



Summer Camp Information Packet
Camp Week - June 26-July 2

Payment Schedule

Basic Camper Discounted Fee - \$285 if below schedule is followed.

1st due date - no later than Monday, March 14th - at least \$50.00 deposit

2nd due date - Monday, April 4th - at least \$80 per scout

Final due date - Monday, May 2nd - remaining balance (\$155 if paying minimum along the way and no extra class fees)

Scholarships

Financial aid is available. If you need assistance, contact a troop leader privately. Forms should be returned to Anne Weinberger.

Refund Policies

The Blue Grass Council will issue refunds only under the following conditions:

Scheduled payments: The first installment payment (\$50 per individual by March 4) is NOT refundable, but may be transferred to another participant.

Individual Camp Fees: Individuals that have paid in full by or before May 6th may receive a partial refund. After May 6th, the ONLY valid reason for a refund of camp fees would be a serious illness, transfer, or summer school.

All refund requests must be made in writing and include copies of a doctor's excuse or other pertinent documentation. Refund requests must be received in the council office no later than one week after the unit attends camp to be considered. **NO REFUNDS WILL BE GIVEN AT CAMP.** Refunds will be issued back after your troop has attended camp. A \$30 administrative fee will be retained on all refunds. **NO REFUND IS GUARANTEED.**

Additional Fees and Expenses

Due to the cost of certain program materials, there will be additional fees for some programs and activities at camp. These activities and fees are as follows:

Merit Badge Class Fees

The following merit badge class fees are not due until the final balance due date of May 8th.

Climbing - \$ 30

Mountain Biking - \$ 20

Robotics - \$ 15

Cooking - \$ 10

Electronics - \$15 - includes a take home kit

Space Exploration - \$15 includes required rocket kit

Additional Program Activity Fees

These activities are optional and can be paid at the camp trading post if a Scout chooses to participate.

Rifle open shoot: \$2 for 10 shots

Scout Stand: \$7 per 12 shot round

Order of the Arrow Brotherhood Conversion: \$20

Health & Safety

Required Paperwork for ALL PARTICIPANTS:

- 1) Annual Health and Medical Record - Parts A, B, and C (form updated in 2019)
- 2) Immunization record or waiver form
- 3) Proof of Insurance Card (copy of card front and back)

Deadline: Health forms must be turned in by June 1, 2022

Medical examinations for camp attendance are required for ALL campers, both youth and adults. The current medical form can be found online at <https://www.scouting.org/health-and-safety/ahmr/> . (I have also included at the end of this packet)

Medical forms should be updated annually and not expire during your stay at summer camp. Make sure you are using the form that has “2019 Printing” in the lower right hand corner - old forms will not be accepted per BSA policy - no exceptions.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours (summer camp). Part C is to be completed and signed by a certified and licensed health-care provider: physician (M.D. or D.O.), nurse practitioner, or physician assistant. The current official BSA form must be used. Any other health form from any other agency is not acceptable. The form must be signed by the parent or guardian.

The immunization record or an immunization exemption must be included. Any Scout or Scouter who does not have these forms properly filled out and signed will NOT be allowed to stay on Camp McKee property during summer camp.

Programs and Featured Activities

2022 Tentative Summer Camp Daily Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
7:00am		Assembly in Arena				
7:15am		Breakfast				
8:00am		Scoutmaster Meeting in Lounge (Keeneland)				
8:30am		Merit Badge Session #1				Merit Badge Make Up Sessions
9:30am		Merit Badge Session #2				
10:30am		Merit Badge Session #3				
12:00pm		Lunch (Assemble at Arena)				
12:45pm	Check-in by appointment and Swim Checks	SPL Meeting on Back Porch of Dining Hall				
1:30pm		Merit Badge Session #4				Open Areas and Field Games
2:30pm		Merit Badge Session #5				
3:30pm		Merit Badge Session #6				
4:30pm		Free Swim (ends at 5:15pm)				
5:30pm	Retreat Ceremony at Arena			Dinner in Campsites	Retreat	Dinner
5:45pm	Dinner				Dinner	
7:00pm	Leader's Mtg / New Scout Orientation	EVENING PROGRAM (See Schedule)				Retreat
7:30pm	Vespers					Closing Campfire and OA Call-Out (7:15pm)
8:00pm	Opening Campfire					
8:30pm		Free Time				
10:30pm	Quiet Time					
11:00pm	Lights Out					

*All troops/crews need to be checked out by 10:00 AM to allow the camp staff adequate time to prepare for the next week's program. We appreciate your help and cooperation regarding this.

Honor Recognition Programs

Honor Camper - see form on page 41

Each Scout can earn this award by completing 12 of the 25 listed requirements and have his record card signed and turned in to the Camp Commissioner by Friday at noon. Scouts will be awarded an Honor Camper patch.

Honor Patrol

A patrol can earn this award by completing all of the listed requirements. The Scoutmaster must bring the signed record card to the camp commissioner by noon on Friday. Patrols will be awarded an Honor Patrol Ribbon.

1. Each patrol member earns the Honor Camper Award
2. Patrol holds a patrol meeting each day at camp
3. Patrol has its own patrol flag at camp and carries it to evening flag ceremonies
4. Patrol does at least two activities as a patrol, separate from troop activities, during the week

Honor Troop/Crew

A troop/crew can earn this award by completing all of the following. The Scoutmaster must bring the signed record card to the camp commissioner by noon on Friday. Troops will be awarded an Honor Troop Ribbon.

1. Each patrol in the troop earns the Honor Patrol Award (for crews, crew earns the Honor Patrol Award)
2. Troop/crew completes a service project approved by the Program Director or Ecology Director
3. SPL/Crew President attends and participates in the Senior Patrol Leaders' Council
4. Troop/crew participates fully in both campfire programs at camp
5. Unit leader is certified in Safe Swim Defense Plan and Safety Afloat

Scoutmaster's Merit Badge (open to all adults)

Each adult can earn this award by completing 12 of the 25 listed requirements and have his record card signed and returned to the Camp Commissioner by Friday noon.

Other Program Notes

Mountain Biking

This is a high adventure program designed for Scouts 13 and older. The two hour class is offered Monday-Friday beginning at 9:35 am. During the class, Scouts will learn about bike safety and maintenance, Kentucky State Laws for cyclists and basic mountain biking. Each day will have a bike trek starting with a 1.5 mile route on Monday and ending with a 5.5 mile trek on Friday. Bikes and helmets will be provided for each Scout's use. There is a 10 Scout maximum for this class. There is an additional cost of \$15 for this program.

Family Participation Night

ALL GUESTS ARE REQUIRED TO CHECK IN and receive a visitor's pass. Families are welcome to visit the troops on Friday night. Meal tickets are available from 4:00 PM to 5:30 PM at the Trading Post, then at Stamler Dining Hall after 5:30 PM. Cub Scouts in uniform eat FREE!

Water Carnival

Do you like water? Do you like fun? Come join us every Thursday at 7:00 pm and compete in a variety of events in our Water Carnival. We encourage all campers to come down to the waterfront area and take part in the excitement! Look for the all new waterfront attractions—including inflatables!

Dutch Oven Cook-Off

Bring your best Dutch oven dish to Keeneland Hall to be judged. Don't forget to bring your own ingredients to camp for this fun event.

Class Selection Cover Sheet

Scout Name: _____

Scout Rank: _____

Directions: Please clearly circle the classes you are choosing the attached class schedules. Turn this cover sheet and your class schedules back to Stephanie Lanter by March 14th.

Classes fill up quickly and I will be entering information as I get your information.

Merit Badges and Advancement Opportunities

Advancement is one of the primary reasons youth remain in Scouting. Many merit badges cannot be completed during program time alone; some require extra "homework". Scoutmasters are encouraged to consider the amount of work required and only sign Scouts up for no more than four merit badge sessions.

Pioneer Scouts (First Year Campers)

Pioneer Scouts are new Scouts or Scouts attending summer camp for the first time. Camp McKee now offers a schedule specific to Pioneer Scouts. This Pioneer schedule has been built around the core skills and requirements needed to complete the Tenderfoot, Second Class and First Class ranks. The schedule offers skill classes for each rank and a variety of merit badges that can usually be completed at camp with no prerequisites. These classes were chosen so Pioneer Scouts can maximize their completion success.



Scouts may take any combination of merit badge and rank skill classes offered on the Pioneer Schedule. Customize the schedule to the Scout—if a Scout has completed Tenderfoot Rank before they attend camp, they do not need to take that skill class at camp. Scouts should not sign up for merit badges outside of those listed below unless approved by the camp or program director.

Regarding Swimming merit badge, if a Scout has issues passing a swimmer's test, we encourage them to either sign up for instructional swim or another merit badge.

As for evening program, check out the Evening Program for when Pioneer Scouts can visit all the areas and participate in events designed for them and them only.

ADDITIONAL FEES:

The **Space Exploration** class registration fee of \$15 covers the cost of a rocket/engine kit. This fee is charged at the time of registration before units arrive at camp. Kits will be provided to every Scout that pre-registers for this class.

Leatherworking also requires a kit, however, Scouts have the option of choosing one of many kits. These kits usually cost between \$10 and \$15 and must be purchased at the trading post once the Scout gets to camp. It will be the responsibility of the Scout to choose and purchase a kit for this class.

Pioneer Scout Class Schedule for 2022

Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
8:30-9:20 am	9:30-10:20 am	10:30-11:20 am	1:30-2:20 pm	2:30-3:20 pm	3:30-4:20 pm
PIONEER					
Tenderfoot Rank Skills	Tenderfoot Rank Skills	First Aid Rank Skills	Tenderfoot Rank Skill	Tenderfoot Rank Skills	First Aid Rank Skills
First Class Rank Skills	Skills Second Class Rank Skills	Second Class Rank Skills	First Class Rank Skills	Second Class Rank Skills	Second Class Rank Skills
WATERFRONT AREA					
		Swimming	Swimming		Swimming
FIELD SPORTS					
Archery			Archery		
HANDICRAFTS					
	Art			Art	
	Leatherwork			Leatherwork	Leatherwork
STEM					
					Space Exploration

Merit Badge Requirement Details*

Merit badge classes are "first come, first served," so sign up for them as soon as possible! Classes are capped and may turn away Scouts as needed to ensure that the class is being taught as safely as possible and that all the Scouts will complete the merit badge.

Some of the merit badges offered at camp have requirements that cannot be completed at camp. These requirements will need to be done either before or after camp for the merit badge to be completed. With new merit badges being added to the schedule, we will be posting an updated class catalog with recommended ages and pre-requisites, separate from the leader's guide, on the bgbsa.org website in February!

Merit Badge Class Schedule for 2022

Classes listed in **BOLD** print are Eagle required merit badges

Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
8:30-9:20 am	9:30-10:20 am	10:30-11:20 am	1:30-2:20 pm	2:30-3:20 pm	3:30-4:20 pm
ECOLOGY					
Environmental Science	Fishing	Environmental Science	Oceanography		
Nature & Mammal Study	Reptile & Amphibian Study	Soil & Water Conservation	Geology	Insect Study	Geology
WATERFRONT					
Kayaking	Kayaking	Mile Swim	Swimming	Instructional Swim	
Rowing	Lifesaving	Canoeing	Small Boat Sailing		
Canoeing	Small Boat Sailing	Lifeguard Certification (Lifeguard hours)			
	BSA Lifeguard Certification (10:00 am - 4:00 pm daily)				
	Swimming				
OUTDOOR SKILLS					
Backpacking	Cooking	Cooking	Camping		
Orienteering	First Aid	Camping	Wilderness Survival	Orienteering	Pioneering
Mountain Biking					
FIELD SPORTS					
Rifle	Rifle		Rifle	Rifle	
	Archery		Archery	Archery	
Climbing		Climbing			
Shotgun	Shotgun	Shotgun	Shotgun	Shotgun	
HANDICRAFTS					
Model Design and Building	Art	Textiles	Model Design and Building		Indian Lore
Woodcarving	Leatherwork	Woodcarving	Sculpture		
EAGLE'S NEST					
Citizenship in the World	Cit. in the Nation/Amer. Heritage	Citizenship in the World	Personal Management		
Athletics/Personal Fitness	Communication/ Public Speaking	Emergency Prep.	Communication/ Public Speaking		
STEM					
Space Exploration	Programming	Astronomy	Robotics/Digital Technology	Astronomy	
Game Design	Chemistry	Electricity/Electronics	Game Design	Chemistry	

