



HIGH ADVENTURE
♣ BASE ♣



Scouts BSA Summer Camp
2022 Leader's Guide



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Welcome to Camp Orr

Dear Scouts and Scouters,

It is with great pleasure that I present you with this 2022 Camp Orr Leaders Guide. I and my staff are looking forward to providing you with a memorable and positive Scouting program. Your drive down into Camp Orr, viewing the majestic bluffs of the Buffalo River, will begin this great adventure.

Of the many wonders to be found at Camp Orr, the most significant has got to be our natural surroundings. Camp Orr is the only BSA accredited High Adventure Base sheltered on all sides by the National Park Service. This insures a healthy biosphere of wildlife and vegetation, back yard access to scenic backpacking and float trips, awesome climbing opportunities, and a therapeutic isolation from the cares of the outside world.

Blessed as we may be, there is one factor that defines a camp more than anything else: THE STAFF! With that in mind, we set out seeking individuals of principle, attitude, and skills and empowered them to deliver a quality program. They will be expected to live the Scout Oath and Law in their daily actions. The attitude is comprised of a willingness to do anything, anytime to make your summer camp experience memorable. We have a staff capable of offering the program that you and your Scouts deserve.

If you have Scouts that you would recommend to serve on Camp Orr High Adventure Base Staff, please have them fill out and send in a staff application, found [HERE](#).

I hope that you find this guide helpful in your quest for offering your Troop/Crew a memorable summer program. Please feel free to call or e-mail me with any questions or concerns regarding the summer camp program.

Yours in Scouting,

Mike Boness
Camp Director
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Boys Scouts of America
Westark Area Council 1401
Old Greenwood Road Fort
Smith, AR 72901
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HIGH ADVENTURE
BASE



WHY *Camp* ORR?

Why would you visit Camp Orr?

It's in the middle of nowhere, in beautiful Arkansas summer with bugs, critters, and snakes. It's down a steep dirt road with no access to TV and miles from anywhere...

Because Camp Orr is a "real" camp!

We have real nature. We are the only Scout camp in the country surrounded by a National Forest. The Ozark Highlands Trail and the Old River Trail both run through or near camp. The Ozark Highlands Trail extends nearly 200 miles from Lake Fort Smith in western Arkansas beyond Woolum on the eastern end. It is one of the longest trails in the central United States.

We have a real river!

The Buffalo National River, established in 1972 flows freely for 135 miles through northern Arkansas. It is one of the few remaining undammed rivers in the Lower 48 states and passes through camp providing the riverfront for our Aquatics Area with both Swimming and Boating.

We have real treks!

Our High Adventure Program has been rebranded to the Buffalo River Wilderness Company offering backpacking adventures on the Buffalo River Trail and canoe treks on the Buffalo National River. Either way Scouts will enjoy the beautiful scenery that can only be experienced at Camp Orr.

We have climbing on real bluffs!

In addition to the climbing tower, we have 5 rappelling sites and 4 climbing sites utilizing natural sandstone and limestone walls. Come "hang" out with the climbing crew and earn your Climbing Merit Badge.

We have mountain biking on real trails!

Camp Orr boasts 15 miles of scenic biking trails and top of the line mountain bikes. Our trails can accommodate beginner to intermediate bike enthusiasts. Cycling Merit Badge at it's finest!



Camp Fees and Registration

Camper Type	Out-of- Council	In-Council
Scouts	\$325	\$275
Adults*	\$150	\$125
Trekking Program – Scouts	\$395	\$345
Trekking Program - Adults	\$220	\$195

*One Adult Leader free for every ten (10) traditional Scouts . Does not apply to Trekking programs.

Encore Camper Fees

Scouts who are attending a BSA Summer Camp or High Adventure Base (Philmont, Sea Base, etc.) during the 2022 summer and who register and pay their Camp Orr fees in full by May 4, will receive a reduced price of \$200 for a regular registration for their week at Camp Orr.*** (Encore fee does not apply to a Camp Orr Trekking Program registration)

***Documentation of registration and payment for another BSA Camp or HAB is required for this discount.

Program Fees (these fees are in addition to the regular registration fees)

Basketry Merit Badge	\$25	Welding Merit Badge	\$25
Bird Study Merit Badge	\$25	Indian Lore Merit Badge	\$25
Cooking Merit Badge	\$25		
Leatherwork Merit Badge	\$25		
Rifle OR Shotgun Shooting Merit	\$25		
Badge Woodcarving Merit Badge	\$25		

HOW TO REGISTER

Many of the steps below may be completed at www.CampOrr.org under the 2022 Camp Registration tab.

1. CAMP APPLICATION

Each Unit should complete and submit the Camp Orr reservation form. This can be completed online or on paper and submitted to Westark Area Council. The reservation will include Leader contact information, campsite preference, and an estimated number of Campers. To reserve a spot for your Unit, you must include your \$200 non-refundable deposit. This deposit will count toward Unit fees.

January 30, 2022 Reconfirmation fee of \$350 is due. (Non-refundable, but does apply towards total of fees due.)

2. ADVANCE PAYMENT

The advance payment of \$100 per Scout is due by **March 1, 2022**. Making the advance payment allows the Scout to register for merit badge sessions.

3. MERIT BADGE REGISTRATIONS

Registration for all merit badge sessions will be open beginning **March 1, 2022**, for Scouts who have made the advance payment. Sessions are filled on a first come, first served basis, and many will fill quickly. This is especially true for Eagle required merit badges. Merit badge class sizes are firm due to facilities and staffing.

4. FINAL PAYMENT

The final balance for all participants is due to Westark Area Council **May 4, 2022**. The original \$200 deposit is counted toward this final payment.

PAYMENTS

Payments may be made online at www.camporr.org (preferred) or by mailing a check payable to Westark Area Council, with Camp Orr in the memo line. Mail checks to the Scout Service Center, 1401 Old Greenwood Road, Fort Smith, AR 72901.

REFUNDS

Prior to May 15, 2022

Refunds for Scouts or Leaders who are unable to attend camp due to extenuating circumstances will be made only to units, not individuals. A request for a refund must be made prior to May 15, 2022. Refunds are contingent upon the approval of the Council Executive Board.

AFTER MAY 15, 2022

Any reductions in youth participants after May 15, 2022 will incur a \$100 cancellation fee per youth. Registrations and payments may be transferred to a new Scout within a unit. We ask that all transfer requests be made in writing at least one week prior to scheduled camp arrival.

CHECK-IN

When you arrive at camp, you should have all required forms and paperwork, which can be found at camporr.org or in this Leader's Guide. During check-in, staff will work with you to up-date any schedules and settle any remaining balances.

Refunds or transfers cannot be granted for those who choose to arrive late or depart early.

Activities

Antenna Pine



Experience the Buffalo River valley from the top! Named for the antenna-like pine tree that marks the summit, this hike has been made by Scouts and Scouters alike for decades. Please see your troop guide no later than Monday to arrange a trip if you plan to make the hike. The kitchen staff must have AT LEAST a 24-hour notice if you plan to pack a meal on the hike.

This half-day hike is less than 3 miles one way, but is classified as a strenuous hike with over 1,000 feet elevation gain. This is open to all Troops/Crews, but recommended for older Scouts in good physical condition. Once back in base camp, make your way to the trading post to purchase your one-of-a-kind "I survived Antenna Pine" memorabilia. Remember your Scout Essentials and water ***IS A MUST!***

Taps/Lights Out

At 10:30 pm each night, the staff will ring the camp bell twelve times. We ask all in camp to stop during this time and reflect on the day. If your Troop has a bugler that is interested in playing taps, have him notify the Program Director at check in. Lights out is at 11:00p.m.

Camp-Wide Activities

There will be time during the evening for a variety of games and activities for Scouts and leaders. They will include horseshoes, ultimate Frisbee, board games, gaga ball pit, and much more –bring your own if you want.

Twin Falls



Twin Falls (a.k.a. Triple Falls) is arguably the most scenic spot on camp property and possibly in the entire Natural State. Shop Creek cascades 48 feet down a rock face. The water actually emits from an underground cavern mere feet from the top of the falls, which is why the water is exceptionally cold. Whether you will see two or three separate falls is completely determined by the amount of recent rainfall. The trail is 0.3 miles long from the trailhead.

NIGHT VIEWING

Astronomy merit badge requires a short viewing session three evenings in a row. One of these evenings is required to be 3-hour long 'star party.' In an attempt to accommodate the weather, viewing will start Monday evening at a time to be announced each week. That way if there is a cloudy night, the Scouts have the potential to still complete the merit badge requirements. The viewing will start about 30 minutes after sunset. The 3-hour star party will also be based on the weekly weather forecast and will be announced at the Leaders meeting Monday morning. The star party will be open to all members of camp although only those earning the merit badge will need to stay the entire 3 hours.

Activities - continued

Sunday Night Opening Campfire



This single event will set the pace for the entire week. There will be songs, skits, and stunts full of energy and enthusiasm provided by your Camp Orr Staff.

Wednesday Cook-in-camp

Each Wednesday night, the troops in camp pair up together for an evening of fun and fellowship. Starting about 5p.m., the troops are on their own program time to schedule activities of their choosing. Dinner (hotdogs, buns, and fixin's) will be ready at the dining hall for pickup about 6:00 p.m. Troops will need to roast their own hotdogs. Troops are welcome to bring additional food to cook in their campsite.

Wednesday Dutch-Oven Cook-off

Bring your oven and ingredients from home, then while your Scouts roast their dogs for dinner, whip up something special. Entries will be made as a unit in youth and adult categories as well as dessert and entree. Judging will begin promptly at 7p.m. on Wednesday at the Hogan. Points will be awarded for presentation, taste, and originality.

Wednesday Morning Service

A Scout is Reverent. Come worship with our staff on Wednesday morning at 6:30 a.m. up the hill at Vespers Overlook. Chaplain's Aides will meet with the Camp Chaplain on Tuesday afternoon to plan the service.

Thursday OA Fellowship

A gathering of Arrowmen will take place at the Hogan on Thursday at 8:00 pm. Bring your patches as there will be ample time to trade. Also, the Camp Chief will be available to ensure that your unit is ready for the Friday night call-out ceremony. (For out-of-council troops, a letter confirming eligibility and signed by your Lodge Chief and Lodge Advisor is necessary for your Scouts and leaders to be called out.)

Friday Night Closing Campfire

Share your favorite song, stunt, or skit! Units wishing to participate will need to present to the Program Director for approval ahead of time and reserve your spot. Recognitions will also be presented to units/patrols/individuals for accomplishments during the week as well as other awards just for fun.

The Legend of Smokey Joe



Each camp has its own legend that is passed on from generation to generation. Camp Orr's will be shared Friday evening after closing campfire. Our legend keeper requires no talking and no lights during the story. If either occur, he will stop the story and you will have to return another year to hear the end. *There is a chance after the Closing Campfire for people who do not wish to listen to the legend to return to camp.*

Merit Badges and Programs



Experiencing summer camp through merit badges is the core of the Boy Scout summer camp program. Merit badge sessions are offered by program staff each day during five scheduled session times and at other times as well. Numerous merit badges include hikes, nature walks, trips to the river, or up the trails. Some merit badges require Scouts to attend a two-session block and Buffalo Trail is an all day program. Many merit badges will be completed at camp. Some have requirements that should be completed prior to camp and some requirements that can only be completed outside camp. Scouts must demonstrate completion and understanding of each requirement before it will be approved by the counselor. Merit badges and programs are run through various Program Areas at Camp Orr High Adventure Base. This ensures qualified instruction by knowledgeable counselors and a great experience by Scouts in each area.



Scout Craft

The real Scouting skills that makes one proud to be an outdoorsman are offered in one of the finest Scoutcraft Areas in any Scout Camp. Learning the art of rope work, camping, cooking, hiking, and survival, in addition to others, can be one of the most memorable experiences at Camp Orr. The area provides a complete environment to gain these desired skills for both the younger Scout and the more experienced Scout alike.

Note: Scouts involved in Wilderness Survival will complete an overnight campout for their requirements, weather-permitting.

Eco



In our Ecology area, Scouts get to study natural habitats, climate, and the effects of human activity on wildlife and natural resources. Through hands-on experimentation and analysis participants gain a greater appreciation for the world around them. There are more merit badges offered in the Ecology area than any other program at Camp Orr. Many of these badges, including Environmental Science, Fish & Wildlife Management, Geology, Mammal Study, Nature, Soil & Water Conservation and Weather are all regularly scheduled in the daily merit badge program and some have special times and outings such as Astronomy.

Handicrafts

At Camp Orr's Handicraft Area, a Scout can turn his or her creative vision into a real memento of summer camp. The handicraft badges are a good start for many first year Scouts. The pride and satisfaction of making something with your own hands is a good lesson for a young Scout to learn. New Scouts always find success in this area and we encourage them to pick at least one activity from this area.

Note: Some Handicraft Merit Badges require an additional fee.

AQUATICS



Real summertime fun starts on our beautiful Buffalo River waterfront. We offer several aquatics Merit Badges, including Swimming, Kayaking, Rowing, Lifesaving, and Canoeing. We also offer a week-long course for BSA Lifeguard certification. All of our aquatics courses are taught on the Buffalo River, and Scouts should get wet each day during class, weather-permitting. Also in our aquatics area, a Scout can earn the Mile Swim and Kayaking BSA awards.

For adults in our aquatics area, we offer both Swim and Water Rescue and Paddle Craft Safety trainings, which, when combined, will give you the certification to be able to take your Scouts on most BSA aquatics adventures.

Merit Badges and Programs - continued

Buffalo Trail (First Year Camper)



The Buffalo Trail Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience.

As new rank requirements are adopted, the program is constantly under review and revision to meet those requirements. Basic Scout skills for the inexperienced Scout form the basis of the program.

Buffalo Trail is an all-day program, and Scouts will meet in their groups on Monday through Thursday. In addition to rank requirements, Scouts will have the opportunity to complete at least two Eagle-required Merit Badges, Swimming* and First Aid, as well as some requirements for other Merit Badges, like Cooking. Scouts will receive instruction in the following skill areas: Woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. All Scouts will receive instruction but will not be signed off, as that is the responsibility of the Scoutmaster or his designee. Scouts will also have the opportunity to earn their Totin' Chip & Firem'n Chit cards.

*Dependent on the Scout passing the swimming test. If a Scout does not pass the swimmer test, he/she will be placed in an instructional swim class with the goal of being able to pass the swimmer test by the end of the week.

Buffalo River Wilderness Company Trekking Program

There's no wrong way to turn when choosing one of our **Two Trekking** options! Our nationally certified trek director will help your unit choose the most appropriate route allowing you to create memories to last a lifetime. We will offer Trekking opportunities to 4 crews each week. Crews will be made up of 11 Scouts and Scouters plus your Camp Orr Staff Member called a Trek Guide. Participants must be 14 years old OR completed the 8th grade and be at least 13 years old. There are NO exceptions to this rule!

All units participating in these programs **must** provide at least two Wilderness First Aid certified adults for each trek.

The River (Canoeing)

Established in 1972, Buffalo National River flows freely for 135 miles and is one of the few remaining undammed rivers in the lower 48 states. Once you arrive, prepare to journey from running rapids to quiet pools while surrounded by massive bluffs as you cruise through the Ozark Mountains. This trek lets you see and enjoy the Buffalo River from the seat of a canoe. You'll see the Ozark Mountains in all their majesty all while experiencing the clarity, beauty and relaxation while floating the Buffalo River. We will supply you with PFD's (which meet all BSA safety requirements), paddles, meals, an experienced guide, and transportation to and from drop-off and pick-up points.

The Trail (Hiking/Backpacking)

The Buffalo River Trail provides some of the most beautiful hiking in the country as it runs along the Buffalo River's banks. It also passes through historic sites preserved for all to see and along bluffs overlooking the river in all its beauty. For those who want a beautiful but challenging experience, this is perfect. However, it is well worth it to be able to overlook miles of the river winding its way through the mountains, walled by giant, ancient bluffs. We will supply you with meals and an experienced guide.

For more details about our Trekking Program check out our Trekking Program guide available here:

[2022 Trekking Program Guide](#)

Let our Trekking Director work with you to choose the route that gives the best fit for your unit providing the perfect adventure so you will leave with memories to last a lifetime!



SPECIAL NOTE: ALL UNITS PARTICIPATING IN HIGH ADVENTURE MUST PROVIDE AT LEAST TWO WILDERNESS FIRST AID CERTIFIED ADULTS FOR EACH TREK.

Merit Badges Offered

Scouts and Adult Leaders are strongly encouraged to review the pre-requisites and requirements for selected merit badges prior to camp. Please ensure each Scout is physically able to participate in the merit badges he signs up for. If it is determined that a Scout cannot successfully or safely participate in a chosen class, he or she will be asked to choose a more appropriate class. Camp Orr does not issue blue merit badge cards. Units will have access to view progress throughout the week, as well as a completion report available online. **Please verify it for accuracy before leaving camp.** Knowing the requirements prior to arrival at camp is beneficial. Check the individual merit badges below for further required equipment or items. All merit badges offered are a daily one hour course unless mentioned otherwise in the description.



ARCHEOLOGY

All requirements may be completed at camp. Bring clothes that you are comfortable getting dirty in.



ARCHERY

Bring a copy of your local laws with you to camp to supplement requirement 1c. Scouts must complete shooting requirements to complete merit badge.



ART

Requirement 6 cannot be completed at camp.



ASTRONOMY

Three evenings required to observe stars, weather permitting. Come prepared with requirement 5b completed in order to complete the merit badge at camp (requires the use of the internet).



BASKETRY

All requirements can be met at camp. **Additional fee of \$25 for this class.**



BIRD STUDY

All requirements can be completed at camp. Kits will be provided for requirement 8 (build bird feeder or bird house). **Additional fee of \$25 for this class.**



CAMPING

Requirements 4b and 8d must be completed before or after camp. Requirement 9a calls for 20 cumulative nights of camping, 6 of which will be completed by week end! **Eagle Required Merit Badge.**



CANOEING

Daily **two hour** class. Must pass the BSA swimmer test. All requirements can be met at camp.



CHEMISTRY

Cannot complete requirement 7 at camp. 7b can be done prior to camp to complete the merit badge.



CHESS

Basic knowledge of tournament play is helpful. **Evenings only.**



CITIZENSHIP IN THE COMMUNITY

Requirements 3, 4, 7c must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge.**



CITIZENSHIP IN THE NATION

Requirement 2 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge.**



CITIZENSHIP IN THE WORLD

All requirements may be completed at camp. **Eagle Required Merit Badge.**



CLIMBING

Daily **two hour** class. All requirements can be completed at camp.

Merit Badges Offered - Continued



COLLECTIONS

All requirements can be met at camp. Bring your collection to help satisfy requirements. Coin Collecting and Stamp Collecting do not apply. Bringing a collection is not a requirement.



COOKING

Requirements 5c-5e must be completed after camp. Requirement 8 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge. Additional fee of \$25 for this class.**



COMMUNICATION

Requirements 5, 8, and 9 must be completed before or after camp. Bring documentation if completed before camp. **Eagle Required Merit Badge.**



CYCLING

All things cycling from maintenance to repairs with a little 1st aid thrown in. Bring your state and local bicycle laws (Req 6). Requirement 7 may not be completed in full while at camp. **Eagle Required Merit badge.**



EMERGENCY PREPAREDNESS

Requirements 1c and 8b cannot be completed at camp. **Eagle Required Merit Badge.**



ENVIRONMENTAL SCIENCE

Daily **two hour** class open to all Scouts. Be sure to have pen and paper for this class. All requirements can be completed at camp. **Eagle Required Merit Badge.**



FIRST AID

Requirement 1 should be completed prior to camp. Scouts need to come prepared with a first aid kit that they have created at home. **Period 4 for Buffalo Trail Scouts ONLY. Eagle Required Merit Badge.**



FISHING

May need time outside of class for #9. Fishing license required if 16 or over; available on Arkansas Game and Fish Commission website www.agfc.com (not available at camp). Recommended that each Scout have his or her own rod and reel.



FISH AND WILDLIFE MANAGEMENT

All requirements can be completed at camp. Be sure to have pen and paper for this class.



FORESTRY

Will require Friday afternoon session with a forester. All requirements can be completed at camp.



GEOCACHING

Helpful if you can bring your own GPS unit. Requirement 8 cannot be completed at camp.



GEOLOGY

All requirements can be completed at camp.



INDIAN LORE

All requirement can be completed at camp. **Additional fee of \$25 for this class.**



INSECT STUDY

Can bring a scrapbook in order to complete Requirement 4b, but may also use an electronic device for documentation. Requirement 9 must be completed prior to (bring documentation) or after camp.



KAYAKING

Must be a swimmer. For older, more experienced Scouts. All requirements can be completed at camp.



LEATHERWORK

All requirements can be completed at camp. **Additional fee of \$25 for this class.**



LIFESAVING

Daily **two hour** class open to Scouts 13 years of age and up. For requirement 7e Scout must have jeans with a belt and a long-sleeved button-up cotton shirt. **Eagle Required Merit Badge.**

Merit Badges Offered - Continued



Mammal Study

All requirements can be completed at camp.



NATURE

Scouts must come prepared to hike and put the necessary time and effort into this merit badge.



ORIENTEERING

All requirements can be completed at camp. Compasses provided but beneficial if Scout has his or her own.



PIONEERING

All requirements can be completed at camp.



REPTILE AND AMPHIBIAN STUDY

Requirement 8 must be completed before or after camp.



RIFLE SHOOTING

Daily two hour class. Due to restrictions of being on a National River, we are only able to use competition air rifles for this merit badge. To complete the merit badge, Scouts must qualify with shooting requirements (option B, req. j, k).

Additional fee of \$25 for this class.



SHOTGUN SHOOTING

Daily 2-hour class open to Scouts 13 years of age and over. 20 gauge shotgun used for this class. Be sure your Scouts are physically capable of handling a shotgun to qualify for the shooting requirement.

Additional fee of \$25 for this class.



SOIL AND WATER CONSERVATION

All requirements can be completed at camp.



SWIMMING

Must pass BSA swimmer test. All requirements can be completed at camp. For requirement 4, Scouts must have the following clothes: shoes, socks, swim trunks, long pants (cotton/blue jeans), belt on pants, and cotton long-sleeved, button-up shirt. **Period 3 for Buffalo Trail Scouts ONLY. Eagle Required Merit Badge.**



WEATHER

All requirements can be completed at camp. Completing requirement 10 prior to camp and presenting to the counselor is best.



WELDING

All Scouts must have completed First Aid Merit Badge to Participate. **Additional fee of \$25 for this class.**



WILDERNESS SURVIVAL

Daily two hour class open to all Scouts. Bring requirement 5 to camp based on information in the merit badge pamphlet. Participants will spend Wednesday night in shelters that they make at camp.



WOODCARVING

All requirements can be completed at camp. **Additional fee of \$25 for this class.**



MERIT BADGE SCHEDULE

Area	Period 1	Period 2	Period 3	Period 4	Period 5	Evening	Maximum # of Students
	9:15 -10:15	10:30 -11:30	1:30 - 2:30	2:45 - 3:45	4:00 - 5:00		
Boating Area	Canoeing		Canoeing				10
			Kayaking		Kayaking		10
Swimming Area	Swimming	Swimming	Swimming (Buffalo Trail Only)	Swimming	Swimming		10
	Lifesaving			Lifesaving			8
Adventure Area	Climbing		Climbing				10
				Cycling	Cycling		8
Shooting Ranges	Archery		Archery				16
	Rifle Shooting			Rifle Shooting			16
	Shotgun Shooting			Shotgun Shooting			8
Scoutcraft Area		Orienteering		Orienteering			10
			Geocaching				12
	Fishing	Fishing	Fishing				10
	First Aid	First Aid	First Aid	First Aid (Buffalo Trail Only)	First Aid		12
	Camping	Camping	Camping				12
	Cooking		Cooking				10
		Emergency Preparedness		Emergency Preparedness			10
			Soil and Water Conservation		Soil and Water Conservation		10
Ecology Area				Pioneering	Pioneering		12
	Environmental Science			Environmental Science			10
			Fish and Wildlife Management		Fish and Wildlife Management		10
	Forestry		Forestry		Forestry		10
		Astronomy		Astronomy			10
	Nature		Nature		Nature		10
		Weather		Weather			10
		Geology		Geology			10
	Bird Study		Bird Study				10
		Mammal Study		Mammal Study			10
					Insect Study		10
	Archeology		Archeology				10
		Chemistry		Chemistry		10	
Reptile and Amphibian Study			Reptile and Amphibian Study			10	
Handicraft Area	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork		15
	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving		15
	Basketry	Basketry	Basketry	Basketry	Basketry		15
		Welding		Welding			10
		Art			Art		15
Indian Lore			Indian Lore			15	
Administration Building				Citizenship in the Community			12
	Citizenship in the Nation		Citizenship in the Nation				12
		Citizenship in the World			Citizenship in the World		12
		Communication			Communication		12
OA Indian Village	Wilderness Survival			Wilderness Survival			10
Games Area					Chess	No Limit	
Friday Only	Collections		Collections				No Limit

SCHEDULE SUBJECT TO CHANGE

GENERAL CAMP SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			MILE SWIM				DEPART FOR HOME WITH FANTASTIC MEMORIES!
7:45 AM			MORNING ASSEMBLY (Activity Uniform)				
8:00 AM			BREAKFAST				
8:45 AM			SPL MEETING				
9:15 AM			MERIT BADGE CLASSES BEGIN				
9:30 AM			ADULT LEADER'S MEETING (Every Unit Should Be Represented)				
11:45 AM	CHECK-IN 1 Adult Leader needs to come to the dining hall. The rest of the leaders and youth will tour camp with staff.	ASSEMBLE FOR LUNCH ON PARADE FIELD					
12:00 PM		LUNCH					
1:00 PM		MERIT BADGE CLASSES RECONVENE					
1:30 PM		MERIT BADGE CLASSES END FOR THE DAY					
5:00 PM		EVENING ASSEMBLY (Field Uniform)					
5:45 PM	DINNER						
7:00 PM	Scoutmaster/SPL Meeting	Evening Programming	Evening Programming	Dutch Oven Cook-Off. Dinner In Campsites and Troop Planned Activities	Scoutmaster Steak Dinner	Closing Campfire	
7:30 PM							
8:00 PM	Opening Campfire				OA Ice Cream Fellowship		
10:30 PM	RINGING OF OL' FRISCO AND QUIET TIME						
11:00 PM	LIGHTS OUT						

SCHEDULE SUBJECT TO CHANGE AS NEEDED

Adult Activities

There is a very important group of people at summer camp. They take off from work, use their vacation days, and give up valuable time that could be spent with family. We are talking, of course, about the leaders. At Camp Orr, we feel like you deserve a program as well. While your primary focus should remain on your Scouts, there will be time for you to get a little something out of being here. Please sign up prior to camp for trainings so that we will have adequate training materials.



Scoutmaster Merit Badge

Want an opportunity to be involved in the total Camp Orr experience? Get to know the camp staff, make new friends, participate in fun program areas, and help the Commissioner Staff and Camp Ranger with some service projects while earning your own recognition at camp. You do not have to be a Scoutmaster to participate; all adult leaders are welcome to work on this 'merit badge.' Sign up for the adult leader activities on Monday morning at the adult leader meeting. Adult Leaders with special skills, knowledge, or certifications that apply to merit badges at Camp Orr may contact the Camp Director if you would like to help with classes.

There will also be an opportunity for Scout leaders to assist the Camp Commissioner throughout the week. Please let us know your interests at check-in or at the leader meetings.

Adult Leader Shootout



Do you have the skills of William Tell or Annie Oakley? Use your best shot to oust the competition. Day and time will be announced at the leader meetings.

Mile Swim

Must pass BSA swimmer test. Mandatory practice sessions are held at 6:00 am each morning Monday-Thursday. Mile swim is done at 6:00 am on Friday morning.

Dutch-Oven Cook-off



The Scouts aren't the only ones that get to have fun here. Whip up your favorite recipe (does not have to be a dessert) and see if you have what it takes to take home the trophy!

Horseshoe Tournament



Grab a buddy and get 'em close. Day and time will be announced at the leader meetings.

Policies and Procedures

In order to keep a high level of happy and safe campers, please observe the following list of safety measures.



HEALTH LODGE – We provide a qualified individual on-call 24/7 to provide attention to all medical concerns. Any serious illnesses/injuries should be directed to him/her. You will be expected to submit all prescription medications to the Camp

Medic for storage and administration. Exceptions: inhalers, epipens, heart medications, regular adult meds. The Camp Medic must have all medications documented to respond correctly when providing aid.

TRIPS TO THE HOSPITAL/DOCTOR – In the event that a camper requires the services of a doctor, the following steps will be taken:

1. Transportation will be the responsibility of the unit unless EMS is called.
2. Two-deep leadership must be maintained; we will provide custodial leadership in camp if necessary.
3. The unit must be prepared to pay for any medications that are prescribed by the doctor. Reimbursement will be the responsibility of the family.
4. Parents should be notified immediately. Unit leaders will be expected to know how to reach them if necessary.

ALCOHOL/ILLEGAL DRUGS – Use or possession of any controlled substance is not permitted at Camp Orr. Violators will not only be asked to leave camp but will also be reported to the authorities immediately.

TOBACCO – There is a designated smoking area for adult leaders behind the Hogan. Please set a good example for our members and do not smoke in other areas of camp, including campsites.

FIRE SAFETY – Camp Orr has a fire plan in place. This plan will be communicated at the Sunday leader meeting. Please follow these rules while at camp:



1. Report wildfires to the staff immediately.
2. No flames in tents.
3. Scouts do not fight fires.
4. Keep all fires in designated fire rings in each campsite.
5. Do not use accelerants.
6. Instructions for an emergency situation will be given at the Sunday leader meeting.
7. Adult supervision is required for all fires, including propane.
8. Propane should be locked up when not in use.

PROHIBITED ITEMS – The following items will be confiscated upon discovery: fireworks, firearms, cannons, potato guns, slingshots, alcohol, illegal drugs, canned air horns, or anything else deemed detrimental to the health and safety of the campers by the camp management.

ANIMALS – Pets are not permitted at Camp Orr outside of those designated by the Americans with Disabilities Act. Do not handle the wildlife. If you have a pest that needs relocation, please notify the camp staff.

TWO-DEEP LEADERSHIP – This is a National BSA Standard that will be enforced. Each unit must provide at least one registered adult over the age of 21 and one over the age of 18 (over 21 for Crews). Custodial leadership can be provided in the event of an emergency, but otherwise will be the responsibility of the unit.

KNIVES – Sheath knives are not permitted at Camp Orr. All knives should have lock-back, folding blades under 3½ inches long.

FOOTGEAR – Sandals are not appropriate for the rocky terrain at Camp Orr. They are permissible in the showers and the waterfront, but close-toed shoes/boots must be worn at all times elsewhere in camp. Closed-toe shoes are required for travel to and from the showers and waterfront (carry sandals and change when you get there).

MAIL – All mail will be handled through the Trading Post. It will only be given to the adult leaders. Stamps, envelopes, and post cards will be available for sale in the Trading Post.

KITCHEN – No one under the age of 16 is permitted in the kitchen area. Adults, please check with cook for assistance before entering.

H2O – Dehydration is a serious concern and we need to encourage everyone to drink water regularly throughout the day. Water spigots are located near all campsites and program areas. They are all potable (drinkable). Please take advantage of them.

ICE – Ice is available for purchase through the Trading Post during regular hours, except under red flag conditions when units will be provided with daily ice for their water coolers.

SANITATION – It will be the responsibility of each unit to clean their campsite and share the cleaning of the latrines and shower houses. Cleaning schedules will be provided at check-in and will be posted on the Quartermaster door.

VEHICLES – Vehicles are to remain in the designated parking area at the bottom of the hill and are not to be in camp. If you have a medical need for transportation, it must be preapproved before camp. Scouts are absolutely NOT allowed to ride in the back of trucks or trailers. Seat belts are to be worn at all times!

CAMP PROPERTY – Each campsite will be inspected prior to each week of camp, and again on checkout. Any damage to camp equipment or property will be charged to the unit. Supervision is the key to maintenance – please encourage everyone to act responsibly.

ARRIVAL AT CAMP AND CHECK IN PROCEDURES

In order to keep a high level of happy and safe campers, please observe the following list of safety measures.



TRAVEL AS A GROUP SO THAT YOU ARRIVE TOGETHER. Check-in time is Noon to 4:00 pm on Sunday. Please plan on arriving during this window to make sure we can get everyone registered and in your campsite before assembly at 5:45pm for flag ceremony and supper. Saturday evening arrivals are permissible only with prior arrangements made with the camp director. We will place you in your campsite and you will be responsible for your meals until Sunday supper.

Your adventure begins at the top of the hill. The road into Camp Orr is steep and not paved. Low clearance vehicles are discouraged. A staff member will be at “Cool Your Brakes” (halfway down the hill) on Sunday to make sure it is safe to continue down into Camp Orr. If you are arriving on Saturday, please stop at the sign and check your brakes.

This is for your safety!

Follow the camp road into the Buffalo River Valley. As you enter camp, a staff member will greet you. Please stop and drop off your Scouts (and extra adult leaders that are not needed at check-in) at this point; staff members will escort the Scouts on a camp tour from here. Proceed to the dining hall to complete the check-in process.

Only ONE vehicle is allowed in camp at a time during check-in due to limited parking space in campsites. After that, all vehicles must remain in the parking area. Trailers can be left in the campsite but need to be positioned so that an emergency vehicle can get into your campsite if need be.

Check-in begins with camp administration at the Dining Hall.

CHECK-IN WITH THE CAMP DIRECTOR. Director will need your submitted/updated Unit Roster and will collect any fees due. You will receive a receipt and your colored wristbands. The wristbands are part of our Risk Management Plan and need to be worn at all times.

• **CHECK-IN WITH THE CAMP COMMISSIONER** and receive your camp packet (camp schedules, map, etc.) If you ordered t-shirts, please bring a copy of your t-shirt Order Form. T-shirt orders are filled prior to your arrival in camp according to the t-shirt order form you submitted. It is highly recommended to order t-shirts ahead of time so that you will have them prior to your arrival to Camp Orr and have your Troop number on them!

• **CHECK-IN WITH THE PROGRAM DIRECTOR.** Director will need your submitted/updated Program Roster. Occasionally, adjustments need to be made to the requested classes, so please be sure Scouts have some secondary choices in mind.

• **CHECK-IN WITH THE CAMP MEDIC.** All Scouts and leaders attending camp need to present their completed and signed BSA Annual Health and Medical Form, Parts A, B and C. At this time, all prescription medications will be logged and, unless needed by the individual (epi-pens/inhalers/etc.), these will be kept locked up and refrigerated if needed in the Health Lodge. *State law and BSA regulations require this.* If there is a question regarding a specific medication we ask that you work with the Camp Medic to keep the Scouts safe and in good health. All regularly scheduled medications will be dispensed by the Camp Medic at the appropriate time unless prior arrangements have been made.

• **CHECK-IN AT THE WATER FRONT.** After the check-in procedure is complete, proceed to the Waterfront. Due to natural water conditions, swim checks must be completed at camp.

In-Camp Program Equipment List



CAMP ORR PROVIDES:

- Flagpole
- Picnic Table(s)
- Canvas Wall Tents
- Tent Platforms
- Meals
- Trash Bags
- Latrines
- Water Supply
- Hot Showers

EACH UNIT NEEDS TO BRING:

- U.S. Flag
- Troop Flag
- Patrol Flags
- 5-10 gallon water jug
- Patrol Gear
- First Aid Kit
- Dining Fly
- Lanterns
- Dutch Oven(s)
- Ingredients for Dutch-Oven cook-off

WHAT NOT TO BRING TO CAMP:

PERSONAL FIREARMS
ARCHERY EQUIPMENT
SHEATH KNIVES
FIREWORKS
PETS
ALCOHOL/TOBACCO PRODUCTS
RADIOS/CD PLAYERS
ELECTRONIC GAMES/I-PODS

EACH INDIVIDUAL NEEDS TO BRING:

- Necessary medications
- Water bottle
- Official Scout Uniform
- T-shirts
- Shorts
- Long Pants*
- Long Sleeved Shirt*
- Socks
- Underwear
- Swim Trunks
- Closed-toe Shoes/Boots
- Hat/Cap
- Sleeping Bag/Bedroll
- Pillow
- Cot
- Towel
- Personal Hygiene Items
- Flashlight
- Light Jacket
- Raingear
- BSA Handbook
- Merit Badge Pamphlets
- Notepad
- Pens/Pencils
- Spending Money
- Bible
- Bug Repellent
- Sunscreen
- Folding Pocket Knife

ADDITIONAL ITEMS TO CONSIDER:

- Camera
- Fishing tackle
- Musical Instrument
- Sewing Kit
- Sunglasses

*needed for Swimming/Lifesaving merit badges (see MB Requirement list)

THERE WILL BE A WELL-STOCKED TRADING POST WITH A WIDE SELECTION OF BASIC CAMPING SUPPLIES, SNACKS, SCOUT GEAR, AND SPECIAL CAMP ORR LOGO GEAR!

Suggested amount to bring is \$80-\$100

ALL CLASSES REQUIRE EACH SCOUT TO BRING PENCIL AND PAPER EVERY DAY. VERY IMPORTANT!!!

BE PREPARED

BIKE RENTAL - We have a limited number of mountain bikes for rent. \$10 per day or \$30 for the week. Bring your own helmet. **FIRST COME, FIRST SERVED!** Check with the trading post staff.

COTS - (very limited supply) \$15 per week. **FIRST COME, FIRST SERVED!** You are responsible for all damages. Check with the trading post staff.

Campsite Information



Campsites at Camp Orr are outfitted with 9' x 7' two-man canvas tents on permanent wooden platforms. They also have a flagpole and picnic tables. Latrines and running water are found near each campsite. Trash bags are available at the Hogan. Troops/crews are responsible to take their trash to the trash trailer behind the Dining Hall each evening. This will help keep the critters out.

Please do not eat or store food or snacks in the tents. This attracts unwanted guests to the campsites. All food and snacks should be eaten at the table provided and stored appropriately in the troop trailer. Please pick up spilled and dropped items and dispose of them in an appropriate trash bag/can. **DO NOT FEED THE WILDLIFE!**

Troop trailers may be left in the campsite but need to be positioned so that an emergency vehicle can get into the campsite. Vehicles must be parked in the lot at the bottom of the hill.

Campsite	Capacity	Campsite	Capacity
Dogwood (HC)	30	Sioux	48
Cherokee	24	Shady Valley	26
Trail's Peak	26	Blackfoot	30
Elk	16	Deer	16
Greenbrier	40	Fox	18
Rattlesnake	22	Polecat	20
Hickory Heights	24	Limestone	24
Bobcat	24	<u>Cedarvale (HC)</u>	30
Osage	42	Sassafras (HC)	36
Sequoyah	22	River Trail	48
(HC) indicates Handicapped Accessible			



HIGH ADVENTURE BASE

www.CampOrr.org
www.WestarkBSA.org



CAMPSITE LOCATOR

- | | | | | | |
|----------------|------------------|-----------------|--------------|---------------|----------------|
| 1 Dogwood | 5 Greenbriar | 9 Osage | 13 Blackfoot | 17 Limestone | 21 River Trail |
| 2 Cherokee | 6 Rattlesnake | 10 Sequoyah | 14 Deer | 18 Cedarvale | |
| 3 Trail's Peak | 7 Hickory Hghts. | 11 Sioux | 15 Fox | 19 Sassafras | |
| 4 Elk | 8 Bobcat | 12 Shady Valley | 16 Polecat | 20 Staff Area | |

PROGRAM AREA AND FACILITY LOCATOR

- | | | |
|------------------|------------------|-------------------|
| DH Dining Hall | HA Handicraft | CL Climbing Wall |
| PG Parade Ground | BT Buffalo Trail | SH Shotgun |
| TP Trading Post | SC Scoutcraft | R/A Rifle/Archery |
| QM Quartermaster | EC Ecology | WF Waterfront |



SCALE
Approx. 500 ft

Wachtschu Mawachpo Lodge #559 Order of the Arrow

Each week during the summer camp season, Wachtschu Mawachpo Lodge conducts a Call-Out Ceremony to publicly recognize those Scouts and their adult leaders who have been duly elected or nominated by their troop or committee members to become members of the Order of the Arrow.

We extend this opportunity to all visiting troops from outside Westark Area Council. For us to call out candidates for our brother lodges, we will need verification that these persons were elected/nominated. A copy of the Troop OA Election form normally used in your local council will suffice for this authorization, or a letter listing the names of the individuals that have been elected/nominated. The election form or letter should be completely filled out and include the signatures of the Lodge Chief and Lodge Adviser.



A copy of the form or letter may be sent to the council office by May 18, 2022

Westark Area Council, BSA
Attention: 2022 OA Camp Chief
1401 Old Greenwood Road
Fort Smith, AR 72901

If preferred, a copy may be faxed to the attention of the 2022 OA Camp Chief: 479-782-5825

We hope your experience at Camp Orr is exciting and fulfilling in 2022 and hope to have your unit return in future years!



Registration Form

Reservations are made with a \$200 non-refundable deposit that will be applied toward your total camp fees when you check in at camp.

Troop/Crew # _____ Home Council Name _____ Council # _____
 Leader's Name _____ Position _____ Phone (____) _____
 Address _____ City _____ State ____ Zip _____
 E-mail _____ Campsite preferred _____

BEFORE YOU COMPLETE THIS FORM, PLEASE NOTE: *Camp Orr is a complete adventure experience for Scouts and Scouters and is the only Boy Scouts of America camp located on a National River. It is possible that the river could be shut down if water levels prohibit a safe float. If you sign up for a river trek and something beyond our control takes place that would prevent your unit from floating, please come prepared to make use of the hiking trails winding through the Ozarks surrounding Camp Orr.*

Week attending (please circle): June 12-18 June 19-25 June 26 - July 2 July 3-9 July 10-16

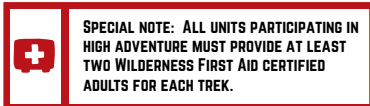
Troops (price per Scout)

Out-of-Council Scouts	_____ @ \$325	\$ _____
In-Council Scouts	_____ @ \$275	\$ _____
Trekking Out-of-Council Scouts	_____ @ \$395	\$ _____
Trekking In-Council Scouts	_____ @ \$345	\$ _____

Total Youth Fees \$ _____

Leader's Fees: (each unit will get one free in-camp leader with 10 traditional Scouts attending camp, 2 free for 20 traditional Scouts attending, etc.) **Free Leader does not apply to Trekking Leaders.**

Out-of-Council Leaders	_____ @ \$150	\$ _____
In-Council Leaders	_____ @ \$125	\$ _____
Trekking Out-of-Council Leaders	_____ @ \$220	\$ _____
Trekking In-Council Leaders	_____ @ \$195	\$ _____



Total Adult Fees \$ _____

Additional Program Fees/Expenses

Basketry Merit Badge	_____ @ \$25	\$ _____
Bird Study Merit Badge	_____ @ \$25	\$ _____
Cooking Merit Badge	_____ @ \$25	\$ _____
Indian Lore Merit Badge	_____ @ \$25	\$ _____
Leatherwork Merit Badge	_____ @ \$25	\$ _____
Rifle Merit Badge	_____ @ \$25	\$ _____
Shotgun Merit Badge	_____ @ \$25	\$ _____
Woodcarving Merit Badge	_____ @ \$25	\$ _____
Welding Merit Badge	_____ @ \$25	\$ _____

Total Additional Program Fees \$ _____

SUB-TOTAL \$ _____

MINUS \$200 DEPOSIT \$ _____

MINUS \$350 RECONFIRMATION FEE \$ _____

TOTAL DUE \$ _____

**SUBMIT REGISTRATION ONLINE AT:
WWW.WESTARKBSA.ORG**

Unit Reconciliation Sheet

Unit # _____ City/State _____ Council # _____

Week attending (please circle): June 12-18 June 19-25 June 26-July 2 July 3 - 9 July 10 - 16

Unit Leader (please print) _____ Phone (____) _____

E-mail _____

Number of Youth Out-of-Council (merit badges) _____ x \$325 = \$ _____

Number of Youth In-Council (merit badges) _____ x \$275 = \$ _____

Number of Youth Out-of-Council (Trekking) _____ x \$395 = \$ _____

Number of Youth In-Council (Trekking) _____ x \$345 = \$ _____

Adults Out-of-Council* _____ x \$150 = \$ _____

Adults In-Council* _____ x \$125 = \$ _____

Adults Out-of-Council (Trekking) _____ x \$220 = \$ _____

Adults In-Council (Trekking) _____ x \$195 = \$ _____

Additional Fees (Merit Badges, etc.) _____ x \$25 = \$ _____

*1 free per 10 traditional Scouts in base camp **Subtotal** \$ _____

Subtract \$200 Deposit \$(_____)

Subtract \$350 Reconfirmation Fee \$(_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$(_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$(_____)

Subtract additional payment (Date: _____ Amount \$ _____) \$(_____)

Subtract Total Payments \$ (_____)

TOTAL AMOUNT STILL DUE \$ _____

AMOUNT \$ _____ RECEIVED BY: _____ Date _____



BOY SCOUTS
OF AMERICA
WESTARK AREA COUNCIL

CAMP ORR HIGH ADVENTURE BASE

HCR 70 BOX 140
JASPER, AR 72641

WESTARK AREA COUNCIL

1401 OLD GREENWOOD RD.
FORT SMITH, AR 72901
(479) 782-7244

