



Kia Kima Scout Reservation

December 27-30, 2011

Winter Camp

Youth Fee \$90 (with meals)
\$60 (without meals)

Adult Fee \$60 (with meals)
\$40 (without meals)

Contact Jeremy Palazolo 901-327-4193 or director@kiakima.com



Kia Kima Winter Camp

Frequently Asked Questions

What is Winter Camp?

Winter Camp is a mini long-term camping experience. Participants will be able to work on advancement while enjoying the beauty of the Ozark Mountains in the winter.

What about the food?

Units will have the option of eating in the dining hall or cooking their own meals. Units that choose to cook their own meals will receive a discount in their registration price.

Will I need to provide my own tent and bedding?

Yes, participants must bring their own tents and bedding. All camp tents are stored for the winter.

What time do we show up?

Please plan on checking-in between 2:00 and 4:00 PM on December 27th.

Will there be a trading post available?

Yes, the trading post will be open for your convenience.

Do I need a Physical for each participant?

Yes, Parts A and B of the current Medical Form are required. If you have your physicals for summer camp, bring those. Please submit **copies** only.

How do we register for Winter Camp?

Visit www.chickasaw.org and click on the "Winter Camp" link under December 27th on the Council Calendar.

Will Showers be available for Winter Camp?

The heated East Shower House will continue to be operable for Winter Camp. This facility has 5 individually stalled showers and toilets.



Winter Camp Merit Badge Schedule

Merit Badge Schedule

Session 1 (8:30-11:30)	Session 2 (1:00-4:00)	Evening Session
COPE		Astronomy
Climbing		Basketry
Trailblazers		Cit in the Nation
Merit Badge	Merit Badge	Cit in the World
Archery	Auto Maintenance	Communications
Camping	Citizenship in the Nation	Journalism
Chess	Citizenship in the World	Leatherwork
Communications	Electricity	Personal Management
Emergency Preparedness	Fire Safety	Photography
Engineering	First Aid	Scouting Heritage
Environmental Science	Geocaching	Woodcarving
Farm Mechanics	Law	*NRA Handgun
Geocaching	Orienteering	*(Venture Only)
Home Repairs	Photography	
Personal Management	Public Health	
Pioneering	Radio	
Medicine	Rifle Shooting	
Shotgun Shooting	Space Exploration	
Wilderness Survival		
Mountain Man		

Online Registration Process

1. Visit www.chickasaw.org and click on the "Winter Camp" link under December 27th on the Council Calendar.
2. Click the "Register" button on the bottom right.
3. If you already have a doubleknot user id, you will be in the system. If not, you will need to register. You may register your entire unit from this portal.
4. Continue through the registration process. When you get to the payment page, you can pay with a credit card or mail in a check. Make sure you scroll to the bottom of the payment page and click "make a payment". This will register you for this event.
5. You will receive an email confirmation of your registration initially and each time you update your registration.

WINTER CAMP ACTIVITIES

	<h2><u>HIGH ADVENTURE ACTIVITIES</u></h2>
	<p>Climbing - In this badge Scouts will learn how to safely tie knots and make rappels on a climbing tower. This program also involves a visit to an offsite location that boasts 80 ft. cliffs.</p>
 <p>PROJECT COPE</p>	<p>COPE - Challenging Outdoor Personal Experience. Teamwork is the name of the game here. Your scouts will learn to work with each other through the use of high ropes and initiative games. This program lasts all day for both days. Scouts may sign-up for an evening session.</p>
	<p>Mountain Man - Learn Blackpowder shooting, Tomahawk throwing, Brain Tanning, Primitive Cooking, Flint and Steel, Fire by Friction. All participants will cook and live at Masera Cabin during the entire camp.</p>

	<h2><u>TRAILBLAZERS</u></h2>
 	<p>The Trailblazer program is a three-hour program designed primarily for Scouts who are new to Scouting and are coming to camp for the first time. The purpose behind the program is to give new Scouts a jump start by teaching them the basic outdoor skills needed throughout their Scouting career. Such skills include camping, fire building, wood tools, knots, lashings, first aid, map and compass, and nature study.</p> <p>Each Scout will receive credit for the rank advancement requirements that he completes at camp. How much each Scout completes is up to him, and it is very possible that different Scouts will complete different requirements and some may complete more than others.</p>

	<h1><u>SCOUTCRAFT</u></h1>
	<p><u>Camping</u> - Learn the essentials of camping in a wilderness setting. This ranges from tents to water purification to cooking.</p>
	<p><u>Emergency Preparedness</u> - Being prepared is the motto of the Boy Scouts. This badge will teach Scouts the importance of being prepared for emergencies.</p>
	<p><u>Fire Safety</u> - Learn how to safely use fire. Fire is a tool, not a toy. This is good for younger scouts. They will earn their Firemn' Chit. They will also visit the Cherokee Village Fire Station.</p>
	<p><u>First Aid</u> - Learn how to take care of a sprained ankle or how to stop bleeding. Skills taught here are essential for any Scout function.</p>
	<p><u>Geocaching</u> – Described as modern day treasure hunting, scouts will discover the latest and fastest growing sport, Geocaching. Scouts will learn how to use a GPS (Global Positioning System) to hide and uncover caches hidden around the world!</p>
	<p><u>Orienteering</u> - the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of year.</p>
	<p><u>Pioneering</u> – Like knots and lashing? Well now take those skills to the extreme. Scouts will learn more new knots and lashing and use them to build cool projects. You can take these skills and build towers, monkey bridges, and much more!</p>
	<p><u>Wilderness Survival</u> - Scouts in this session should plan to build and sleep in a natural shelter. Many other essential survival skills will be discussed.</p>

	<h2><u>NATURE</u></h2>
	<p><u>Environmental Science</u> – This badge requires taking hikes, field notes, and considerable written work. Younger Scouts are discouraged from taking this badge.</p>
	<p><u>Space Exploration</u> – Explore the vast unknown. Scouts will also have an opportunity to launch and recover a model rocket. All supplies are included.</p>
	<p><u>Astronomy</u> - Learning to chart the stars is a long lost skill. Come view the night world through our powerful telescope and get a merit badge in the process.</p>

	<h2><u>SHOOTING SPORTS</u></h2>
	<p><u>Archery</u> - Archery experience is highly recommended before signing up for this badge. Scouts will learn the intricate details of archery such as making a string and arrow.</p>
	<p><u>Rifle Shooting</u> - A very popular badge among Scouts. Learn how to safely shoot and clean rifles. Scouts will have plenty of time to qualify.</p>
	<p><u>Shotgun Shooting</u> - Scouts will learn to safely use a shotgun. Scouts must qualify by shooting skeet.</p>
	<p><u>NRA Basic Pistol</u> - Venture participants will have an opportunity to go through this course which begins on the opening night. There is an additional \$25 fee for this activity. Participants will fire both Semi-auto and revolver pistols.</p>

	<h2><u>HOBBIES AND CRAFTS</u></h2>
	<p><u>Basketry</u> – Experience the art of basket weaving. Scouts will learn how to make a couple of different types of baskets and a stool.</p>
	<p><u>Leatherwork</u> - Scouts will learn to make a useful leather items using the same types of raw materials that our ancestors used; be challenged to master skills like handstitching, lacing, and braiding; and learn how to preserve and protect leather items so they will last a lifetime and beyond.</p>
	<p><u>Photography</u> – Scouts will explore the world of photography. Participants should bring a digital camera, if available. Otherwise, we will have a few extra.</p>
	<p><u>Chess</u> – Brand new Merit badge this year! Scouts will learn about the game that requires critical thinking skills, deep concentration, and abstract reasoning.</p>
	<p><u>Woodcarving</u> – Isn't it amazing what you can create out of wood? Using a knife and your imagination, simple blocks of wood can transform into remarkable sculptures.</p>

	<h2><u>FLX-IT</u></h2>
	<p><u>Auto Maintenance</u> - Have you ever wanted to learn how to change a tire, check fluid levels, or maintain your vehicle? This merit badge will explore all these items.</p>
	<p><u>Home Repairs</u> - Scouts will learn that doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.</p>

	<p><u>Electricity</u>- A shockingly good time! Scouts will be illuminated with an understanding of how electricity works. They will learn the basics of electric circuits, build an electro-magnet, and construct a simple electric motor.</p>
	<p><u>Farm Mechanics</u>- This merit badge will give Scouts an opportunity to learn about farm implementations. Scouts will also learn about hydraulic systems, gas and diesel engines, and farm maintenance.</p>

	<h2 style="text-align: center;"><u>LIFE TO EAGLE</u></h2>
 	<p><u>Citizenship in the World and Nation</u> - Scouts are encouraged to read the requirements of these badges and study any of the available information prior to coming to camp. These badges will require written work, letters and the reading of documents. These badges are recommended for older Scouts.</p>
	<p><u>Communications</u> - Effective communication skills are essential for any life situation. Scouts in the badge will have an opportunity to learn the art of effective communication.</p>
	<p><u>Personal Management</u> - 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.</p>

	<h2 style="text-align: center;"><u>CAREERS</u></h2>
	<p><u>Medicine</u> – The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the "healing arts."</p>

	<p><u>Public Health</u> - The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases.</p>
	<p><u>Radio</u> - Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).</p>
	<p><u>Engineering</u> - Transferring motion, structural integrity, and physics are taught in this badge. Scouts will also undertake a small scale building project.</p>
	<p><u>Journalism</u> - One thing is for sure about journalism. It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie. Scouts will learn the basics on story finding and reporting. Participants will help create the Daily Winter Camp Newsletter.</p>
	<p><u>Law</u> -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.</p>
	<p><u>Scouting Heritage</u> - Brand new Merit Badge in honor of the 100th Anniversary. Scouts will learn the history of scouting and rediscover how it all began.</p>



Winter Camp Timeline and Checklist

Troop and individual preorder merchandise forms are due online 11/22/11

Online merit badge registration is due by 12/02/11

All payments are due by 12/16/11

12 day out meeting 12/15/11 at 6:30 PM at the Scout Service Center.
This is the last chance to alter numbers for food or merit badge scheduling.
After this date, online registration will go offline.

Copies of Parts A and B of the current Medical Form are due at Check-In.

Provisional Information

Scouts in units that are not attending Winter Camp may come as provisional campers. The provisional unit will be hosted by staff and will stay in Site 13. A Provisional Camper Application is included in this packet.

“About 10 Day Out” Meeting

There will be an 12 day out meeting on Thursday, December 15th at 6:30 p.m. at the Dunavant Scout Service Center. This will be a chance for leaders to ask any unanswered questions and discuss any hot topics, as well as make any final schedule and attendance adjustments.



General Information

Check-In Procedure

Troops are asked to arrive at Kia Kima between 2:00-4:00 PM on December 27th. Check-in will be simple as groups will be sent directly to their campsites. A leaders' meeting will be held at 4:30 P.M. at the Administration Building. We encourage at least one leader and senior patrol leader from each unit to attend. All housekeeping items will be covered at this time such as the daily schedule, rules and regulations and emergency procedures. This will also be a time to correct any registration issues.

December 27th

2:00-4:00 PM	Arrive at KKSAR
4:30 PM	Leaders meeting at the Administration Building
5:45 PM	Flag Lowering
6:00 PM	Dinner
7:30 PM	Opening Show
9:00 PM	Evening Sessions

December 28th and 29th

7:30 AM	Flag Raising
7:45 AM	Breakfast
8:30 AM	Session I
11:30 AM	Lunch & Free Time
1:00 PM	Session II
4:00 PM	Free Time
5:30 PM	Flag Lowering
5:45 PM	Dinner
7:00 PM	Kia Kima Shuffle
8:00 PM	Evening Session
9:30 PM	Cracker Barrel

December 30th

7:30 AM	Breakfast
8:00 AM	Check-Out

Check-Out

Remember to pick up your medical forms and advancement records at the administration building before you head back home.

Have a safe trip!



Winter Camp 2011 Provisional Youth Registration

Name: _____ Troop/Crew: _____

Address _____

City: _____ State: _____ Zip: _____

Phone: _____ Age: _____

email: _____

Program Selection (Choose Preference by Session – 1st and 2nd choice)

Merit Badge Schedule

Session 1 (8:30-11:30)	Session 2 (1:00-4:00)	Evening Session	
COPE		Astronomy	
Climbing		Basketry	
Trailblazers		Cit in the Nation	
Merit Badge	Merit Badge	Cit in the World	
Archery	Auto Maintenance	Communications	
Camping	Citizenship in the Nation	Journalism	
Chess	Citizenship in the World	Leatherwork	
Communications	Electricity	Personal Management	
Emergency Preparedness	Fire Safety	Photography	
Engineering	First Aid	Scouting Heritage	
Environmental Science	Geocaching	Woodcarving	
Farm Mechanics	Law	*NRA Handgun	
Geocaching	Orienteering	*(Venture Only)	
Home Repairs	Photography		
Personal Management	Public Health		
Pioneering	Radio		
Medicine	Rifle Shooting		
Shotgun Shooting	Space Exploration		
Wilderness Survival			
Mountain Man			

Payment Information

Youth Fee:	\$90 = _____
Extra Patches	\$ 4 = _____
Fleece Vest	\$30 = _____ Size = S M L XL XXL
Fleece Pullover	\$35 = _____ Size = S M L XL XXL
Long Sleeve T-Shirt	\$16 = _____ Size = S M L XL
Long Sleeve T-Shirt	\$18 = _____ Size = XXL XXXL
Beanie - Stocking Cap	\$12 = _____
	Total= _____

Mail Form and Payment to: Chickasaw Council, BSA
171 S. Hollywood St
Memphis, TN 38112