 7 & 8 should be completed prior to camp.

ORIENTEERING

Scouts should bring a **compass**. Long pants are recommended for running some of the courses.

PIONEERING

A basic knowledge of knots, lashing, and splices would be helpful.

POTTERY

Scouts should plan on spending \$12 - \$15 on materials

REPTILE & AMPHIBIAN STUDY

Requirement 8 should be completed prior to camp.

RIFLE SHOOTING

The badge cannot be completed without the merit badge pamphlet. The scout should plan on spending \$1.00 per 10 shots, includes shells and targets. \$10.00 expected depending on skill level of marksman. Many Scouts require additional tickets to qualify. Please plan accordingly.

ROWING

Must have a Swimmer's rating. Scout will need to bring a pair of long pants and a long sleeved shirt. that CAN GET WET

SHOTGUN SHOOTING

The badge cannot be completed without the merit badge pamphlet. Scouts should plan on spending \$2.00 per five shots, includes shells and clays. \$20.00 expected depending on skill level of marksman. Many Scouts require additional tickets to qualify. Please plan accordingly.

SMALL BOAT SAILING

Must have Swimmer's rating on the Swim Test

SNOW SPORTS

Scouts will need to wear long pants while skiing.

SOARING TO EAGLE

Bring a pocketknife to earn 'Totin Chip during free time (NOTE the knife may NOT be handled in any way, shape or form by the Scout until he has earned his 'Totin Chip. All knives that are not accompanied by the applicable Totin Chip will be stored for safekeeping by Scout Leadership.)

SOIL AND WATER CONSERVATION***(Taught with Fish and Wildlife Management)***

Scouts will need to complete requirement 7 before attending camp

SPACE EXPLORATION

Scouts should plan on \$16 - \$20.00 for rocket kits and engines.

SWIMMING

Must have a Swimmer's rating on the Swim Test. Scouts will need to bring a pair of long pants and a long sleeved shirt that CAN GET WET

WEATHER***(Taught with Oceanography)***

Requirement 8 should be completed prior to camp.

WHITewater

Scout must have Canoeing merit badge and a Swimmer's rating on the Swim Test to participate. There is a \$5 transportation fee for the river trip.

WILDERNESS SURVIVAL

Scouts may need to complete requirement 5 prior to camp. The Scout will need a pocketknife, hiking boots, and canteen. He will need to attend overnight campout to complete badge

WOODCARVING

Scouts may bring their own pocketknife and sharpening stone. Scouts should plan on spending \$15.00 on materials