



# Kia Kima Scout Reservation

## Continue the Journey...

December 27-30, 2009

## Winter Camp Leader's Guide

Youth Fee \$80 (with meals)  
\$50 (without meals)

Adult Fee \$50 (with meals)  
\$30 (without meals)

Contact Jeremy Palazolo 901-327-4193 or [director@kiakima.com](mailto: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.

## ***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 C of the current Medical Form are required. If you have your physicals for summer camp, bring those.

## ***How do we register for Winter Camp?***

Visit [www.kiakima.com](http://www.kiakima.com) and click "Online Winter Camp Registration".

## ***Will Showers be available for Winter Camp?***

We are happy to announce the heated East Shower House will be operable for Winter Camp 2009. This facility has 5 individually stalled showers and toilets.



# Winter Camp Merit Badge Schedule

Session 1 (8:30-11:30)	Session 2 (1:00-4:00)	Evening Session
COPE		Citizenship in the Nation
Climbing		Citizenship in the World
Trailblazers		Personal Management
Archery	Photography	Communications
Shotgun Shooting	Rifle Shooting	Astronomy
Camping	First Aid	Leatherwork
Emergency Preparedness	Orienteering	Basketry
Wilderness Survival	Medicine	Journalism
Engingeering	Law	Photography
Environmental Science	Space Exploration	
Personal Management	Environmental Science	*NRA Handgun Safety
Farm Mechanics	Aviation	*(Venture Only)
Plumbing	Truck Transportation	* \$25 additional fee
Public Health	Auto Mechanics	
Home Repairs	Woodcarving	
Communications	Citizenship in the World	
Radio	Indian Lore	
<b>Mountain Man</b>		
<b>Wilderness First Aid Training</b>		

## Online Registration Process

1. Visit [www.kiakima.com](http://www.kiakima.com) and click "Online Winter Camp Registration"
2. This will re-direct you to the Council Events Calendar. Scroll through the calendar until you reach December and Kia Kima Winter Camp.
3. Click "Kia Kima Winter Camp". Click the "Register" button on the bottom right.
4. 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.
5. 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.
6. You will receive an email confirmation of your registration initially and each time you update your registration.



# 2009 Winter Camp Merit Badge Descriptions

## Adventure

**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.

**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.

**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.

## Scoutcraft

**Trailblazers**- Many of the Tenderfoot through First Class requirements will be completed in this badge. Make sure you register for all three classes.

**Wilderness Survival** – Scouts in this session should plan to build and sleep in a natural shelter. Many other essential survival skills will be discussed.

**Camping** – Learn the essentials of camping in a wilderness setting. This ranges from tents to water purification to cooking.

**Emergency Preparedness**- Being prepared is the motto of the Boy Scouts. This badge will teach Scouts the importance of being prepared for emergencies.

**First Aid** – Learn how to take care of a sprained ankle or how to stop bleeding. Skills taught here are essential for any Scout function.

**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.

## Nature

**Environmental Science** – This badge requires taking hikes, field notes, and considerable written work. Younger Scouts are discouraged from taking this badge.

**Space Exploration** – Explore the vast unknown. Scouts will also have an opportunity to launch and recover a model rocket. All supplies are included.

[www.kiakima.com](http://www.kiakima.com)

**Astronomy** - 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.

## Hobbies & Crafts

**Photography**– Scouts will explore the world of photography. Participants should bring a digital camera, if available. Otherwise, we will have a few extra.

**Indian Lore**– Scouts will learn that American Indians have many different cultures, languages, religions, styles of dress, and ways of life.

**Radio**– 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).

**Wood Carving**– As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety.

**Leatherwork**– Scouts will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

## Shooting Sports

**Archery** – 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.

**Shotgun Shooting** – Scouts will learn to safely use a shotgun. Scouts must qualify by shooting skeet.

**Rifle Shooting** – A very popular badge among Scouts. Learn how to safely shoot and clean rifles.

**NRA Basic Pistol** - 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 revolving pistols.



# Merit Badge Descriptions

continued

## Careers

**Law** - Scouts participating will learn about the legal system and how it has evolved over the years. Scouts may participate in a mock trial and speak to local law enforcement officials.

**Medicine** - Scouts in this session will explore the world of medicine. A mini health fair will be held so that Scouts can learn such skills as checking blood pressure and disease prevention.

**Engineering** - Transferring motion, structural integrity, and physics are taught in this badge. Scouts will also undertake a small scale building project.

**Public Health** - Learn how to prevent the spread of infectious diseases. This badge will teach Scouts the ins and outs of the public health world.

**Farm Mechanics** - 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.

**Electricity** - This badge will teach scouts the basics of electrical currents. Scouts will participate in experiments and work with batteries.

**Aviation** - Scouts will learn the basics of aviation. Projects will include learning navigation, instruments and the principles of flight.

**Journalism** - 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.

## Fix-It

**Auto Mechanics** - 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.

**Plumbing** - Scouts will learn different tools and techniques used in the plumbing industry. Scouts will also learn to solder copper pipe.

**Home Repairs** - 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.

## Life to Eagle

**Citizenship in the World and Nation** - 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.

**Communications** - Effective communication skills are essential for any life situation. Scouts in the badge will have an opportunity to learn the art of effective communication.

**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.



# Winter Camp Timeline and Checklist

Troop and individual preorder merchandise forms are due online 12/04/09

Online merit badge registration is due by 12/04/09

All payments are due by 12/15/09

10 day out meeting 12/17/09 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.

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

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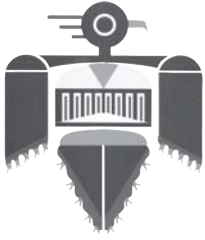
## Provisional Information

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.

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## 10 Day Out Meeting

There will be a 10 day out meeting on Thursday, December 17th 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 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 KCSR
4:30 PM	Leaders meeting at the Administration Building
5:45 PM	Flag Lowering
6:00 PM	Dinner
7:30 PM	Opening Show (location to be determined)
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
1:00 PM	Session II
4:00 PM	Free Time - General Adult training session (Leave No Trace)
5:30 PM	Flag Lowering
5:45 PM	Dinner
7:00 PM	Night Activity
8:00 PM	Evening Session
9:30 PM	Cracker Barrel

## **December 30th**

7:30 AM	Breakfast
8:00 AM	Checkout

## **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 2009

## Provisional Youth Registration

Name: \_\_\_\_\_ Troop/Crew: \_\_\_\_\_

Address \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Age: \_\_\_\_\_

email: \_\_\_\_\_

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

Session 1 (8:30-11:30)	Session 2 (1:00-4:00)	Evening Session
<b>COPE</b>		<b>Citizenship in the Nation</b>
<b>Climbing</b>		<b>Citizenship in the World</b>
<b>Trailblazers</b>		<b>Personal Management</b>
<b>Archery</b>	<b>Photography</b>	<b>Communications</b>
<b>Shotgun Shooting</b>	<b>Rifle Shooting</b>	<b>Astronomy</b>
<b>Camping</b>	<b>First Aid</b>	<b>Leatherwork</b>
<b>Emergency Preparedness</b>	<b>Orienteering</b>	<b>Basketry</b>
<b>Wilderness Survival</b>	<b>Medicine</b>	<b>Journalism</b>
<b>Engineering</b>	<b>Law</b>	<b>Photography</b>
<b>Environmental Science</b>	<b>Space Exploration</b>	
<b>Personal Management</b>	<b>Environmental Science</b>	<b>*NRA Handgun Safety</b>
<b>Farm Mechanics</b>	<b>Aviation</b>	*(Venture Only) * \$25 additional fee
<b>Plumbing</b>	<b>Truck Transportation</b>	
<b>Public Health</b>	<b>Auto Mechanics</b>	
<b>Home Repairs</b>	<b>Woodcarving</b>	
<b>Communications</b>	<b>Citizenship in the World</b>	
<b>Radio</b>	<b>Indian Lore</b>	
<b>Mountain Man</b>		
<b>Wilderness First Aid Training</b>		

**Payment Information**

- Youth Fee: \$80 = \_\_\_\_\_
- Extra Patches \$ 4 = \_\_\_\_\_
- Fleece Vest \$25 = \_\_\_\_\_ Size = S M L XL XXL
- Fleece Pullover \$30 = \_\_\_\_\_ 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 = \_\_\_\_\_

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