

Orange County Council
Boy Scouts of America

Schoepe Scout Reservation at Lost Valley



2024 Leaders' Guide

Dear Scouters,

We extend our heartfelt gratitude to you for choosing Schoepe Scout Reservation at Lost Valley as the destination for your 2024 Summer Camp experience! This year we are celebrating our 60th anniversary of Summer Camp! So we sincerely hope you are as eager as we are to embark on this exciting camp journey.

At Lost Valley, we prioritize the safety and well-being of our Scouts, Scouters, and staff above all else. Our management team has diligently worked to craft a program that not only promises adventure but also ensures a secure and enjoyable experience for everyone involved.



Proudly accredited by the American Camp Association and recognized nationally as a Scouts B.S.A. Summer Camp, Schoepe Scout Reservation at Lost Valley is nestled in the captivating Anza-Borrego desert, alongside Anza-Borrego State Park and Cleveland National Forest. Spanning 1400 acres, our camp offers breathtaking views, winding trails, and an authentic sense of wilderness adventure.

Our Merit Badge program and diverse evening activities are the heart of our camp experience, allowing Scouts, buddies, patrols, and Troops to learn, lead, and have a blast! With a commitment to offering a varied program, we provide opportunities for customization, fulfilling advancement requirements, and embracing adventure through activities such as climbing, COPE, and ATVs.

To guide you through your time at Lost Valley, we've prepared a comprehensive Leaders' Guide, organized into five sections: Preparing for Camp, Our Program, Arrival, Your Week, and Check-Out. These sections aim to provide a clear overview of the camp processes and steps to ensure the most successful summer camp experience. While we've covered as much as possible in the guide, we recognize that your questions may go beyond its scope. Please don't hesitate to reach out to the team for any further inquiries. Additionally, stay tuned for periodic online leaders' meetings, where we will keep you updated on camp changes and exciting program opportunities—details can be found on our website.

We eagerly anticipate hosting you at Lost Valley for Summer Camp this year! Be Prepared for an incredible journey filled with fun, adventure, and celebration. Here's to an amazing year ahead!

Warm regards,

Tori Harris - Camp Director
Bijan Sharifi-Tabesh - Asst. Camp Director
Jacob Walker - Asst. Camp Director

Becca Daniels - Program Director
Kevin Neuer - Director of Specialty Program
Cassie Haydis - Director of Advancement Program

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PART 1: PREPARING FOR CAMP

Preparing for camp is an important part of assuring that you and your Scouts have a great experience at Lost Valley. Here are five important steps your Troop needs to take to properly prepare for camp:

1. Plan with your Scouts for their advancement, Merit Badge goals, and other programs at camp.
2. Sign up for Merit Badges and special programs before camp (see page 8).
3. Attend our Down-the-Hill informational meetings taking place.
4. Notify camp management of any special medical, dietary, and/or program needs at least one month before your arrival at camp (see page 6).
5. Make sure that each Scout and adult leader have properly completed medical forms and permission forms with them prior to arrival at camp (see page 5).

Find out what your Scouts want to do and schedule time at troop or PLC meetings to talk about camp. This will get Scouts thinking about camp and increase their excitement for the summer ahead. Scouts need to know what programs are available, what activities to prepare for, and what to bring. Troop leaders need to consider the advancement and activity goals set by the Scouts and plan their participation accordingly. Parents and guardians need to know when the camp is, where it is, how much it costs, how to send mail, and how to get in touch with someone in case of an emergency.

2024 CAMP FEES

The 2024 Cost per Scout for a week at Lost Valley starts at \$550. The cost per adult leader starts at \$350. Adult leaders may split the week if schedules do not allow a full week at camp. Two-deep leadership must always be maintained.

The unit reservation deposit for 2024 is \$400; this will be deducted from your overall camp fees when final payment is made. To secure a camp reservation, register online at <https://scoutingevent.com/039-LVSummerCamp2024> or submit a completed claimstake form and a \$400 non-refundable unit deposit.

- First payment of \$100 per Scout is due January 31, 2024.
- Second payment of \$200 per Scout is due April 1st, 2024.
- All remaining fees, including adult leader fees, paid in full by May 1st, 2024.

CAMPERSHIPS

No Scout should ever be turned away from camp due to financial reasons. To help make sure all your Scouts can be part of the excitement here at Lost Valley, we are proud to offer the opportunity for camperships for our Orange County youth to attend camp.

Those seeking Campership support should visit <https://www.ssriv.org/campership> for an application. Camperships are granted on a first-come, first served basis. The deadline for campership applications is May 15th, 2024.

REFUND POLICY

All but \$25 per Scout of the fee is refundable through June 1st, 2024. No fees will be refunded after June 1, 2024, unless there is an illness or injury documented by a medical doctor, a death in the family, or relocation of the family out of the area. Since camp has already incurred expenses related to camp staff, supplies and food, \$100 of the fee IS NOT REFUNDABLE REGARDLESS OF CIRCUMSTANCES after June 1st. The unit leader or camp coordinator must request all refunds in writing and submit to the Orange County Council on or before the planned date of arrival in camp (letters may be submitted at check-in at camp.) NO REFUND REQUESTS WILL BE HONORED IF RECEIVED AFTER CHECK-IN. Fees are transferable

to other Scouts as long as the total number of scheduled Scouts does not decrease.

ADULT LEADERSHIP

All units, at all times, must be under the supervision of their own adult leaders in accordance with National BSA policy. In summary, these standards state there must always be at least two adult leaders, ages 21 or older, in camp at all times. All adults must be registered members of the Boy Scouts of America, Mandated Reporter Trained, and have completed the appropriate Youth Protection Training. For all troops, the troop must have at least one leader of the same gender of the unit age 21 or older with them at all times.

The best plan is to have your Scoutmaster and one or more assistant leaders in camp the full week. If this is not possible, Scoutmasters should plan to be in camp all week, with other adults rotating in and out of camp during the week (but always with two or more adults in camp). If at least two adults are not available at any time, your Scouts will have to be sent home.

PHYSICALS & CONSENT FORMS FOR PROGRAM & TREATMENT

All Scouts and adults attending camp **for any amount of time** must submit a copy of the BSA's Annual Health and Medical Record, including parts A, B, **and C**.

Parts A and B must be filled out and signed annually by the Scout's parent or guardian. Part C requires a physical examination performed by a certified and licensed physician (MD, DO), nurse practitioner, or physician assistant within the past 12 months. All adults will need to fill out the general information and consent to treat sections of their Scouts' and their medical forms (Parts A and B). **All medical forms are available at <https://www.ssriv.org/adult-leader-info>**

NOTE: If a Scout's religious beliefs will not allow them to have medical care and treatment, vaccinations and/or immunizations required by the BSA, contact the Orange County Council for a Request for Exemption from Medical Care and Treatment, or an Immunization Exemption Request form. A medical evaluation and screening by a licensed health-care practitioner are still necessary for attendance at camp.

In order to maintain a happy and healthy camp, we need your help! Prior to arrival, we ask that leaders check-in with campers and parents/guardians of campers about any flu or cold-like symptoms and sickness within the families or communities of the Scouts. If any families report any sickness to you, we ask that you contact the Camp Director so they can take appropriate action. As much as possible, we need to take preventive measures to limit the spread of any illness to other campers in camp that week. We thank you in advance for your cooperation and assistance.

MEDICATIONS AT CAMP

All allergies must be listed on the camper's medical form, signed by their doctor. Scouts who list life-saving medication such as inhalers and Epi-pens on their medical form will be required to show them during medical form checks on the first day. **Medications such as inhalers and Epi-pens must be kept with the person at all times.** BSA National Camping Standards require that all other prescription drugs be kept in locked storage. Locked storage is provided in the camp health office. Units choosing to store medication in their campsite must keep medication in locked storage and ensure that Scouts take their medication as prescribed. Medication kept in the camp health office will be distributed to Scouts and leaders, as needed, by the camp's health officer. A limited amount of medication may be carried by a Scout or leader for life-threatening conditions. It is the responsibility of unit leaders to ensure that all Scouts take their medication(s) as prescribed. All medication must be in the original container, clearly marked with the content and dosage instructions and should include enough medication for their entire stay at camp.

INSURANCE

Orange County Council units are covered by our council insurance policy. The council policy is a secondary policy that will cover expenses above those covered by a family's own insurance. The council policy will serve as the primary policy for those families that do not have their own insurance. Those units from outside the Orange County Council must have unit accident insurance and bring proof of that insurance with them to camp, including policy number and claim forms. All

questions regarding your unit insurance coverage should be directed to your insurance provider.

DIETARY, MEDICAL, OR PROGRAM NEEDS

We endeavor to accommodate any dietary requirements, medical, or program needs of your Scouts and adult leaders. Please let us know your need **at least one month in advance of your stay** so we have time to make accommodations. You can let us know through your BlackPug/247Scouting registration or by emailing Summercamp@SSRLV.org

While we do our best to have foods available for those with allergies, if one of your Scouts has extreme allergies, parents may want to send meals to camp. These may be stored in the camp kitchen and served in place of the camp food. Meals will need to be labeled with the Scout's name and unit number. We are unable to provide detailed ingredient lists in advance. While at camp, the Scout must identify themselves to the food service staff as someone who has special dietary restrictions. As much of our food is served cafeteria style, the Scout must be responsible for food choices that meet their medical dietary restrictions. All dietary restrictions must be listed on the Blackpug/247Scouting registration.

Please provide at least one month notice for special dietary needs.

Accommodations can be made in many of our program areas for those with physical limitations. Just let us know what your needs are, and we will do our best to help. Email program requests to summercamp@ssrlv.org.

Scouts with a medical need for transport during the week may be transported by a Unit Leader as long as Youth Protection, the buddy system, and seat belt rules are followed. A handicapped parking/driving pass, provided by the camp, must be displayed at all times.

CPAP

Your campsite will not have electrical power for CPAP and similar medical machines that need to have a power source. Please make sure you have battery power for these machines. Batteries can be charged in

the Dining Hall or Trading Post. Our staff will be happy to assist you in finding a charging location.

MERIT BADGES

Summer camp is an ideal place for Scouts to earn Merit Badges. Scouts should be encouraged to plan their Merit Badge programs well in advance and to be aware of the Merit Badge requirements and prerequisites that must be completed at home. We recommend that they purchase the Merit Badge pamphlet for each badge before camp.

Scouts will be expected to take responsibility for the Merit Badges they decide to work on by participating in class, attending overnights/events outside of class, and completing assigned fieldwork. Just showing up for classes is not enough.

Some Merit Badges have requirements that cannot be completed at camp. We require a note from a unit leader or a qualified Merit Badge counselor to document any requirements completed before camp.

PARTIALS

If a Scout does not complete all requirements, a "partial" will be given. It is then up to them to find a Merit Badge counselor to complete the Merit Badge. Partials have no expiration date (except a Scout's 18th birthday). There are no exceptions to completing requirements, and they cannot be changed for any reason. Please note some Merit Badges have age requirements or other limitations.

MERIT BADGE & PROGRAM SIGN-UPS

The primary contact on the reservation, usually the Scoutmaster or Committee Chair, will be able to use BlackPug/247Scouting to sign up for Merit Badges by May 4th, 2024. You must enter your troop roster and have made the first and second payment per Scout to sign up Scouts for Merit Badges and programs before coming to camp. This is the only way your Scouts and leaders will receive credit for long-term camp in their official records. Even if individual Scouts and/or adults are not signing up for any program, they still must be

listed on the roster. This includes leaders who are not spending the entire week.

Please print a copy of your roster for personal use at camp after you have entered your final list.

The camp website will have the latest list of Merit Badges and pre-requisite requirements.

Please Note: Please make sure all printouts and sign-ups are completed before arrival. Please print out individual copies of each Scout's schedule prior to arrival. Space permitting, your Scouts can still sign up for Merit Badges or other programs at the start of their summer camp week. Some Merit Badges have limited space available due to safety, ratios, and other concerns.

AGE & PHYSICAL LIMITATIONS - MERIT BADGES

Lost Valley's number one priority is safety. We ask that leaders assist Scouts in finding appropriate Merit Badges based on their age, maturity, and advancement needs. Generally, it is up to each area director to use their discretion on which Scouts are ready to safely enjoy an activity or work on a Merit Badge.

Merit Badges and activities that may be better suited for older Scouts include:

- **Rifle Shooting** requires physical strength to handle the firearms safely and achievement of a set shooting score.
- **Archery** requires that Scout must be able to draw the bow repeatedly and achieve a minimum score to complete the Merit Badge.
- **Climbing** requires physical strength and coordination.
- **Lifesaving** requires strength and stamina in the pool at +5,500ft elevation.
- **Metalwork, Home Repairs, and Welding** require the maturity to handle hot metal.

Activities for participants ages 13-14+:

- **COPE** requires maturity and some physical strength. All participants are subject to the approval of the COPE Director. Camp Borrego is designed for older Scouts ready for a more self-guided program with outdoor adventure experiences. Participants must be 13 years or older.
- **ATV Certification Program** participants must be 14 years or older and must dress in long pants and long sleeves.
- **Pistol Program** participants must be 14 years or older.

MERIT BADGE APPLICATIONS ("Blue Cards")

Lost Valley has moved to using Blackpug's digital blue cards. Troops and Scouts should not bring blue cards to camp. Blackpug/247Scouting offers digital blue cards as well as advancement reports for leaders to use.

Thursday of each week, the program team will put on a Blue Card Party for adults to check-in on the progress of their Scouts before Merit Badge make-ups on Friday. All digital blue cards will be updated and ready to print by the week following the Troop's departure.

RANK ADVANCEMENT

Lost Valley offers various ways for your Scouts to work on their rank advancement, these being the Trail to First Class program, Eagle University, and service and conservation projects throughout the week. As Troop leadership, please assist your youth in finding the program that best supports their advancement and success.

PACKING FOR CAMP

Clearly mark all items with your name and Unit number!

Note: This equipment list is meant to serve as a guide. Use your discretion in choosing what to bring and what to leave. Things do get broken or lost. Please plan accordingly and leave valuable items at home.

DON'T FORGET:

CAMP MED FORM (Parts A, B, & C) &
PROGRAM CONSENT FORMS-
<https://www.ssriv.org/adult-leader-info>
SPENDING MONEY (Approx. \$60-\$80 for
souvenirs and snacks)

*****Closed toed shoes must be worn
everywhere except in the shower house and
on the pool decks!*****

CLOTHING:

FULL SCOUT UNIFORM (uniform shirt, belt,
pants, socks)
JACKET/SWEATER
PONCHO/RAIN GEAR
RUGGED LONG PANTS
COTTON LONG PANTS (Dirty Jobs)
T-SHIRTS (six or more)
SHORTS
UNDERWEAR (six or more pair)
SHOES
SOCKS (six or more pairs)
SWIMMING ATTIRE
PAJAMAS

TOILETRY KIT:

DEODORANT
INSECT REPELLENT
BATH TOWEL
COMB and/or BRUSH
LIP BALM
SUNSCREEN
TOOTHBRUSH
TOOTHPASTE
FLOSS
HAND SOAP

SUGGESTED ITEMS:

HAT OR VISOR
SUNGLASSES
HIKING BOOTS & HEAVY SOCKS
MOUNTAIN BIKE and HELMET
OA SASH (if a member of the OA)

CAMP NECESSITIES: PATROL AND TROOP GEAR:

WATER BOTTLE or HYDRATION PACK
CLOTHES LINES & PINS
SLEEPING BAG
PILLOW
PATROL/TROOP LIBRARY
FLASHLIGHT WITH FRESH BATTERIES
PATROL BOXES (optional)
SCOUT OUTDOOR ESSENTIALS (aka your
'Ten Essentials')
MESS KITS (optional)
LANTERNS (BSA approved)

MERIT BADGE ITEMS:

TROOP FLAG
SCOUT HANDBOOK
CAMPSITE DECORATIONS
PENCIL/PEN & NOTEBOOK
MERIT BADGE BOOKS

PROHIBITED ITEMS

- Personal ATV's, golf carts, motorbikes, or similar devices. *Battery powered wheelchairs for medical reasons are allowed.*
- RVs. *Adult leaders are not permitted to stay in RVs in any camp parking lot. Nor do we allow RVs in campsites for the week.*
- Pets. *Pets are not allowed at Lost Valley (this includes the parking lot areas). Please let all families and potential guests know to leave their pets at home. Documented Service Animals are excluded. The animal must remain on a leash and under adult supervision at all times.*

A Notice to One and All!

**Firearms are NOT permitted
DO NOT bring firearms, ammunition,
bows, arrows, or fireworks to camp.**

PART 2: OUR PROGRAM

FIVE TYPES OF PROGRAM

There's more to Lost Valley than just Merit Badge-based advancement. We provide multiple opportunities to help young youth grow into good Scouts outside of their Merit Badge classes. A Scout advances by trying new things, setting and meeting goals, and doing things on their own, with their friends, with their patrol, or with their troop. We are proud of the limitless opportunities that abound at Lost Valley. Programs are offered for everyone from the first-year camper to the skilled veteran.

The summer camp experience at Lost Valley is geared to reach your Scouts in five different ways:

- **FOR EACH SCOUT:** There are opportunities for advancement, to try new things, and to receive recognition for what they have done. This includes our Polar Bear Mornings, and opportunities to try rifle, archery, shotgun shooting, rock climbing, ATVs, or our COPE course!
- **FOR BUDDIES:** We have made the buddy system more than just a safety precaution. It's a way Scouts can learn together with one or two friends. This works especially well in areas like handicraft, hiking, swimming, etc!
- **FOR PATROLS:** There are activities that allow Scouts to work together to gain confidence and leadership skills which will make them a stronger team back home. Wednesday's campsite cooking and Friday's afternoon competitions give patrols a chance to show their grit!
- **FOR TROOPS:** There are recognition and events to bring your Scouts together as a group. In addition to all of the above activities, there are campfires, camp-wide games, and instructional opportunities all week long!
- **THE TOTAL CAMP EXPERIENCE:** Summer camp gives troops the opportunity to work with other troops, and learn from them. Each troop can make a contribution to the total camp experience. This includes meal times, assemblies, Scout's Own, and evening programs.

DO'S AND DON'TS

Here are some Do's and Don'ts for a successful week in camp

DO:

- Let your Scouts decide what they want to do.
- Always leave time for extra activities. The success of summer camp is the Scouts' experiences and new memories made.
- Keep in touch with the staff. Get to know them and don't be afraid to ask them questions or invite them to do things with your troop.
- Visit program areas with your Scouts.
- Stay flexible. Sometimes, changes to the schedule are necessary as new ideas come along.

DON'T:

- Schedule too many activities. This allows for free time where the Scouts can reflect and relax.
- Emphasize activities and advancement that are more appropriate to be done at home.
- Forget that there's more than one troop in camp. Scouts, adult leaders, and camp staff all need to work together as a cohesive group to create the best possible summer camp experience.

EXPERIENCE TELLS US . . .

- Summer camp is a great environment to earn Merit Badges, but should not be the sole purpose of visiting Lost Valley. Merit Badges are just one part of our program. Scouts and adults should take advantage of other programs to have the best camp experience.
- For first-year campers, we suggest working on rank advancement and taking two Merit Badges. Younger Scouts tend to be most successful if they take Merit Badges that they can complete during the week, not badges that require lots of pre-requisites. Outdoor skills and handicraft are great places for first-year campers.
- For older Scouts, we suggest working on no more than three or four Merit Badges during the week. They will usually be working on more difficult or time-consuming Merit Badges. Some of the harder Merit Badges require fieldwork outside of class in order to complete them.
- When assisting in choosing a Scout's Merit Badges, keep in mind that some require more skill and/or physical strength. Lifesaving, Rifle and Shotgun Shooting, Archery, Climbing, Horsemanship, Metalwork, Welding, and Woodcarving are some examples.
- Don't forget to schedule some rest time too! That's right, take some time to just sit back and enjoy the wilderness around you. This goes for adults as well as Scouts!



PROGRAM AREAS

Aquatics

Lifesaving – Swimming

Are you ready for an aquatic adventure like no other? Lost Valley's pool is the ultimate destination for scouts who want to make a splash. From sunrise to sunset, there's always something going on - whether you're taking Merit Badge classes, perfecting your freestyle during free swim, or proving yourself by joining the Polar Bear Club. But it's not all about individual achievement - every week, troops and patrols gather for the epic Aquacade, where you can show off your skills and compete against other groups in all sorts of crazy challenges. There's never a dull moment at Lost Valley's pool!

Calico Basecamp

Cooking – Exploration – Hiking – Radio

Brand new for 2024! Calico Basecamp features two new merit badges to Lost Valley. Calico is great for all Scouts who want to explore the Valley while earning merit badges!

Dirty Jobs

Metalwork – Home Repair – Welding

Hey, future tradespeople! If you're looking for some real-world, hands-on experience, you won't want to miss our Dirty Jobs program at Lost Valley. This is where Scouts can roll up their sleeves and dive into the gritty world of welding, metalworking, and home repair. Who knows? You might even discover your future career! It's a great opportunity for Scouts aged 13 and up to gain some practical skills. Just make sure you come prepared with long pants and boots if you want to participate in the Metalwork or Welding Merit Badges. Get ready to get your hands dirty!

Eagle University

Citizenship in the Nation – Citizenship in the World
Communication – Emergency Preparedness

The Trail to Eagle runs throughout Lost Valley, and these Merit Badges will help Scouts get there while learning valuable skills and good citizenship. We know that Eagle-required Merit Badges can be tough, but our wilderness setting is the perfect place to inspire and excite you. With our unique approach, you'll see these badges in a whole new light. So, what are you waiting for? Let's hit the trail to Eagle together!

Handicraft

Art – Fingerprinting – Game Design – Leatherwork –
Photography – Pottery

Here, we've got everything from Art to Pottery - something for everyone! Handicraft is the perfect place for younger Scouts to dive in and start exploring the world of badges. Come on over and discover your hidden talents!

High Adventure

Climbing – Camp Borrego (COPE Program)

High Adventure is the place to be for older Scouts. It encourages personal growth, leadership, and team building skills while challenging the Scout's physical abilities. Some of our most popular activities include the Climbing Merit Badge and Project COPE. The Climbing merit badge is a double session that will test your physical skills and endurance. Project COPE – Scouting's Challenging Outdoor Personal Experience – is a combination of physical and mental challenges, beginning with simple initiative games and building towards our "high ropes" course with its thrilling zip line.

Nature

Environmental Science – Mammal Study – Nature

Scouts will experience the wonders of the natural world at our Wiatava Nature Center. They can discover the beauty of our local plant and animal life and the wonders of Lost Valley's terrain.

Scout Skills

Camping – First Aid – Search & Rescue – Wilderness
Survival – Woodcarving

If you're looking to master the great outdoors, look no further. This is where the fundamentals of Scouting come to life, with amazing activities like dutch oven cooking and pioneering projects where you can build the gadgets of your dreams. And that's not all - we also offer some essential recognitions like Totin' Chip and Firem'n Chit. Whether you're a seasoned camper or just starting out, our Outdoor Skills area has something for everyone.

Shooting Sports

Archery – Pistol Shooting – Rifle Shooting
Shotgun Shooting – Cowboy Action

The shooting sports program teaches Scouts how to become good marksmen while also learning proper safety techniques and respect for firearms. Taught by our N.R.A. certified instructors. All shooting sports Merit Badges are double session Merit Badges; either Sessions 1 and 2 (mornings), or 3 and 4 (afternoons). There is also open shoot during Open Program and Troop/Patrol Shoots during Evening Program. Adults will now be able to earn their Range Safety Officer certification during their time at camp.

STEM Center

Astronomy – Chess – Electricity – Geology

The STEM Center offers Scouts and Scouters opportunities to explore snapshots of photography, the world beneath and above us, and the history of space and our majestic night sky. The STEM Center also runs our very popular "Make Your Own Ice Cream" evening program, combining two great things - science and ice cream! Stop by and explore the world of STEM!

SPECIALTY PROGRAMS

TRAIL TO FIRST CLASS

Tenderfoot – Second Class – First Class
First Year Camper

Our Trail to First Class Program is ideal for your young Scouts looking to work on advancement and get a few Merit Badges along the way. The First Class rank is the cornerstone of the BSA advancement program and instills core Scout skills and confidence in Scouts. In our Trail to First Class program, our staff will help Scouts reach this important milestone.

There are three paths in the Trail to First Class program:

1. For new Scouts who have few or no requirements completed, we offer a four-session program course that fulfills many requirements towards Tenderfoot through First Class, as well as completion of the Wood Carving Merit Badge (plus Totin' Chip).
2. For Scouts that have achieved the ranks of Tenderfoot and/or Second Class, they can join the Second Class or First Class specific classes. During those sessions, they will be working on requirements for their desired rank.
3. Scouts who only need a requirement or two can drop by during open session to work with our staff. Note, the TFC staff does not sign off requirements in the Scouts' handbook. A passport for each Scout will be returned to the troop with the skills and concepts demonstrated to them during the week. It is up to the troop leadership to have them demonstrate they understood the concepts and/or sign off the Handbook.

ATV PROGRAM

Everything's better with ATVs! We guarantee your Scouts that sign up for this program will agree. In our ATV area, your Scouts will receive nationally certified training through the ATV Safety Institute, and then will set off to explore Lost Valley in a whole new way. This is a single session program, restricted to Scouts at least 14 years of age. Pants and long sleeve shirts are required.

MOUNTAIN BOARDING

What's a mountain board? It's a skateboard built for the backcountry, and it's been a popular activity at BSA National Jamborees that has now come to Lost Valley. Led by our top-notch team of mountain boarders, your Scouts will discover the twists, turns, and thrills of this growing sport. They'll build confidence and teamwork while proving their skills.

SHOOTING SPORTS

A can't-miss program for Scouts 14 and older is our Cowboy Action Shooting Range! Scouts will have a chance to show their skills with a six-gun pistol and a lever action rifle, directed by our top of the line shooting sports team in full Wild West regalia.

CAMP BORREGO

Interested in trying something new, developing leadership skills, and doing fun things? Here is something just for older Scouts and Venturers! Camp Borrego offers a full week of special activities, from COPE and rock climbing to hiking, backpacking, and other exciting events. Bag the highest peak in the Anza-Borrego Desert State Park! Explore the Water Caves! Go mountain boarding! Try your hand at Cowboy Action Shooting! Still, want some time for Merit badges? We've got that – both morning sessions are open for Scouts to work on the badges they choose. The age for Borrego/COPE is recommended to be at least 13 years old, but participation is at the discretion of the COPE Director, based on maturity and physical ability.



ADULT PROGRAMS

For adults, we offer the Pathways Program. The four Pathways adults can take are Tranquility, Adventure, Service, and Knowledge. Each of these Pathways offers various activities that fit under the theme of each path. Such as, within the Adventure Pathway, adults will go on hikes and have the opportunity in elements of the COPE program. Along with the pathways, we offer a variety of adult trainings including IOLS, RSO training, and First Aid and CPR training.

“ONE OF US” (FUTURE CAMP STAFF)

Lost Valley is always looking for qualified Staff, both young and old. Scouts aged 14 and 15 can apply to be Counselors-in-Training, who serve on staff for three weeks (two plus a training week). Scouters age 16+ are welcome to apply as summer camp staff or as volunteers for a week. For more information, contact the camp at summercamp@ssrlv.org. Each week, Scouts interested in working on staff are invited to a special meeting to learn more about what it takes to be “One of Us.” Or you can also apply on our website at www.ssrlv.org

WEDNESDAY CAMPSITE COOKING

Grab your patrol box because it's the ultimate top chef challenge! Wednesdays Troops will cook and prepare their own Dinner. Food and recipes will be provided by the Lost Valley kitchen. Troops will need to provide their own cookware for Wednesday dinner and top chefs. Wednesday is the perfect opportunity for Scouts that need to get their cooking rank advancements worked on. If Troops want to bring additional ingredients or extra cookware, they are more than welcome to. Checkout the menu to see what you are cooking!



THE POLAR BEAR CLUB

Do you have trouble waking up in the morning? A quick dip in the pool or a nature hike can help with waking you up. The Polar Bear Club meets every morning at 6:15 a.m.!

Throughout the week, we offer five different types of Polar Bear:

- Swim - You'll also learn how to walk, talk, hunt, swim, and tan like a Polar Bear.
- Nature Hike- Stroll around the Valley as the sun peaks over the mountains to see nature at its finest.
- Chapel – Worship in the great outdoors during our Sunrise Service.
- Sunrise yoga - Limber up and start your day focused within yourself.
- Tenderfoot Run – Join the TFC staff for a jog around camp that wakes you up, and fulfills a requirement for new Scouts.

For those who can handle four morning meetings, you'll receive a membership card into the Polar Bear Club which allows you to purchase a special patch at the trading post.

The Polar Bear Club is open to both Scouts and adult leaders – but it's not for the faint of heart!

DUTY TO GOD AWARD

While at Lost Valley, Scouts can work toward a special Schoepe Scout Reservation Duty to God Award.

See the Camp Chaplain to schedule this rewarding program.

HOMESTEADER AWARD

Since 1977, the Homesteader Award has been presented to Scouts who've gone the extra mile at camp. Each troop will have the opportunity to select one Scout as their "Honor Camper" for the week. This award serves to remind Scouts of Lost Valley's past while honoring the Scouts of today. The Homesteader Award has no specific criteria except that the troop chooses the youth. The award can be given to a youth who worked to live the Scout oath and law, stepped up as a leader, or displayed exceptional Scout spirit. It is up to the discretion of the troop to choose who they think is the most deserving of the Homesteader Award.

WESTERN FRIDAYS

Fridays at Lost Valley are different from any other day.

Friday afternoon features camp-wide games and competitions followed by our poolside Aquacade – a Lost Valley tradition for more than half a century.

There's also a Tri-Range shooting tournament for adult leaders. Friday evenings the Staff will be in their Western best to kick off the final night of camp. Dinner will follow. Next, it's time for our traditional Western Carnival at the Stables, offering a variety of unique activities and competitions. The mobile trading post will also be there to provide a selection of refreshments and Lost Valley swag. It all ends with our closing Stage Show, a great finish to round out your week with laughter, songs, awards, and a few serious moments as well. It's a memory to last a lifetime.

PART 3: ARRIVAL

GETTING TO THE VALLEY

Driving Directions

(From the North) Take Interstate 15 to Temecula. Exit at Temecula Parkway / Indio (Highway 79 South). Head east on Highway 79 South through Temecula for approximately 30 miles (you will pass Vail Lake, and Aguanga). Continue on Highway 79 South past Oak Grove. About 3.3 miles beyond Oak Grove, turn left onto Chihuahua Valley Road. Proceed for approximately 6.5 miles to the dirt road entrance to Lost Valley, which will be straight ahead as the road makes a sharp right. Lost Valley awaits you at the end of a 10-mile scenic journey along this unpaved entrance road.

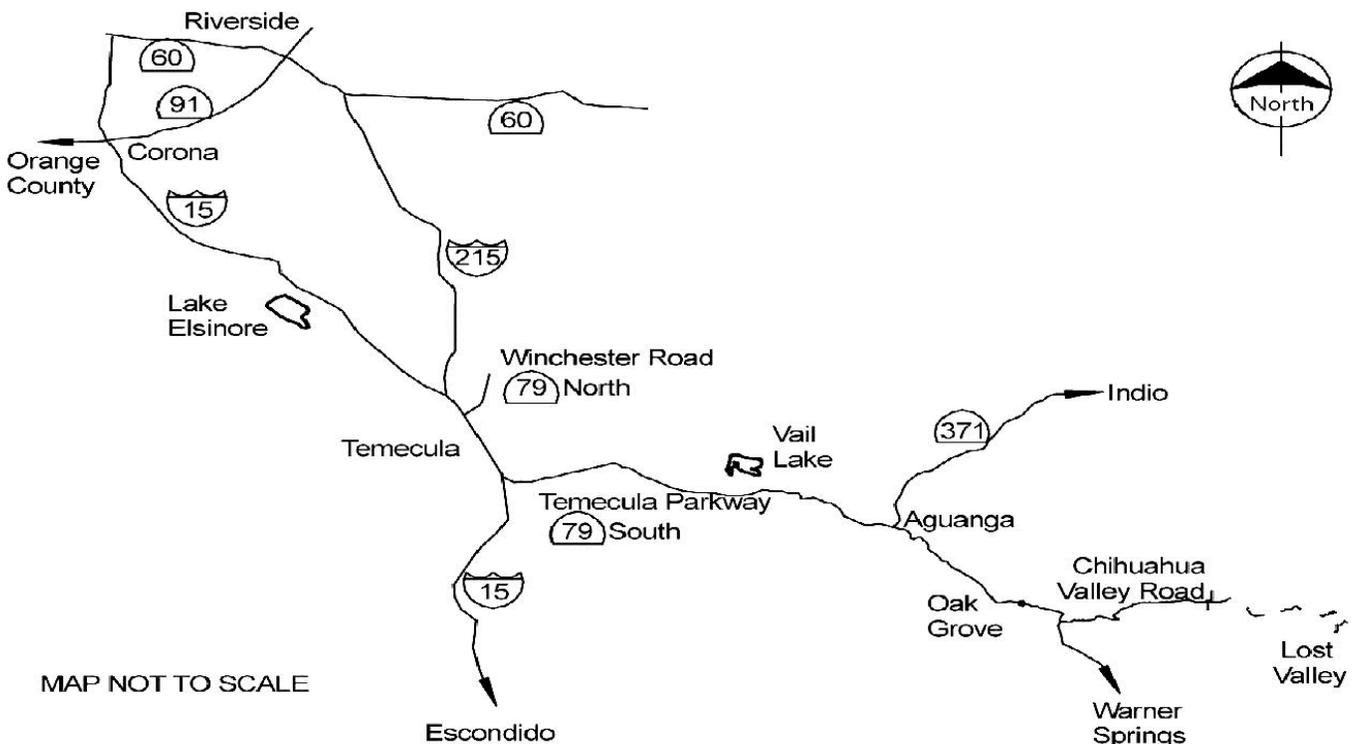
(From the South) Follow Highway 79 north through Warner Hot Springs and Sunshine Summit (do not turn on the "Lost Valley Road" between Warners and Sunshine). Turn right on Chihuahua Valley Road and follow the directions above.

Travel Time

Lost Valley is approximately a 90-minute drive from Temecula – 45 minutes on pavement, and 45 minutes on the dirt road leading to adventure. Please allow enough time for your trip. When driving the dirt road, look out for oncoming traffic, and please be mindful of drivers behind you. There are a number of places to pull off and let others pass you. **The speed limit is 15 miles per hour!** Take it slow, and you'll be fine.

SUNDAY

The main camp gate will open promptly at 1:00 pm. As such, plan to arrive in camp between 1:00 p.m. and 3:00 p.m. on Sunday. For the best experience, Units are encouraged to have all their vehicles arrive together. The Camp Commissioner will call the week before arrival to coordinate your Unit's check-in window to help ensure all units have as smooth a move-in day as possible.



WELCOME TO CAMP

You will be greeted at the entrance gate by our staff and escorted to your campsite by your Unit's Guides.

Once there, prioritize unloading all your gear and returning all vehicles to the parking lot.

Once your site is clear of vehicles, the check-in team will do medical re-checks with your Troop before going to the pool and on a camp tour. We will review your troop roster for any changes.

Any questions about payments or attendance will be handled by the camp director. Please have all the necessary paperwork ready.

Medical re-checks will be done in your campsite where every Scout and adult leader will have their medical forms (Parts A, B, C) reviewed by our staff.

Swim checks will be offered at our pools, so make sure your Scouts have their swimwear and towels ready.

Along the way, your troop guide will also be familiarizing you with the layout of camp, and giving details about some of the different program areas.

By the end of the afternoon, you will be back in your campsite to finish get settled in before dinner. The Scoutmaster and SPL should attend the orientation meeting at the dining hall.

Your troop guide will return to your campsite after dinner to escort your troop to our opening Campfire Sunday evening.

VEHICLES & CAMP

Camp roads are closed to all private vehicles during the week. Each unit will be allowed to drive to the entrance of their campsite to drop off and pick-up gear only during Check-in and Check-out. All vehicles must then be parked in approved parking lots for the remainder of the week.

Gas & Charging Availability: No gasoline or charging stations are available in camp. ***We strongly suggest that you refuel in Temecula or Ramona before heading into camp.*** The closest gas station is 20+ miles from camp at Sunshine Summit and *is not always open.*

Parking: Parking passes will be issued at the start of each week for our two long-term parking areas: *Beckman Hall Parking* in Grace and *Gate Parking* for Camp Irvine. ***All Vehicles are required to be parked facing out.*** Be careful not to block anyone in and please park as close together as you reasonably can to ensure we maximize our parking capacity. All vehicles must be moved to a parking lot by 5:00 p.m. Sunday.

Gear Trailers: Unit Trailers may be parked next to your campsite for the week, but must not block any road.

PART 4: YOUR WEEK

YOUR CAMPSITE

The campsite is your home during your stay with us.

Campsite Equipment:

- Picnic tables
- Flagpole
- Bulletin board w/ fire guard chart and camp information
- Campfire ring
- Drinking fountain
- Garden hose
- Broom, rake, and shovel
- Trashcan with liners

If any of these items are missing, or if you have other special needs, please see your Troop guide or Camp Commissioner. Campsite restrooms also need to be treated with respect. Cleaning duties should be shared between our staff and the troop(s) using them. Please see your commissioner for additional toilet paper, cleanser, or urinal cakes.

Campsite Integrity: Just like your campsite is your home for the week, the other campsites are home for other troops. Please do not enter another campsite without permission. This goes for the staff cabin areas as well. Pranks, vandalism, and theft will not be tolerated, and are grounds for immediate dismissal from camp and relevant legal action.

Campsite Inspections: Our Commissioner staff will do campsite inspections throughout the week. Campsites will be graded on overall cleanliness, care, and storage of unit and personal gear, as well as following all fire and safety rules, with extra points given for campsite improvements. Inspection forms will be posted on your bulletin board at the campsite. An example form can be found on page 24 of this guide.

COMMISSIONERS

Our Camp Commissioners are always ready to help out your troop during your stay at Lost Valley. Got a question? Need some extra outdoor gear? All you have to do is ask. They also handle our campsite inspections during the week.

ASSEMBLIES

Assemblies are an important chance for the Staff to make announcements about upcoming events, recognize Scouts for their achievements, and just to have fun. Assemblies are held before breakfast and dinner every day during the week, except Wednesday Dinner. See the weekly schedule on page 23 for assembly times. Please go directly to the dining hall. All troops need to attend every assembly and will take turns acting as color guards for the flag ceremonies.

UNIFORMS

Full BSA field uniform is expected at the evening assembly. Activity uniforms, including troop t-shirts, are appropriate for the morning assembly and during the day. Throughout the week, we'll have special themed assemblies.

TROOP DUTY ASSIGNMENTS

Troop duty assignments, including setting up for meals, assisting in dining halls, and serving as color guards, are done on a rotating basis throughout the week. You will receive a schedule at the beginning of the week. Tables in the dining hall are assigned for each troop. SPLs, with the help of adults, should help ensure proper table manners, safety, and Scout-like behavior.

THE BUDDY SYSTEM

One of the best precautions that you can take in camp is always to use the Buddy System. Scouts should not be allowed to travel alone and must remain on the roads and the established trails inside camp.

LEAVE NO TRACE

Lost Valley believes firmly in the principles of Leave No Trace camping. In a summer camp setting, this especially means not cutting new trails, not damaging plants, and generally keeping things clean and in good repair. Please pick up trash when you see it and report any problems to a staff member.

BICYCLES

The best way to travel at Lost Valley is on a bike! The roads vary from hard-pack dirt to very soft sand, so we recommend wide tires for traction. We do not provide repair services for bicycles other than for those that are the property of the camp.

All riders must obey the following rules:

1. **HELMETS!** are required for everyone – both youth and adults. Scout hats or baseball caps may not be worn under the helmet, and it must be buckled at all times.
2. **STAY ON THE ROADS!** Bicycles are not permitted on foot trails, horse trails, or hiking trails; they can only be ridden on camp roads open to vehicles.
3. **RIDE SAFE!** No excessive speed. No jumping. Yield to cars, horses, and pedestrians. If you come upon a horse ride, please stop your bicycle, dismount, and stand next to your bicycle until the horses pass. Be sure to watch your speed going down hills as there is often soft sand at the bottom. Excessive speed can result in being thrown over the handlebars when you hit the soft sand.

HEALTH LODGE

Our Health Lodge is equipped with supplies to handle most injuries that could occur in camp. A BSA-approved medical officer is on call 24 hours a day to handle any emergencies. If injuries are serious enough, we will make arrangements to transport the patient to an outside medical facility. An accident report must be completed for any occurrence where the patient is sent out of camp for medical attention. *Do not take your Scouts out of camp for medical attention without first checking in with camp Management.*

RELEASE OF CAMPERS

It is the responsibility of the troop leader to release Scouts to a parent or person other than the parent or legal guardian if they are to leave camp. The troop leader should have a letter from the Scout's parent/legal guardian stating who is going to pick up the Scout, and at what time. The camp will not release any Scouts. **This is the troop leader's responsibility!**

WILDLIFE

Part of the beauty of our camp is its natural setting, but this can bring dangers as well. Scouts must be warned never to try to touch or approach wild animals. Scouts should always be alert for snakes.

LOST AND FOUND

During the week, lost and found items should be turned in to the Trading Post. On Saturdays, Lost and Found is moved to the Business Office. Items are then sent down the hill to the Orange County Council office at the end of Summer Camp. Please contact us at outdoor@ocbsa.org to check on lost items.

FIRE

Like much of Southern California, one of the greatest dangers at Lost Valley is fire.

For that reason, the following rules will be strictly enforced:

1. **Smoking** is discouraged in camp, but it is permitted in two places: behind Casey Lodge in Irvine and behind Beckman Hall in Grace. Smoking is not allowed inside any of the buildings at Lost Valley. NEVER smoke on the trail! BSA policy prohibits the use of tobacco in the presence of Scouts.
2. **Lanterns** should be either battery-powered or propane. Liquid fuel lanterns and stoves must meet current BSA policies. If in doubt, consult the Guide to Safe Scouting, which is available online at www.Scouting.org.
3. **Campfires** are not allowed at Lost Valley. Unfortunately due to high fire risk, all wood burning fires are prohibited. Charcoal may be used at the discretion of the Camp Director.
4. **Fire tools** are provided in each campsite and should not be removed from the site. Troops must also fill out and follow the Troop Fireguard chart provided in each campsite.
5. **FIREWORKS ARE NEVER PERMITTED IN CAMP!** Anyone bringing fireworks into Lost Valley is subject to immediate removal from camp.
6. **Matches & lighters** should be left at home and removed from campers 10 essentials. There is no need for Scouts to bring these items.

EMERGENCY MOBILIZATION

Even at summer camp, there is always the possibility of an emergency such as a fire or a bad storm. In these situations, it is very important to be able to account for the safety of everyone in camp. To do this, we will call for an emergency mobilization. If you or your Scouts hear sirens, you should move immediately to the nearest assembly area to your location - regardless of which camp you are staying in for the week. The Emergency Assembly Points are:

- **Grace Assembly Area**
- **Irvine Assembly Area**
- **Lake Virginia Boat House**

The Staff will then check that everyone is accounted for and give further instructions.

Emergency Practice Drill is held camp wide every Monday at 11:30 am

CHAPLAIN SERVICES

Lost Valley hopes that every Scout will remember their "Duty to God" while at camp. Nondenominational "Scout's Own" services will be held at our chapel during the week. Typically, these services are on Tuesday morning and Thursday evenings, but this is subject to change. Any changes to the schedule will be announced at assembly.

TROOP MAIL

Incoming mail is distributed from the Trading Post. An adult from the troop must pick up the mail. Mail service into camp can take more time than you would expect. Five days from Orange County to camp is not uncommon. Please send mail to your Scout the week before they arrive so it is sure to reach them while at camp. Mail that arrives too late to get to the Scout will be returned to the sender. Be sure to include a return address on the envelope so we can return it to you if needed.

Mail for Scouts should be addressed to:

Scout's name and Troop number
Week of Camp
Schoepe Scout Reservation at Lost Valley
31422 Chihuahua Valley Road
Warner Springs, CA 92086

Scouts may send postcards and letters home. Any outgoing mail should be turned into the Trading Post.

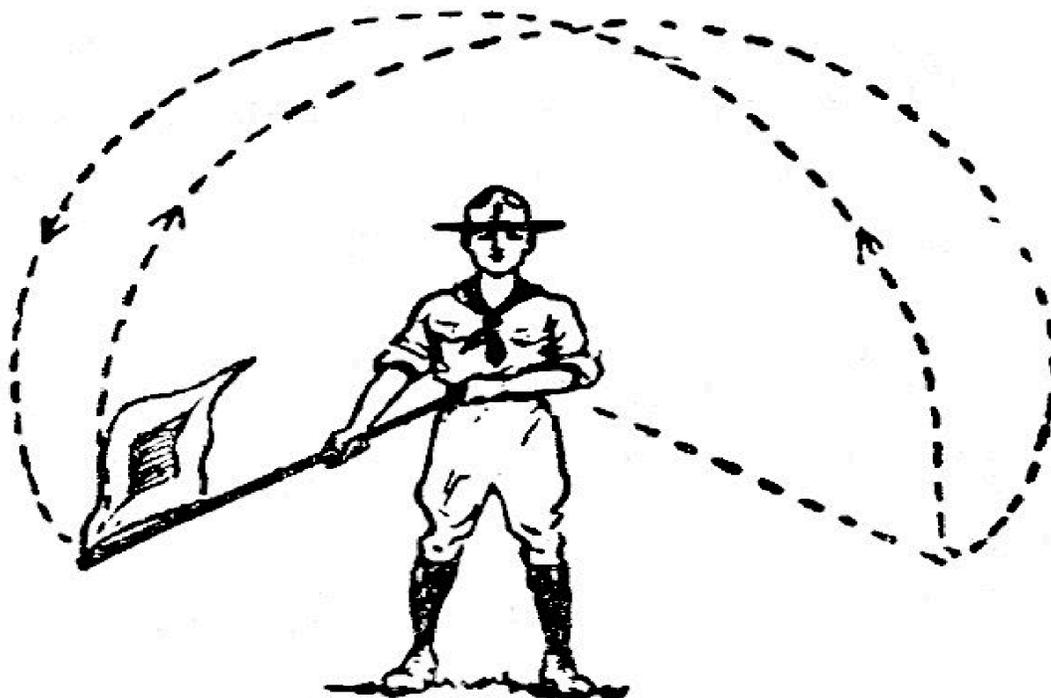
TELEPHONE AND INTERNET ACCESS

There is NO cell or data coverage in Lost Valley from any mobile provider. Many do not provide service east of Temecula. Telephone and Internet access are available to all adults visiting Lost Valley.

If a Scout needs to make a phone call, an adult leader must accompany the youth to a phone, and place the call for them. Phone calls should be kept to a minimum. Scouts are not allowed internet or e-mail access while at camp. Please discourage them from bringing cell phones or other devices.

Adult leaders will be given Wi-Fi access codes during check-in. *The codes should not be given to Scouts under any circumstances.* There is Wi-Fi access available at the Business Office, Casey Lodge, Trading Post, Stables, and Beckman Hall, but our bandwidth is very limited, so please, keep your online time to a minimum and no large file transfers or streaming media.

Please be advised that we have tight filtering and we monitor any attempt to access inappropriate websites.



PART 5: CHECK OUT

Check Out Information

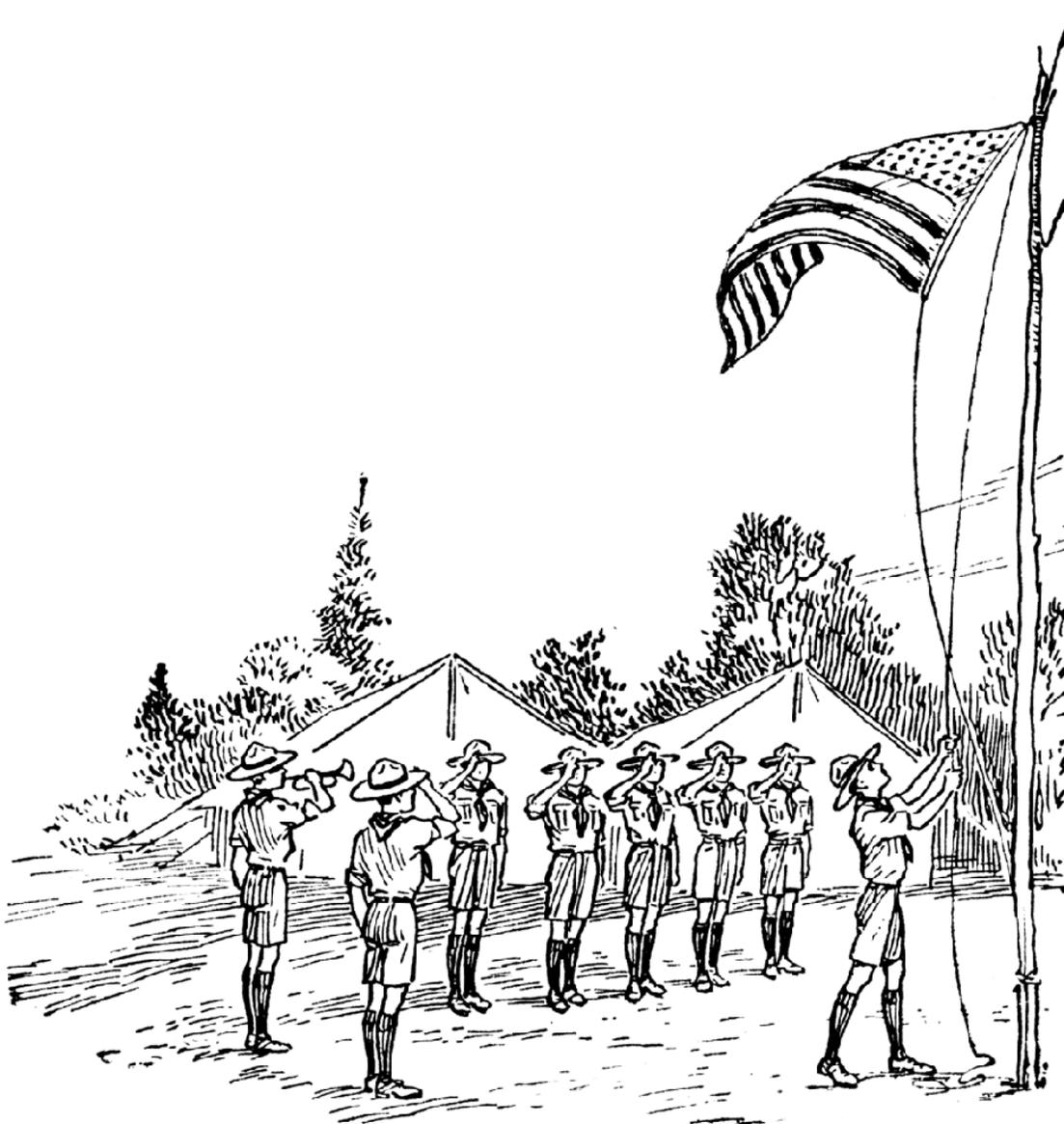
Your medical forms, camp patches, and any other paperwork will be returned to you at the Carnival and Stage show on Friday night.

Please plan to leave before 10:00 am on Saturday morning. All troops must be checked out of camp by that time. Your Troop Guide will do a campsite inspection with the SPL/Scoutmaster before you can check out, noting any problems or damage that has occurred. If damage is done to camp property or

equipment, your troop will be responsible for all costs incurred.

Vehicles may NOT be brought to the campsite until Saturday morning. All gear should be packed and ready to go before any vehicles are brought to campsites.

If your troop needs to schedule a different checkout time, please contact your Commissioner by Friday lunch. We will be happy to accommodate you.



APPENDIX

CAMPSITE INSPECTION FORM

Your Commissioner will fill out this form between breakfast and lunch each day after an inspection of your campsite. Campsite inspections are to promote safety and cleanliness within the troop and campsite. This form is a guideline for inspection; flexibility in interpretation is expected and the general cleanliness should be rewarded.

CAMPSITE INSPECTION FORM

Campsite: _____ Unit No: _____

	Tuesday	Wednesday	Thursday
Campsite Area	/8	/8	/8
Camp Improvements	/8	/8	/8
Today's Improvement is: (Please write in)			
Bathroom Cleanliness	/8	/8	/8
Safety	/5	/5	/5
Tent Tidiness	/5	/5	/5
Fire Safety	/2	/2	/2
Uniformity of Tents	/2	/2	/2
Laundry Lines	/2	/2	/2
TOTAL	/ 40	/ 40	/ 40

Campsite Area: The campsite should be free of trash and gear. The fire-ring and picnic table area should be free of trash also. Points will be deducted for trash around camp and personal items out of place. Troop gear should be neatly organized.

Camp Improvements: Each day a new camp improvement project (i.e. trail maintenance, pioneering project [i.e. gateway], etc....) should be made. In addition, all of the past projects should be maintained. Please leave a note on this form informing your Commissioner what your improvement is for each day. 5 points will be awarded for new projects, and 3 points if your troop's old projects are maintained (Tuesday all points will be for a new project)

Bathroom Cleanliness: The bathroom should be kept clean, hosed out, and swept dry. Due to insects, the toilet lid should be kept down. Make sure the sink is free of trash and leaves. Points will be awarded for cleanliness inside, outside, and in the sink.

Safety: A first aid kit needs to be visible to anyone walking in the campsite, and should be clearly labeled and not locked. The rake, shovel, and broom should be hanging on the tool rack, and the hose connected to the faucet. Two points will be awarded for the first aid kit, two for the rake, shovel, and broom, and one for the hose being connected.

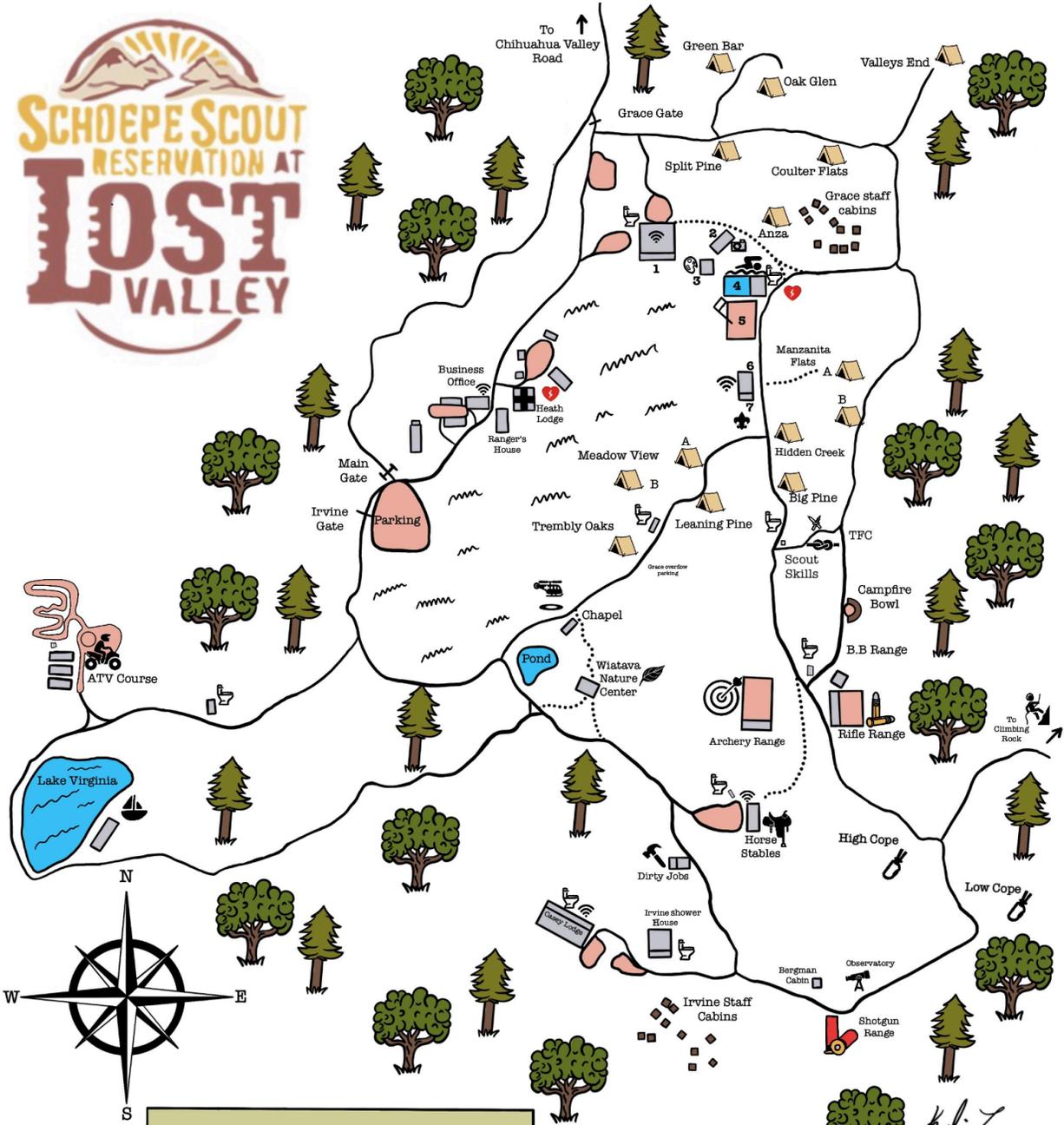
Tent Tidiness: All tents should be clean, swept and organized. The troop should decide on a standard tent layout (i.e. sleeping bag rolled, gear stored under cot, etc...) and all tents should follow this standard. A point will be deducted from your initial 5 points for every tent that does not follow these guidelines. The inside of the tent will be inspected whether flaps are open or closed.

Fire Safety: All blanks on the fireguard chart should be filled in Sunday evening before bed and each evening after the Fire Warden for that day should initial under "Equipment Checked" that all fire equipment is present and the fire ring is cold. One point will be awarded for having the blanks filled in, and one point for having the "Equipment Checked" sections initialed through the previous evening.

Uniformity of Tents: Tents in the campsite will be all open or all closed. 2 points will be awarded if all tents are uniform; 1 if at least half of tents are uniform. (Open tents are preferred, as they are easier to inspect).

Laundry Lines: All clothing that is drying should be hung on a laundry line in the campsite. These laundry lines should not be blocking any trails or major walkways. For safety concerns the line should be flagged with a bright material. One point will be awarded for having the line up in a safe area, and one point for having it flagged. If no laundry line is present in the campsite 0 points will be awarded. If wet clothes, towels, etc., are laying around camp, 0 points will be awarded.

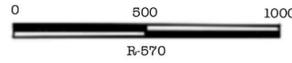
CAMP MAP



..... Walking Trails Only (Walk Bike)

- Restrooms
- Campsites

1. Beckman Hall
2. STEM Center
3. Handicraft
4. Pool
5. Assembly Area
6. Trading Post
7. Eagle U



Kylie