



# CAMP OTTARI



## GETTING STARTED



### **I** What to Expect on Sunday

#### Arrival

Troops should plan on arriving at Camp Ottari between 1:00 and 3:00 p.m. on Sunday. A staff member will greet you in the parking lot and direct your trip leader toward the Camp Director who will register your group. Meanwhile, a staff guide will lead the rest of the unit to the troop site where an inspection will be conducted of all tents and facilities. Units traveling with gear in a trailer will be permitted to drive the trailer to their campsite, all other gear must be either packed in or transported by a camp vehicle. After the inspection, all Scouts and leaders wishing to swim during the week, should quickly change into their swim trunks and head toward the health lodge with both their health form and any medications needed during the week. Do not use this time to set up camp!

#### Paperwork

Please refer to the unit check list found in the Administrative Section to help ensure your unit has all the necessary documents for camp.

- **Camp Director**

Your trip leader's first stop will be with the Camp Director who will check for a **Tour Permit**, **two copies of the Ottari and Brownsea rosters** (*please list the names of participants who have paid but will not be attending camp and the reason for his or her absence*), and **proof of Troop Insurance**. He will also make sure all fees are paid. At this station, your unit will receive a fireguard chart, a camp map, camp emergency procedures, and a job description for the troop health officer.

- **Program Director**

If you have problems with your merit badge schedule, then your next stop is with the Program Director. Be advised that the program director will not have information on additional merit badge offerings until the Sunday night leaders' meeting.

#### Camp Tour

During the camp tour, your troop guide will point out all camp landmarks and program areas. The length and depth of the tour is up to unit leadership; however, several stations must be visited.

- **Medical Recheck**

Remember to bring both your medical form and medications to the station. The medical recheck is designed to make sure that there have been no significant changes in the participant's health since his or her last physical exam. If all signatures and required information are present, then a buddy tag will be issued to the participant. Troops are encouraged to place their forms alphabetically in a three ring binder to speed up the process. ***Please do not put the forms in plastic sheet protectors.***

National Policy requires that all medications (adults included) be locked up in a central location, namely the Health Lodge.

- **Dining Hall**

This is a very important stop as your group will meet the Head Steward and receive the unit's table assignment. The steward will also instruct your group in proper dining hall etiquette and procedures.



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- **Quartermaster**

The Quartermaster will issue any gear that your group might need throughout the week for cleaning or camp projects. The Quartermaster also controls access to the flammable fuels where your group must store propane and flammable fuels.

- **Swim Check**

At the waterfront, the Aquatics Director will explain rules and procedures surrounding the use of the camp swimming and boating areas. All participants wishing to swim during the week should take their swim test at this time.

- **Rifle Range**

Learn basic safety rules and find out about open shoots.

### Supper

All meals will be served cafeteria style in our dining hall. Units participating in the Base Camp program should assemble at the flags near the Camp Office in full Class A uniform by 6:00 p.m. After Troop Reports and Grace, your unit will be directed into the dining hall.

### Leader's Meeting

At 7:30 p.m., a Camp Leader's Meeting will be held at the Administration Building. This is a very important meeting where you will be introduced to the Area Directors, be given important information, and have an opportunity to address any concerns.

### Opening Campfire

The purpose of the opening campfire is to introduce the Ottari Camp staff and to set a mood for the week. Units should assemble in Class A uniform at the Parade Field by the lake by 8:30 p.m.

## 2 Your Week at Camp

| Daily Schedule  |  |
|-----------------|--|
| 7:00 a.m.       | Bird Study & Fishing Merit Badge   |
| 8:00 a.m.       | Breakfast and Flag Raising   |
| after breakfast | Leader's Meeting   |
| 9:00 a.m.       | Merit Badge Block 1  |
| 9:15 a.m.       | Brownsea Island Participants meet at the BSI Troop site for opening ceremony |
| 10:00 a.m.      | Merit Badge Block 2  |
| 11:00 a.m.      | Merit Badge Block 3  |
| 12:15-1:00 p.m. | Lunch  |
| 2:00 p.m.       | Merit Badge Block 4  |
| 3:00 p.m.       | Merit Badge Block 5  |
| 4:00 p.m.       | Merit Badge Block 6  |
| 6:00 p.m.       | Retreat, all troops present in Class A Uniform                               |
| 6:15 p.m.       | Dinner   |
| 7:30 p.m.       | Evening Activities   |
| 11:00 p.m.      | Taps   |



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## EVENING ACTIVITIES & SPECIAL PROGRAMS FOR CAMP OTTARI

- **Ottari Zip Line**

Get ready to soar on Ottari's 800 foot zip line. Riders must be 12 years old and at least 100 lbs but less than 280 lbs to ride and participants may sign-up at the Camp Trading Post for \$5.

- **Pow Wow**

A display of Native American Dance and Music. Join us at the Dining Hall for an evening filled with sounds and sights you might not have the opportunity to see again. You will also be entertained by storytelling and flute playing.

- **Snake Show**

Hosted by the Nature Lodge staff, the Snake Show is both entertaining and informational. Come see some of the area wildlife up close (but not too close!). You will learn about the many different snakes on our reservation, both non-venomous and venomous.

- **Spar Pole Climbing**

Join our staff next to Scoutcraft and spike your way to the top of one of our spar poles. Remember to wear long pants and sturdy boots.

- **Camp Leaders Award**

Leaders can go home with a few awards by staying active with their unit and the camp throughout the week. Help out camp operations, and make sure you get at least one nap in during the week, and you can earn the Camp Leaders Award.

- **Dessert Cookoff**

Scout Leaders are invited to show off their skills.

- **Staff vs. Scoutmaster Volleyball Game**

In true Ottari tradition, we end the week with a high spirited, always entertaining game of volleyball between staff and Scout leaders.

- **Shoot Your T-Shirt**

Blow holes in your favorite threads.

- **Open Area Activities**

Rifle range, shotgun range, water front, archery range, and spar pole climbing.

- **Frog Hike**

Join the Nature staff on a night hike to learn how to identify our amphibian friends.

- **A Scout is Reverent**

The Scout Law emphasizes that a Scout is Reverent. A Camp Chaplain will be conducting a non-denominational vesper service during the week. All Scouts and leaders are encouraged to attend.



# CAMP OTTARI



## CHECKING OUT

### 3 Check Out Procedures

#### Friday Night After the Closing Campfire and Order of the Arrow Tapout:

- Have Scouts pack all their belongings except those needed for Friday night and Saturday morning.
- Pack all troop gear.
- Check the awards packet to make sure all Merit Badge Completions and other awards are there. If something is missing or incorrect, please see the appropriate area director at the times scheduled during the Friday Leader’s Meeting.

#### Saturday Morning:

- Make a Troop Reservation for the next camping season!
- Check your advancement packet for medical forms, camp patches, and advancement completion or partial slips before leaving camp.
- Police the campsite area and collect stray items—please leave the site better than you found it!
- Finish packing and, if using camp transportation, place the gear neatly beside the road for pickup.
- Be sure the troop site, latrine, washstand, and shower are clean before leaving camp. Show that your troop members are good campers by leaving the troop site clean for those checking in on Sunday.
- Set trash bags beside the road for pickup.
- Return all Quartermaster issued equipment including latrine cleaning materials to the Quartermaster.
- Close all tent flaps, but please do not tie them.
- Complete a closing inspection with a staff member.
- Call roll or make a check to be sure that all Scouts and leaders are accounted for before leaving camp. Wait until all transportation has arrived before leaving camp.

*\* Note: Saturday breakfast is a non-cooked, travel style meal.*

### Have a Safe Trip Home

### 4 Useful Camp Information

#### Ottari Camp Song

High above the Little Laurel,  
 high above the trees  
 Flies the hawk of Camp Ottari  
 sailing through the breeze  
 Hail Ottari, Hail Ottari,  
 forever we’ll be true  
 May the spirit of Ottari  
 trail along with you.

#### Camp Grace for the Blue Ridge Mountains Reservation

“For this food,  
 and for friends and family,  
 for these mountains  
 and for all of your creation,  
 for life itself and for our faith  
 which gives life meaning,  
 we thank thee, oh Lord.”



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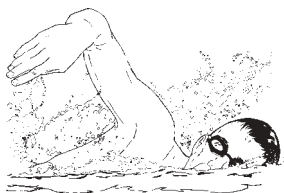
## MERIT BADGE INFORMATION

### Merit Badge Schedules and Sign ups

The Merit Badge Schedule will be mailed out with the April statement. When your troop makes it's April 1st payments and has a firm idea of those who really plan to attend, you will be given a password to access our on-line registration system that signs them up for merit badges before they arrive in camp. Registration will close on Saturday at noon, 24 hours before you arrive at camp.

### Answers to the most commonly asked questions:

1. Merit Badge sign ups are on a first come, first served basis. The on-line system will automatically close classes when they are full.
2. Yes, the Scout must take both hours of a class consecutively if the class is scheduled for two hours. Badges which require two hours include Environmental Science, Pioneering, Horsemanship (your road travel time is a part of the two hours), Cooking, Rifle, Shotgun Shooting, Small Boat Sailing, and Lifesaving.
3. Kayaking, Mile Swim and BSA Snorkeling are not merit badges; they are basic skill instruction.
4. The Brownsea Island Adventure is an all day, all week program. If your Scouts want to take a variety of merit badges, they should be in the merit badge program. If your Scouts need some instruction on a few of the skills required for 1st Class, we ask that the troop contact either their Commissioner or the Scoutcraft department to arrange for some private instruction.
5. The schedule of evening events will be announced upon your arrival at camp.
6. Scouts must be age 12 and at least 100 lbs but less than 280 lbs to ride the zip line.
7. Look at the program section of the Leader's Guide for the prerequisites to merit badges that can be done prior to coming to camp.
8. There is a cost associated with the Horsemanship Merit Badge. Scouts must prepay for this badge. Transportation must be provided by your troop to and from the King Ranch.
9. Some merit badges such as Basketry, Leatherwork, Indian Lore, and Shotgun require additional program fees and supplies. Please refer to the Advancement Section of this guide for more information. Many of these items may be purchased at our on-line trading post before you arrive.





# CAMP OTTARI



## CAMP ROSTER

**Unit Number:** \_\_\_\_\_ **Week Attending:** \_\_\_\_\_

|    | Name of Adult | Date of Birth | Address | Phone |
|----|---------------|---------------|---------|-------|
| 1  |               |               |         |       |
| 2  |               |               |         |       |
|    | SCOUTS        |               |         |       |
| 1  |               |               |         |       |
| 2  |               |               |         |       |
| 3  |               |               |         |       |
| 4  |               |               |         |       |
| 5  |               |               |         |       |
| 6  |               |               |         |       |
| 7  |               |               |         |       |
| 8  |               |               |         |       |
| 9  |               |               |         |       |
| 10 |               |               |         |       |
| 11 |               |               |         |       |
| 12 |               |               |         |       |
| 13 |               |               |         |       |
| 14 |               |               |         |       |
| 15 |               |               |         |       |
| 16 |               |               |         |       |

