Scouting America
Natural State Council

SUMMER CAMP 2027

Camp ORR

HIGH ADVENTURE BASE

LEADER GUIDE

WELCOME TO CAMP ORR!

Hello Scouts, Scoutmasters, and parents,

Welcome to Camp Orr, a place where adventure runs wild, traditions live strong, and the spirit of Scouting finds its truest form in the heart of the Ozarks. Nestled along the Buffalo National River, America's first national river, Camp Orr stands as the only Scout camp located within a U.S. National Park. We're thrilled to have you join us in this one-of-a-kind setting.

Founded in the 1950s through the vision and generosity of Fort Smith industrialist Raymond F. Orr, this camp has grown from a few canvas tents into hundreds of acres of rugged beauty and unforgettable experiences. Scouts first set foot here in 1955, and since then, generations have hiked our trails, paddled our river, climbed our cliffs, and gathered under the stars for campfires filled with song, laughter, and reflection.

Today, Camp Orr offers programs for everyone from first-year campers in our Buffalo Trail program, to seasoned adventurers seeking our trekking high adventure, to youth earning merit badges in everything from chess to ecology. Our camp features a 400+ person dining hall, co-ed facilities, and some of the best natural rock climbing and rappelling spots in the region.

But what truly sets Camp Orr apart is its spirit. Whether it's a story about "Smokey Joe" whispered around the campfire, the echo of a bugle call over the Buffalo, or the shared pride in conquering a trail, there's a deep-rooted sense of tradition here, built by Scouts like you.

As you explore this wild and wonderful place, remember that you're walking the same trails trod by Scouts for over 70 years. Uphold the values of the Scout Oath and Law, support each other, and take time to enjoy the simple peace of the wilderness. We're honored to be part of your Scouting journey, and we're glad you're here.

Welcome to Camp Orr, where Scouting meets the wild.

Yours in Scouting,

Mark Gormley, Camp Director

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LEADER QUICK START

SUMMER CAMP 2027 FEE SCHEDULE

Category	Early (ends 1/1/27)	Base (ends 5/15/27)	Late (closes 5/30/27)
Youth	$400	$425	$450
Youth Trek	$425	$450	$475
Adults	$175	$200	$225
Adult Trek	$200	$225	$250

IMPORTANT REGISTRATION DATES

- 9/1/2026: Registration opens for campsite deposits
- 1/1/2021: Early bird registration rates end
- 3/1/2027: Class registration opens
- 4/15/2027: Campership applications are due
- 5/1/2027: Campership notifications sent to unit leadership
- 5/15/2027: Regular registration rates end, number decrease and refund deadline
- 5/15/2027: Last date to preorder shirts

ANNUAL HEALTH & MEDICAL RECORD

Annual Health and Medical Records completed and dated within the last 12 months are required for all campers and leaders who are on property during summer camp. Here are some very important points regarding the Health and Medical Records:

- All 3 parts (A, B, and C which includes a physical dated within 12 months of the last day of camp) are **REQUIRED** for all campers on property more than 72 hours.
- It is the responsibility of each parent/guardian to ensure that their Scout has the correct medical forms. There is no file of health forms at camp or the council office from previous activities. A new form must be brought to camp.

LEADERSHIP GUIDELINES

Scouting America requires that all leaders attending camp for more than 72 hours must be registered leaders with Safeguarding Youth Training completed. Each unit must provide at least two adult leaders with current training. To verify SYT certificates upon check-in, unit leadership must bring copies of their membership cards or certificates of training.

REQUIRED DOCUMENTS FOR CHECK-IN

- A unit roster of summer camp participants (youth and adult).
- Any outstanding payments.
- For each youth and adult leader:
  - Annual Health and Medical Record, Parts A, B, and C signed by a parent/guardian and dated within 12 months of attending camp. **NOTE: Part C requires a physical.**
  - Medication dosing form for each participant bringing prescription medication.
  - Any program-specific permission forms.
  - Pre-camp swim test documentation, if applicable.

LEADER QUICK START

SPECIAL NEEDS & DIETARY NEEDS

When registering participants, please list and describe any special needs, allergens, or special dietary needs so that we may plan to have appropriate items on hand. If your dietary needs cannot be accommodated, Camp Orr is prepared to store any food that a Scout or leader needs to bring in the camps freezer, cooler, and/or storage room and allow a Scout or leader to prepare that food in the camp kitchen as needed. If a participant needs some extra help to enjoy their camp experience, please let the camp administration know. Unit leaders should contact the camp director prior to arrival to discuss accommodations.

PRE-CAMP MONTHLY LEADER MEETINGS

Camp Orr will host monthly information meetings for leaders via Zoom every month leading up to summer camp starting in January:

- Thursday, January 28th, 7:00 PM
- Thursday, February 25th, 7:00 PM
- Thursday, March 25th, 7:00 PM
- Thursday, April 29th, 7:00 PM
- Thursday, May 27th, 7:00 PM

MERIT BADGE CLASS SELECTION

Merit badge class selection will open on 3/1/2027. Units may enter as many “slots” of youth and adults they are planning to bring at any time. Once a Scout is entered as a participant, a $100 deposit is made. Once the deposit is paid, the Scout can select their merit badges. Class sizes are limited to ensure quality instruction.

CHECK IN PROCEDURES

The steep, unpaved road down is not suitable for low-clearance vehicles. A staff member will be stationed at "Cool Your Brakes" sign to ensure it's safe to proceed. Scouts and additional adult leaders will be dropped off at the designated drop off point and then taken on a tour of camp while one leader completes the check-in process at the dining hall. The check-in procedure includes the following:

- Paperwork check: forms checked and outstanding payments collected
- Camp orientation and tour
- Swim tests

Scouts should have their swimsuits on or in their backpacks prior to check-in. All unit gear should be loaded into one unit vehicle for transport to the unit’s campsite. The unit vehicle is to be immediately returned to the visitor parking lot after unloading. Trailers may be left in the unit’s campsite.

CHECK OUT PROCEDURES

Check-out will begin no earlier than 8:00 AM and will end no later than 10:00 AM on Saturday. If a unit cannot check-out during these times, they must contact the administration building at least 48 hours prior to their departure date to make arrangements.

NOTE: All scheduled programming is subject to change and any changes will be communicated as soon as possible to participants.

NATURAL STATE COUNCIL CONTACT INFORMATION

CAMP INFORMATION & ASSISTANCE

For assistance with Councilware, campership requests, special camp needs requests, summer camp staff information or hiring paperwork, or refunds please contact Brandy Foreman at brandy.foreman@scouting.org.

For assistance with camp registrations and payments, merit badge class selection, invoices, customer service, or product ordering please contact Kim Brainard at kim.brainard@scouting.org.

COUNCIL CAMPING DIRECTOR

Haley Hunt - haley.hunt@scouting.org

SUMMER CAMP DIRECTOR

Mark Gormley - wmcgrommet@gmail.com

SUMMER CAMP PROGRAM DIRECTOR

Ryan Henry - ryanleehenry@gmail.com

SUMMER CAMP COMMISSIONER

Herb Haile - herb.haile@gmail.com

CAMP ORR CONTACT INFORMATION

The Camp Orr office can be contacted via this number: 870-446-5444 during camp operation only.

Every Scout and Scoutmaster loves sending and receiving letters and postcards while at camp, but please remember that all mail must be addressed properly. Note that mail sent from home later than the week before may not arrive until after the unit departs from camp on Saturday. Mail can be sent to this address:

Camp Orr High Adventure Base
2495 NC 2306
Jasper, AR, 72641

SUMMER CAMP GENERAL INFORMATION

SUMMER CAMP 2027 SESSION DATES

Week 1: June 6 - June 12
Week 2: June 13 - June 19
Week 3: June 20 - June 26
Week 4: June 27 - July 3

CHECK-IN & CHECK-OUT TIMES

Check-in will begin no earlier than 12:00 PM and will end no later than 5:00 PM on Sunday. If a unit cannot check-in during these times, they must contact the camp administration at least a week prior to their arrival date to make arrangements to ensure the logistics surrounding a modified check-in can be organized prior to arrival. For units requesting an early arrival to camp (arriving Saturday night) there will be a $50 convenience fee added to their reservation and is due upon arrival to camp. Please note that with early arrivals, camp staff, food, and program services are unavailable and the unit is asked to stay in their assigned campsite until check-in.

Check-out is 7:00 AM to 10:00 AM on Saturday. If a unit wants to check out early, they should contact the camp director at least 48 hours prior to their leaving to make arrangements.

CHECK-IN PROCEDURES

Your Camp Orr adventure begins at the top of the hill. The steep, unpaved road down is not suitable for low-clearance vehicles. A staff member will be stationed at "Cool Your Brakes" sign to ensure it's safe to proceed. Upon arrival, a staff member will greet you. Scouts and additional adult leaders will be dropped off at the designated drop off point and then taken on a tour of camp while one leader completes the check-in process at the dining hall. The check-in procedure includes the following:

- Medical screening: screening forms and health forms collected
- Paperwork check: forms checked and outstanding payments collected
- Camp orientation and tour
- Swim tests

Scouts should have their swimsuits on or in their backpacks prior to check-in. All unit gear should be loaded into one unit vehicle for transport to the unit’s campsite. The unit vehicle is to be immediately returned to the visitor parking lot after unloading. Trailers may be left in the unit’s campsite.

PRE-CAMP SWIM TESTS

Units may conduct swim tests prior to camp (following Scouting America guidelines listed on the form). The date that the swim test was conducted must be within 12 months of the starting date of the unit’s week at summer camp. As per NCAP standards, the aquatics director reserves the right to retest any Scout for any reason, if the director is concerned for the safety of any participants. Note that all trek participants will be tested.

SUMMER CAMP GENERAL INFORMATION

RESERVATION DEPOSITS

Campsites will be assigned prior to arrival to camp. The initial camp payment should be a $250 unit campsite deposit. Note that if a unit is bringing less participants than the capacity of the campsite, they may be assigned to share a campsite.

NATURAL STATE COUNCIL REFUND POLICY

- **Cancellations Through May 15, 2027:** Units may reduce their registration numbers or cancel their reservation through May 15, 2027.

- **Cancellations After May 15, 2027:** Refunds will only be considered for documented illness, injury, military transfer, or unplanned summer school requirements. Approved refunds will be limited to 50% of the affected camper's fees paid.

- **Participant Substitutions:** Units may substitute another eligible participant for a camper who can no longer attend at no additional charge, provided the replacement completes all required registration materials before arriving at camp.

- **Entire Unit Cancellations:** Units canceling their entire reservation after May 15, 2027, will forfeit their $250 reservation deposit to offset planning, staffing, and operational commitments. Any remaining fees paid will be subject to the refund eligibility requirements outlined above.

- **Refund Requests:** All refund requests must be submitted in writing to NaturalStateBSA@scouting.org with supporting documentation. Requests must be received within 30 days following the conclusion of the unit's scheduled camp session.

- **Refund Processing:** All approved refunds will be processed after the conclusion of the summer camp season. Refunds will be issued to the original payer.

- **All refund requests are subject to review and approval by the Natural State Council.**

SUMMER CAMP GENERAL INFORMATION

ONLINE REGISTRATION INSTRUCTIONS

All summer camp registrations and payments will be made using the online Councilware registration system.

When registering be sure that:

1. The Scout's rank is correct.
2. Both YOUTH and ADULT names are added to the number of slots reserved.
3. Classes are selected for all Scouts (and leaders if applicable).
4. Survival packs, shirts, and other products have been pre-purchased.
5. That you PAY IN FULL before arrival to camp.

IMPORTANT REGISTRATION DATES

- 9/1/2026: Registration opens for campsite deposits
- 1/1/2027: Registration opens for camper names
- 1/1/2027: Early bird registration rates end
- 3/1/2027: Class registration opens
- 4/15/2027: Campership applications are due
- 5/1/2027: Campership notifications sent to unit leadership
- 5/15/2027: Regular registration rates end, number decrease and refund deadline
- 5/15/2027: Last date to guarantee shirts and survival packs

SUMMER CAMP GENERAL INFORMATION

SUMMER CAMP 2027 FEE SCHEDULE

Category	Early (ends 1/1/27)	Base (ends 5/15/27)	Late (closes 5/30/27)
Youth	**$400**	**$425**	**$450**
Youth Trek	**$425**	**$450**	**$475**
Adults	**$175**	**$200**	**$225**
Adult Trek	**$200**	**$225**	**$250**

REGISTRATION FEE ADDITIONAL INFORMATION

- To purchase slots for Scout participants, there is a $100 non-refundable deposit that must be paid per registered youth participant.
- Late fees will be waived for Scouts who have just crossed over into the unit from Cub Scouts in Spring 2027. Please contact the Council Service Center for arrangements.
- A few select classes and merit badges will have additional fees to cover the cost of materials. These will be noted on the merit badge list. These fees must be paid online prior to arrival at camp.
- The free leader discount ratio is as follows: receive 1 free leader for every 10 youth until the unit reaches 60 youth. For more details, please contact Haley Hunt at haley.hunt@scouting.org.
- To recognize the adult leaders who are unable to attend a full week of camp, leaders may register as part-time attendees for $35 per day. Each day of part-time registration includes three meals: breakfast, lunch, and dinner.
- **NOTE: Your unit DOES NOT have to pay the full fee at the time of registering to receive the current rate, participants only have to register and pay the deposit.**

LEADERSHIP GUIDELINES

Scouting America requires that all leaders attending camp for more than 72 hours must be registered leaders with Safeguarding Youth Training completed. Each unit must provide at least two adult leaders with current training. To verify SYT certificates upon check-in, unit leadership must bring copies of their membership cards or certificates of training.

ROTATING & PART-TIME LEADERS

Consistent leadership throughout camp is necessary for safety and for the program to run smoothly. When necessary, leaders may rotate in and out and share a single leader fee. The camp administration asks that rotating leadership sign in and out of the camp office when a leadership change occurs and that the camp wristband be passed on to the incoming leader.

NOTE: Extra camp patches and leader recognition items will not be available for multiple leaders sharing the same leader slot.

SUMMER CAMP GENERAL INFORMATION

CAMPERSHIP INFORMATION

The Natural State Council has limited camperships that are available for Scouts registered to units within our council who need assistance in paying their camp fees. Scholarship funds are limited to those who are truly in need and are available as long as their is funding. Units are encouraged to participate in council fundraising opportunities so that each Scout can participate in summer camp. Applications for camperships should be submitted no later than 4/15/2027 using the online form located here: https://www.naturalstatecouncil.org/camperships. Unit leaders will be notified of campership allotments by 5/1/2027. Note that camperships will be specific to the Scout, not the unit. If the Scout does not attend, the campership is forfeited.

PROVISIONAL CAMPERS

The provisional camper program allows Scouts to attend camp without their unit, or to attend multiple weeks of camp after their unit has returned home. Provisional campers become part of the Camp Rockefeller provisional troop for the week, which is supervised by a staff Scoutmaster and at least one additional adult leader. Provisional troops are limited to 20 Scouts, who are formed into patrols of 10. Availability is on a first come, first serve basis. In the event we do not have enough Scouts to provide a provisional troop, Scouts will be matched with a local Natural State Council unit to experience the week of camp with. Note that Scouts who attend as provisional campers should be of a maturity level that both the parent(s) and Scoutmaster are confident that they can camp for a week without their unit. Provisional Scouts and their parent(s) will be asked to read and sign the Provisional Scout Code of Conduct.

REGISTERING PROVISIONAL CAMPERS

All requirements that Scouts complete at camp are stored in their account. It is highly recommended that provisional Scouts register for camp within their unit account if the unit has an account. This will provide the unit with a record of the requirements completed by provisional campers. It is important when registering a provisional camper that the proper participant type **(PROVISIONAL YOUTH)** is selected.

PREPARING FOR SUMMER CAMP

REQUIRED DOCUMENTS FOR CHECK-IN

- A unit roster of summer camp participants (youth and adult).
  - We recommend printing your recharter roster from My.Scouting and highlighting participants to ensure that all attending are registered in the unit.
- Any outstanding payments.
- For each youth and adult leader:
  - Annual Health and Medical Record, Parts A, B, and C signed by a parent/guardian and dated within 12 months of attending camp. **NOTE: Part C requires a physical.**
  - Medication dosing form for each participant bringing prescription medication.

PACKING LIST - PERSONAL ITEMS

- Complete Class A uniform
- Closed toe shoes (required)
- Water shoes (required)
- Scout shorts and T-shirts
- Underwear and socks
- Raincoat or poncho
- Sleeping bag and bedding
- Mosquito netting
- Toiletries (toothbrush, shampoo, etc.)
- Medications
- Small first aid kit
- Flashlight and batteries
- Swimwear
- Towels (2)
- Insect repellant
- Sun protection
- Small backpack
- Jacket or sweatshirt
- Water bottle (required)
- Pencil, paper, folder, MB forms
- Merit badge supplies
- Pocket knife and Totin' Chip
- Firem'n Chit
- Compass
- Camp chair
- Tent fan
- Scouts BSA Handbook

PACKING LIST - TROOPS

- First aid kit
- US Flag, troop flag, patrol flags
- Tools
- Water cooler and chests
- Pop-up canopy
- Camp chairs
- Lantern and fuel
- Paper, pencils, etc.
- Games, cards, campsite activities
- Fire starting supplies

NOTE: There is a limited supply of cots that will be available for rent for $15 per week on a first come, first serve basis.

PREPARING FOR CAMP

DETAILS ABOUT CAMP ORR HIGH ADVENTURE BASE

Camp Orr is the only Scout camp in the nation located within a National Park, offering a truly rugged and immersive outdoor experience. Tucked deep in the Arkansas wilderness, it's far from city distractions; no TV, no pavement, just real nature. The Buffalo National River runs through camp, providing unmatched opportunities for swimming, boating, and canoe treks. High adventure abounds with backpacking on the Buffalo River Trail, mountain biking on miles of scenic trails, and climbing on natural sandstone and limestone bluffs. With real trails, real treks, and real adventure, Camp Orr is where Scouts come to experience the wild—just as it should be.

THE CAMPSITE

Campsites are outfitted with two-man canvas tents on permanent wooden platforms that are 8x8'. Campsites also come equipped with a flagpole and picnic tables. Latrines and running water are found near each campsite, with shower houses nearby.

Troops/crews are responsible for removing their trash to the trash trailer behind the dining hall each evening, and trash bags are available at the OA Hogan. Please do not eat or store food or snacks in the tents as it attracts unwanted guests to the campsites. All food and snacks should be eaten at the table provided and stored appropriately in the troop trailer.

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. Access to electricity is limited to handicap sites; generators are not allowed. It is recommended that a battery-operated CPAP machine be brought by those who need them. A charging station will be set up for use in the leader lounge.

THE BUFFALO NATIONAL RIVER

Get ready for real summer adventure on the Buffalo National River! With crystal-clear waters, scenic bluffs, and a gentle current, it's the perfect natural setting for aquatic fun. All of our aquatics merit badges are taught right in the river, with daily water time for Scouts who want to beat the heat and enjoy the cool currents (weather permitting). Scouts can also challenge themselves with the mile swim and kayaking BSA awards. For adults, we offer Swim & Water Rescue and Paddle Craft Safety training so that leaders can earn their certification to take their Scouts on more aquatics adventures.



PREPARING FOR CAMP

TRADING POST

The Camp Orr Trading Post is your go-to spot for gear, snacks, and souvenirs in the heart of camp. Whether you're cooling off with a slushie or ice cream, grabbing last-minute essentials like flashlights, mugs, or hiking sticks, or picking up some camp-branded apparel to show off your adventure, the trading post has it all. Stocked with both practical supplies and fun keepsakes, it's a favorite stop for Scouts and leaders alike.

CLIMBING TOWER & RAPPELLING SITES



Camp Orr offers one of the most exciting and authentic climbing experiences in Scouting: it's one of the only Scout camps in the nation where you can climb real rock! Set against the stunning bluffs of the Buffalo National River, our natural sandstone and limestone cliffs provide an unforgettable backdrop for climbing and rappelling. With five rappelling sites and four natural rock climbing areas, Scouts can experience the thrill of true outdoor climbing in a way that few camps can offer.

ANTENNA PINE HIKE

Named for the tall, antenna-like pine tree marking the summit, this trail has been a tradition among Scouts and Scouters for decades. The hike is approximately 3 miles one way and takes 4-6 hours to complete. With over 1,000 feet of elevation gain, it is considered strenuous and is best suited for older Scouts and adult leaders in good physical condition.

Troops wishing to participate must coordinate with their assigned troop guide no later than Monday. If a meal is needed, the kitchen staff must be notified at least 24 hours in advance to prepare a pack-out. All participants must carry adequate water and Scout Essentials. Upon return, commemorative "I Survived Antenna Pine" gear is available for purchase at the trading post.

TIWN 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 very 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. When visiting Twin Falls, it is important to remember that there is no swimming or wading and all hikes must have adult supervision.

PREPARING FOR CAMP

TREKKING PROGRAM

Camp Orr's Buffalo River Wilderness Trek program offers a truly immersive high adventure experience through one of the most scenic and untamed regions in the country. With two distinct trek options available each week, backpacking along the rugged trails or paddling down the crystal-clear Buffalo National River, there's no wrong choice. Each route offers breathtaking views, hidden waterfalls, remote campsites, and the chance to explore the Ozarks like few others ever will.

DINING HALL

The Camp Orr Dining Hall is the heart of camp life—a place to refuel, relax, and connect. Serving three hearty meals a day, it's where Scouts and leaders gather to share stories, sing songs, and build memories around every table. Beyond mealtimes, the dining hall also serves as a quiet workspace for adult leaders who need a place to check in on work or recharge during the day. Whether you're grabbing breakfast before hitting the trail or stopping in to catch your breath, the dining hall is always a welcoming spot at Camp Orr.



SPECIAL DIETARY NEEDS

Our dining hall staff knows that there are those who have special dietary needs, and they are prepared to work with you to make sure those needs are met. If your dietary needs cannot be accommodated, Camp Orr is prepared to store any food that a Scout or leader needs to bring in the camps freezer, cooler, and/or storage room and allow a Scout or leader to prepare that food in the camp kitchen as needed. The Scout or leader should label all food containers with name and troop number. Arrangements for a Scout or leader to come into the kitchen and prepare such food before a meal must be made with the Dining Hall Director during check-in procedures on Sunday. We ask that unit leaders take a lead role in ensuring that the proper substitutions are made for those Scouts in their units with dietary needs.

NOTE: When registering participants, please list and describe any allergens or special dietary needs so that we may plan to have appropriate items on hand.

HEALTH & SAFETY

ANNUAL HEALTH & MEDICAL RECORD

NOTE: This is the area that causes the most issues at check in so please adhere to the policies listed below. WE CANNOT MAKE EXCEPTIONS to the health form requirements as it is a violation of National Camp Standards.

Annual Health and Medical Records completed and dated within the last 12 months are required for all campers and leaders who are on property during summer camp. Here are some very important points regarding the Health and Medical Records:

- All 3 parts (A, B, and C which includes a physical dated within 12 months of the last day of camp) are **REQUIRED** for all campers on property more than 72 hours.
- It is the responsibility of each parent/guardian to ensure that their Scout has the correct medical forms. There is no file of health forms at camp or the council office from previous activities. A new form must be brought to camp either with the unit or the Scout.
- Rotating leaders on property less than 72 hours require form A and B.
- The Annual Health and Medical Record is located under the resources section of the summer camp page. This is the only form allowed. Sports and school physicals will not be accepted.
- This form is a fillable PDF (Parts A and B). A typed form is preferred over a handwritten form for legibility purposes.
- All information should be filled out completely, including immunization and emergency contact information.
- Certified and licensed health-care providers recognized by Scouting America to perform these exams include physicians (MD, DO), nurse practitioners, and physician's assistants.
- Please only send copies of your health form to camp.
- **Do not mail, email or bring health forms to the council office prior to camp. All health forms should be brought to camp.**
- Units can assist us by pre-checking all health forms to ensure they are accurate and complete and neatly organized in a binder alphabetically.

NOTE: If you do not have the complete and correct health forms you will not be permitted to check into camp.

HEALTH & SAFETY

THE HEALTH LODGE

The camp health lodge is staffed around the clock by qualified health officers ready to take care of scrapes, bruises, and minor injuries. If a Scout needs care beyond what the health lodge can provide, they'll be referred to urgent care or the local hospital's emergency room. For everyone's safety and insurance purposes, all accidents and illnesses must be reported and logged at the health lodge. Camp administration works closely with unit leaders to make sure Scouts get the proper medical attention and transportation if needed.

If a Scout needs hospital care, the unit leader will help contact the Scout's parents as soon as possible to keep them informed. Our goal is simple: every Scout should have a safe, healthy, and fun experience at camp. That means staff and leaders should keep an eye on campers' health and mood, especially during mealtime when you can tell a lot by appetite. If a Scout isn't eating like they normally would, and it's not just about food preferences, check in with them to see how they're feeling. Remember, good hygiene is a must, and it gets hot at camp, so stay hydrated and drink plenty of water. Keeping everyone healthy helps make camp the best adventure it can be!

EMERGENCY MEDICAL PROCEDURES

Participants requiring the attention of a doctor or the services of a hospital should know the following information.

It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring attention from a doctor or a hospital, unless the health officer determines that emergency transport is necessary. One adult leader from the unit, and one additional adult leader, will accompany the unit member(s) requiring services and is asked to carry insurance forms in for completion. They must obtain the Scout's health and medical form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified by the camp director immediately of any serious illness or injury. If parents will not be at home while the Scout is at camp, have them advise the unit how they can be contacted. The health officer must clear all cases requiring outside medical care.

The following medical facilities are the designated summer camp providers:

- North Arkansas Regional Medical Center, 620 N. Main St., Harrison, AR, 72601

HEALTH & SAFETY

ACCIDENT & SICKENESS INSURANCE

Each participant should have a copy of their personal health/accident insurance card attached to their health form. The Scouting America - Council Accident and Sickness Insurance Plan provides secondary coverage for registered Scouts. Natural State Council provides insurance for all units registered in the council.

ADMINISTERING PRESCRIPTION MEDICATION

Units attending summer camp may choose from two options to administer prescription medications:

- **By the unit:** A registered leader will be responsible for the medication within the unit. A lock box and medication dispensation form will be issued by the health officer at check in. The lock box and completed dispensation form MUST be returned at check out.
- **By the health officer:** Prescription medication will be turned in to the Health Officer at check in. Participants will report to the Health Lodge at the appropriate time to receive medication.

NOTE: ALL REFRIGERATED OR TEMPERATURE CONTROLLED MEDICATIONS WILL BE ADMINISTERED BY THE HEALTH OFFICER. Any remaining medication must be picked up at checkout. Any medications not picked up at checkout will be properly disposed of.

HEALTH & SANITATION

Living in a communal setting such as camp can promote the transmission of illnesses more readily than when at home. Therefore, we strongly recommend for every camper to:

✔️ Wash hands regularly
✔️ Not share towels
✔️ Cover mouth and nose when sneezing
✔️ Practice high standards of personal hygiene
✔️ Visit the health lodge at first sign of illness

If a participant is sick with nausea, vomiting, diarrhea, or fever prior to camp, please leave them at home. Camp administration and the health officer reserve the right to send a participant to a local health care facility to get checked if they suspect a participant has a health concern that may affect the health & safety of the camp.

CAMP RULES & POLICIES

CAMP POLICIES

These general rules are for the safety of all campers:

- Troops must have two-deep leadership at all times while at camp, no exceptions.
- Open-toed shoes (sandals, Tevas, Chacos, etc.) are not allowed except at the waterfront/shower areas. Scouts must wear closed-toe shoes when walking to and from these areas.
- No fireworks of any kind are permitted on camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Throwing rocks is strictly forbidden.
- Personal firearms and bows are not permitted; leave them at home.
- **All vehicles must be parked in the designated camp parking areas.** Only authorized vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on camp property.
- Smoking by adults is only allowed in the main parking lot out of sight from youth campers.
- Ice is available for purchase through the trading post during regular hours.
- Sheath knives: camp policy prohibits the possession of sheath knives.
- No laser pens/pointers of any kind are permitted in camp.
- **Posted speed limit of 10 MPH MUST be obeyed on camp property.**
- RVs are not allowed.
- Pets are not allowed on camp property.
- Only those persons authorized by the Natural State Council camp director or camp ranger may operate power tools or equipment.
- All personnel, including participants, staff, and guests arriving at camp or leaving camp must check in and out at the camp administration building.
- Safeguarding Youth Guidelines will be strictly adhered to at all times and any violations of these guidelines must be reported immediately. Everyone's vigilance is necessary to provide a safe camp for everyone. All registered adult leaders must present a current Safeguarding Youth certificate upon arrival to camp.
- Refer to the Scouting America Guide to Safe Scouting for additional policies.

CAMP SECURITY

All attendees will be required to wear the wristband issued at check in. Staff will be identified by a Camp Orr name badge. All visitors to camp MUST report immediately to the camp administration building to sign in and receive a visitor's wristband. Upon leaving camp, it is required that visitors sign out and turn in the wristband.

NOTE: If a leader is coming to camp to relieve another leader, they must first sign in (and the other leader needs to sign out). Any person on camp without a name badge or a wristband should be reported immediately to the administration building.

CAMP RULES & POLICIES

BUDDY SYSTEM

The buddy system should be used at all times. The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts and is required for mixed gender buddies. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

NON-REGISTERED/UNDERAGE CAMPERS

No underage or non-registered youth are allowed in camp, except for family members who are visiting during the day. All youth should be registered as either Scouts BSA or Venturers. All adult leaders must also be registered. All family visitors must sign in at the camp administration building.

DAMAGES TO EQUIPMENT

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before leaving. Each campsite will be inspected upon check-in with the unit leaders. All imperfections to equipment will be noted on the check- in forms. Upon check out, the same sheets will be used for check out. If intentional damage has been done the unit will be charged the following:

Cot Replacement - $50
Rips and Tears to Tents - $30 per inch
Damage to Tent Platform & Frame - up to $150.00
Tent Replacement - $750.00

Other damage replacement amounts will be determined by the camp ranger and camp director.

LIQUID FUELS

The use of liquid fuel stoves and lanterns in a campsite is permitted under the supervision of an adult leader. Under no circumstances are liquid fuels or lanterns allowed in tents. Bulk containers of fuel and unattached propane tanks must be stored in the fuel room in the maintenance yard. An approved spun aluminum fuel bottle is not considered to be a bulk container.

POWER GENERATORS, EXTENSION CORDS, & ELECTRICITY

Power generators are not allowed in the campsites at Camp Orr. Limited amounts of extension cords are available for connecting from the shower houses to the campsites. For CPAP and fans, we recommend bringing a battery back-up.

CAMP RULES & POLICIES

PETS & SERVICE ANIMALS

Pets are not allowed in camp at any time except those aiding the disabled, no exceptions. Please make a note when registering if an individual is using a service animal and be prepared to provide vaccination documentation upon arrival.

SPEED LIMIT & DRIVING WITHIN CAMP

The main road leading in and out of camp has a strict speed limit of 15 mph for the safety of our campers and abundant wildlife. All other roads in camp are 10 mph.

VEHICLES & TRAILERS

No riding is permitted in the backs of trucks, trailers, or cargo areas of cars. Passengers may ride in designated seats with seat belts only. Trailers may be parked in campsites in the designated areas. Please do not remove any barriers to bring the trailers into the campsites. Trailers must be disconnected from the tow vehicle and the tow vehicle must return to the camp parking lot. Trailer wheels must be chocked and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails. No vehicles are to be left in campsites, no exceptions.

BICYCLES IN CAMP

All bicycles must be inspected by the mountain bike director upon arrival in camp and must meet inspection requirements as listed in the Cycling merit badge guidelines. No bicycles will be allowed to be on the trails at camp except on a trail ride supervised by mountain bike director. Bicycles will not be ridden down any steep hills. We ask all Scouts and their leaders to observe these best practices while riding bicycles at Camp Orr:

- All riding must be approved by the Scout's adult leader and follow the buddy system.
- Riders may not leave main camp except on a trail ride supervised by the mountain bike director.
- Riders must wear a helmet and any other protective equipment as directed by the mountain bike director and operate the bicycle in a safe manner.
- Riders must obey all traffic signs and give pedestrians the right-of-way.
- Bicycles may not be ridden after dark.
- Scouts must bring their own spare bicycle tubes.
- It is the responsibility of the individual and unit to keep control and record model and serial number of bicycles.
- Violation of these rules will result in the removal of the Scout's riding privileges and the bike will be held until the day of the unit's departure from camp. Natural State Council is not responsible for lost, stolen or damaged bicycles or personal safety equipment.

CAMP RULES & POLICIES

TROOP DISCIPLINE

The conduct of all youth and leaders is the responsibility of the unit leaders in camp. The camp administration is ready and willing to assist at any time with problems that might arise. Unit committees should be sure that the camp leaders are trained and they understand their responsibilities while at summer camp. Discipline used in Scouting must be constructive and reflect Scouting's values. Corporal punishment is never permitted at Camp Orr or in Scouting America.

UNIFORMS

Uniform standards at camp are as follows:

- During the day and most nights after dinner, the activity uniform (Class B) is appropriate.
- Uniform for dinner, campfires, and chapel is full field uniform (Class A).
- Footwear: Closed toe shoes must be worn at all times at camp.
- We ask that all clothing is kept modest and followed in accordance with Scouting America's Safeguarding Youth Barriers to abuse. This includes the length of shirts and shorts while changing at the aquatics areas and shower houses.

TALENT RELEASE/CONSENT GIVEN

During camp, it is possible that photographs or recordings of camp participants might be taken. These photos might be used in camp promotion and report items, council publications or possibly region or national publications. No individual Scout will be identified in any of these photos.

By default, attendees at camp grant the local council and Scouting America the right and permission to use and publish the pictures/film/video/electronic representations and/or sound recordings made of them or their Scouts and release Scouting America from any and all liability from such use and publication.

Camp participants authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said pictures/film/video/ electronic representations and/or sound recordings without limitation at the discretion of Scouting America, and they specifically waive any right to any compensation that they may have for any of the foregoing.

If a participant does not agree with the above paragraph, or if they desire that a Scout or a Leader not be photographed or recorded while at camp, they must request (in writing) that we refrain from this activity. Please be prepared to turn in the written request naming that individual during check in.

CAMP RULES & POLICIES

SAFEGUARDING YOUTH GUIDELINES

Scouting America has adopted the following policies for the safety and well-being of its members. These policies primarily protect youth members; however, they also serve to protect adult leaders. All parents and caregivers should understand that our leaders are to abide by these safeguards. Parents and youth are strongly encouraged to use these safeguards outside the Scouting program. Registered leaders must follow these guidelines with all Scouting youth outside of Scouting activities.

Registration Requirements:
The chartered organization representative, or in their absence the executive officer of the chartered organization, must approve the registration of the unit's adult leaders. Registration includes:

- Completion of application including criminal background check and mandatory Safeguarding Youth training
- Volunteer screening database check

Adult Supervision:
Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader over 21 in every unit serving females and must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age-and program-appropriate supervision must always be provided. All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive. One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting:

- In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
- Private online communications (texting, phone calls, chat, IM, etc.) must include another registered leader or parent.
- Communication by way of social media (Facebook, Snapchat, etc.) must include another registered leader or parent.

Responsibility:
Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law. Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Safeguarding Youth and health and safety policies. All leaders are required to adhere to the Scouter Code of Conduct and are responsible for monitoring behavior and intervening when necessary.

CAMP RULES & POLICIES

SAFEGUARDING YOUTH GUIDELINES

Separate accommodations for adult males and females and youth males and females are required.

Tenting:
Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.

- Youth sharing tents should be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.
- Spouses may share tents.

Lodging & Cabin Accommodations:
Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

- If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Safeguarding Youth trained.
- Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.
- These modifications are limited to single-gender accommodations.

Restrooms:
Separate shower and bathroom facilities should be provided for male and female adults as well as for male and female youth. If separate facilities are not available, separate times should be scheduled and posted.

- Adults and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.
- Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

Program Requirements:
The use of smartphones, cameras, mirrors, drones, etc. in places or situations where privacy is expected, is prohibited. All aspects of the Scouting program are open to the observation of parents and leaders. Hazing and all forms of bullying and harassment are prohibited. Inappropriate displays of affection and sexual activity is prohibited. The buddy system should always be used, and the appropriate attire is required for all activities.

CAMP RULES & POLICIES

SAFEGUARDING YOUTH GUIDELINES

Adult leaders and youth members have a responsibility to recognize, respond to, and report Youth Protection violations and abuse.

Reporting Youth Protection Policy Violations:

- Serious Youth Protection policy violations or behaviors that put a youth's safety at risk must be reported to the Scout executive.
- Alternatively, policy violations may be reported to the Scouts First Helpline when the Scout executive is not available.
- Online reporting is also available at www.scouting.org/health-and-safety/incident-report/

Mandatory Reporting of Child Abuse:

- All persons participating in Scouting programs are mandated reporters of child abuse.
- Reports must be made to local law enforcement and child protective services. State law may require additional reporting.
- This reporting duty cannot be delegated to any other person.
- Reporting to the Scout executive or Scouts First Helpline ensures that follow-up can occur for the safety of our Scouts. Scout executives and Scouts First coordinate follow-up actions.

Scouts First Helpline:
As part of its "Scouts First" approach to the protection and safety of youth, the BSA has established a dedicated 24-hour helpline to receive reports of known or suspected abuse or behavior that might put a youth at risk.

1-844-SCOUTS1 (1-844-726-8871)

When to Use the Helpline:

- Anytime you believe a youth has been harmed or their safety and wellbeing is at risk, and you cannot immediately reach your Scout Executive or local council.
- If a Scout is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is unable to resolve the problem.
- If someone is at immediate risk of harm, always call 911.

Incident Reporting Resources:
www.scouting.org/health-and-safety/incident-report/

CAMP RULES & POLICIES

LOST & FOUND

Prior to coming to camp, participants should be encouraged to clearly mark all personal items with their name and troop number. They are also encouraged to leave valuable, sentimental, or hard to replace items at home. A lost and found box is in the trading post. We ask that when things are found they are brought to the lost and found box. After camp has ended, all lost and found items will be brought to the council office.

SCOUTS WITH MOBILITY NEEDS

Camp commissioners will be able to provide some extremely limited transportation to Scouts and with special mobility needs between merit badge sessions. Please contact the camp director prior to your arrival to make these arrangements. There is a wheelchair accessible campsite with accessible showers and restrooms at camp. Participants may bring their own wheelchairs or motorized chairs, if needed.

SPECIAL NEEDS

If a participant needs some extra help to enjoy their camp experience, please let the camp administration know. Unit leaders should contact the camp director prior to arrival regarding campers with special needs that require assistance from the camp staff. Most arrangements should be made in writing so the preparation can be accurate and complete. Camp Orr is not able to accommodate all possible special needs, but the staff will work diligently to make accommodations wherever possible.

PARENTS & VISITORS AT CAMP

Parents often remark at how much their child has grown during his week away from home. Camp provides an excellent opportunity for Scouts to mature in a safe environment. For these reasons, we ask that you only visit during the following hours:

- Sundays, 12:30-3:00 p.m. (camp check-in)
- Fridays, 4:30-9:00 p.m. (for the dinner and campfire, meal tickets must be pre-purchased)
- Saturdays, 6:00 a.m.-10:00 a.m. (camp check out)

WI-FI & CELL SERVICE

There is sparse wireless coverage at Camp Orr, and data service speeds depend on the service provider. Wi-Fi is connectivity is available within certain areas of camp, including the Scoutmaster's Lounge and the dining hall.

CAMP RULES & POLICIES

TRADING POST

Camp Orr has a fully stocked Trading Post carrying uniforms, t-shirts, belts, equipment, handicrafts, toiletries, gift items, knives, Camp Orr souvenir items, snacks, beverages, and lots of neat stuff. We have everything you and your Scouts need for a fun and successful week of summer camp.

SPENDING MONEY

The camp administration highly recommends that one adult leader for each troop serve as the banker for the youth. This prevents the loss of large amounts of money and allows the leaders to help the youth pace their spending for the week. Most Scouts spend about $75-100 per week in the trading post.

SUMMER CAMP PRODUCTS

Each registration comes with a summer camp patch. Camp T-shirts may be pre-ordered on the council website. Camp Orr Survival Packs are also available for pre-order and include: T-shirt, additional patch, hat, mug, trading post bucks. Extra shirts and patches can be purchased from the trading post while supplies last. Preorders must be purchased by the 5/1 deadline.

CAMP SCHEDULE & MERIT BADGE INFORMATION

CAMP ORR 2027 DAILY CAMP SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:45-7:15				Scout's Own Service			
7:00		Reveille	Reveille	Reveille	Reveille	Reveille	**Check Out 7:00 - 10:00** **Breakfast To Go**
7:45		AM Flag	AM Flag	AM Flag	AM Flag	AM Flag	
8:00		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00-11:45		**Session 1**	**Session 1**	**Session 3**	**Session 3**	Merit Badge Completion	
9:15		Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	
12:00	Check-In 12:00-5:00	Lunch	Lunch	Lunch	Lunch	Lunch	
1:15		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	
2:00-4:45		**Session 2**	**Session 2**	**Session 4**	**Session 4**	Merit Badge Completion	
5:45	PM Flag	PM Flag	PM Flag	PM Flag	PM Flag	PM Flag	
6:00	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00-8:00	Leader/SPL Meeting	Evening Activities	Evening Activities	Evening Activities	Evening Activities	Troop Time	
8:00-9:30	Opening Campfire			Ice Cream Social & Dutch Oven Cook-Off	OA Fellowship	Closing Campfire	
10:00	Taps/Quiet	Taps/Quiet	Taps/Quiet	Taps/Quiet	Taps/Quiet	Taps/Quiet	
10:30	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

NOTE: All scheduled programming is subject to change and any changes will be communicated as soon as possible to participants.

CAMP SCHEDULE & MERIT BADGE INFORMATION

SPECIAL EVENTS & PROGRAMS

At Camp Orr, special events and camp-wide programming are woven throughout the week to create a dynamic and memorable experience for Scouts and leaders alike. These activities go beyond merit badge classes, offering opportunities for fun, fellowship, and adventure across camp. From spirited competitions and themed events to wilderness challenges and unique outdoor experiences, every Scout has the chance to build friendships, test their skills, and make lasting memories.

STAR GAZING

The dark skies over Camp Orr provide an ideal setting for stargazing and astronomy exploration. Scouts working on the astronomy merit badge are required to participate in evening viewing sessions across three nights, including one extended 3-hour "Star Party." To accommodate changing weather conditions, nightly viewing will begin on Monday evening, with exact times announced weekly, typically about 30 minutes after sunset.

The Star Party, scheduled based on the weekly weather forecast, will be announced during the Monday leaders' meeting. While merit badge participants must attend the full 3 hours to meet badge requirements, the event is open to all Scouts, leaders, and staff who simply want to enjoy the beauty of the night sky.

SCOUT'S OWN SERVICE AT VESPERS OVERLOOK

"A Scout is Reverent." At Camp Orr, we honor this part of the Scout Law by offering a midweek opportunity for spiritual reflection and community. All Scouts, leaders, and staff are invited to attend our Vespers Service on Wednesday morning at 6:45 AM at the scenic Vespers Overlook, located just up the hill from main camp. Surrounded by the natural beauty of the Buffalo River Valley, this peaceful setting provides a meaningful space to pause, reflect, and connect with something greater.

The service is Scout-led, with Chaplain's Aides meeting Tuesday afternoon with the Camp Chaplain to help plan and participate in the program. Scouts of all faiths and backgrounds are welcome, and respectful participation is encouraged. Whether through prayer, song, or silent reflection, Vespers is a special part of the Camp Orr experience.

CONSERVATION & CAMP PROJECTS

Looking for a way to give back to camp and make a lasting impact? Get your unit involved in a camp service or conservation project! These hands-on projects are a great way to work together, learn new skills, and help improve Camp Orr for future Scouts. A list of available projects is kept by the camp commissioner. If your troop has a cool idea of your own, just check in with the camp administration to get it approved.

CAMP SCHEDULE & MERIT BADGE INFORMATION

TROOP FELLOWSHIP & ICE CREAM SOCIAL

Wednesday night at Camp Orr is all about fun, fellowship, and making memories! After dinner, troops are encouraged to team up with another unit for an evening of laughter and connection in their campsites. Whether you host a friendly game, tell stories around the fire, or put on a mini campfire program, it's a great time to unwind and build friendships that last beyond the week. After, cap off the evening at the ice cream social, starting at 8:00 p.m. on the dining hall back porch! Scouts and leaders are invited to cool down with a sweet treat, enjoy some great company, and celebrate the halfway point of an awesome week at Camp Orr.

DUTCH OVEN COOK-OFF

It's time to fire up the flavor and bake some memories at Camp Orr's legendary Dutch Oven Cook-Off! Bring your oven, your best ingredients, and your top-secret recipes from home to serve up something truly sizzlin'. Whether you're cooking up a mouthwatering entrée or a decadent dessert, this is your moment to rise to the occasion! Scouts and leaders can compete in separate youth and adult categories, with judging kicking off promptly at 7:00 p.m. at the OA Hogan. Dishes will be scored on taste, presentation, and originality, so bring the heat and the creativity!

ORDER OF THE ARROW - MIXTI WANAXE LODGE

All Arrowmen are invited to gather at the OA Hogan on Thursday at 8:00 p.m. for an evening of service, fellowship, and Scouting spirit. The evening will begin with a service project, followed by time for patch trading, socializing, and strengthening the brotherhood that defines the Order of the Arrow. The camp chief will be available to ensure that your unit is ready for the Friday night call-out ceremony. Note: For out-of-council troops, a letter confirming eligibility and signed by your lodge chief and lodge advisor is required.

ADULT LEADER PROGRAMS

Several adult leader programs will be available during summer camp. These trainings will include Swimming and Water Rescue, Paddle Craft Safety, Merit Badge Counselor training, Board of Review training, and Introduction to Outdoor Leadership Skills (IOLS). These trainings will be available for registration when merit badge class selection opens. Other training may be available on a week-by-week basis, and other programs for leaders will be posted in the camp administration office.

OPENING & CLOSING CAMPFIRE

Camp staff will kick things off with the Opening Campfire on Sunday night, where songs, stories, and plenty of laughs will be had to set the tone for an awesome week ahead. Then on Friday night, it's your turn to shine at the Closing Campfire! Scouts are invited to perform their pre-approved favorite songs, skits, and cheers. The Friday campfire is planned during the SPL meetings, so make sure your unit gets involved!

CAMP SCHEDULE & MERIT BADGE INFORMATION

SWIM CLASSIFICATION TESTS

All persons participating in aquatics are classified according to swimming ability. The classification tests have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The swimmer's test demonstrates the minimum level of swimming ability required for safe deep-water swimming. Precise statements of the tests are as follows:

- **Beginner's test:** Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.
- **Swimmer's test:** Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

NOTE: Although swim tests may be conducted prior to summer camp, the aquatics director is expected to review or retest any Scout or Scouter whose skills appear to be inconsistent with his classification. Additionally, the aquatics program director is authorized to retest any Scout or group of Scouts when he is reasonably concerned that pre-camp swim tests were not properly administered.

The Natural State Council Aquatic Committee provides two options for swim tests:

- **Option 1 (at camp):** The swim classification test is completed the first day of camp by aquatics program personnel. Buddy tags will be issued.
- **Option 2 (at unit level with council-approved aquatics resource people):** The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: BSA Aquatics Instructor, BSA Lifeguard Counselor, or Cub Scout Aquatics Supervisor.

The classification tests should be renewed annually, preferably at the beginning of each outdoor season. An explanation of each test element and proper test procedures are included in Aquatics, Section IV, of Camp Program and Property Management.

NOTE: Anyone that wishes to participate in the free swim period must have a swim test taken.

CAMP SCHEDULE & MERIT BADGE INFORMATION

BUFFALO RIVER WILDERNESS TREKKING PROGRAM

Camp Orr offers two exciting high-adventure trek options each week, providing Scouts and leaders the opportunity to explore the stunning Buffalo National River and surrounding wilderness. Under the guidance of our nationally certified trek director, each unit will be assisted in selecting the route that best matches their interests and experience level. Both backpacking and canoe trek options are available, each offering unique challenges, breathtaking views, and unforgettable memories.

Trek crews consist of up to 11 participants (Scouts and adult leaders), along with a trained Camp Orr Trek Guide who accompanies and supports the crew throughout the journey. Participants must be 14 years old, or have completed the 8th grade and be at least 13 years old—no exceptions.

NOTE: Each unit must provide at least two adults certified in Wilderness First Aid to participate in a trek.

For full details on trek options, required gear, training requirements, and preparation guidelines, refer to the Camp Orr Trek Guide.

THE RIVER

Established in 1972, the 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 Scouting safety requirements), paddles, meals, and an experienced guide. We will request help with transportation from your unit to and from drop off and pick-up points.

THE TRAIL

The trails along the Buffalo River provide some of the most beautiful hiking in the country. These trails also pass 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.

CAMP SCHEDULE & MERIT BADGE INFORMATION

PREPARATION FOR MERIT BADGES AND OTHER CLASSES

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. It is also important to be familiar with:

- Prerequisites
- Equipment needed to complete a merit badge
- Some merit badges are age specific. Younger Scouts should not enroll in merit badge sessions until they are academically and physically ready to succeed in completing them. Some examples are Lifesaving, Environmental Science, range merit badges.

MERIT BADGE PREREQUISITES

Some merit badges have requirements that cannot be completed at camp. Each merit badge that is listed in the program guide identifies the prerequisite associated with the specific badge. The camp staff recommends that each merit badge that is selected by the Scout be reviewed and the prerequisite requirements be completed prior to arrival at camp. This will ensure that the Scout leaves camp with as many completed merit badges as possible.

- **Prerequisite Approval Form:** This form can be found under the “Resources” section of the summer camp page. If a Scout has completed the recommended prerequisites, they should fill out the form, have their Scoutmaster verify, sign it, and bring it to camp. This form should be turned in to the merit badge counselor at the beginning of the class.
- **First Aid:** The first requirement of many merit badges is to know first aid procedures for common injuries or illnesses that may occur during the associated activity. Counselors will touch upon this requirement but Scouts should be familiar with basic first aid procedures before attempting more difficult or advanced merit badges.
- **Merit Badges:** In some cases, the prerequisite for the selected badge requires that the Scout must have successfully completed another merit badge prior to the commencement of the current badge selected. If this is the case, camp staff asks that the Scout bring the prerequisite form signed by the Scoutmaster stating that the merit badge has been completed.
- **Verification:** Scoutmaster verification is also required for merit badges such as camping, which has a camping night requirement.
- **Local Requirements:** Some merit badges have requirements dealing with "your state" or "your community." If a merit badge requirement is completed at summer camp, we will use Arkansas as the relevant state and Jasper as the community. Requirements not possible to be completed in this manner will require the Scout to complete these requirements in their home town, with their family, troop, school or in their community.

CAMP SCHEDULE & MERIT BADGE INFORMATION

CLASS SELECTION

Merit badge class selection will open on 3/1/2027. Units may enter as many “slots” of youth and adults they are planning to bring at any time. Once a Scout is entered as a participant, a $100 deposit is made. Once the deposit is paid, the Scout can select their merit badges. Class sizes are limited to ensure quality instruction.

FIRST YEAR CAMPER PROGRAM - BUFFALO TRAIL

The Buffalo Trail Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience. Basic Scout skills for the inexperienced Scout form the basis of the program.

Buffalo Trail is held sessions 1-3, and Scouts will meet in their groups on Monday through Thursday. In addition to rank requirements, Scouts will have the opportunity to complete some requirements for other merit badges. Scouts will receive instruction in the following skill areas: Woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, and outdoor citizenship. All Scouts will receive instruction but will not be signed off, as that is the responsibility of the Scoutmaster or their designee. Scouts will also have the opportunity to earn their Totin’ Chip & Firem’n Chit cards.

Buffalo Trail Requirements Completed at Camp			
Scout	Tenderfoot	Second Class	First Class
1 a, b, c, d, e, f	2 a, b, c	1 b	3 b
2 a, b, c, d	3 a, b, c, d	2 a, b, c, d, f, g	5 b, c, d
3 a, b	4 a, b, c	3 a, c, d	6 a
4 a, b	5 a, b, c	5 a, b, c, d	7 a, b, c, f
5	6 a	6 a, b, c, d, e	
	7 a	8 a, b	
	8		

INFORMATION FOR LEADERS

LEADER MEETINGS

Leader's meetings will be held Monday through Friday at 9:15 AM at the OA Hogan, giving you the latest updates and important information to help your troop have a smooth and successful week at camp. We ask that at least one leader per unit attend so that the unit can stay informed.

LEADER APPRECIATION DINNER

At Camp Orr , we appreciate the adults who take time away from their families and jobs to volunteer and make Scouting possible for their troops. As our way of saying "thanks!" we host a delicious, first-class meal every week. While Scouts enjoy their dinner in the dining hall, the leaders are invited to the OA Hogan to enjoy a dinner under the pavilion. There are no strings attached with this meal, it's just our way of saying "thank you" for the work you do and for bringing your Scouts to enjoy the Orr Experience!

SCOUTMASTER MERIT BADGE

While at camp, leaders will have the opportunity to earn the Scoutmaster Merit Badge, a recognition designed specifically for adult leaders who actively participate in the camp experience. Through a combination of attending training sessions, engaging with Scouts, and participating in other camp activities, leaders can have fun earning their own merit badge alongside their Scouts.

PRE-CAMP MONTHLY LEADER MEETINGS

Camp Orr will host monthly information meetings for leaders via Zoom every month leading up to summer camp starting in January. All leaders are welcome to join in on the Zoom to learn more about camp, get program updates, and to ask questions they may have about the property or programming. The Zoom links will be available on the Natural State Council website's calendar, and information about the meeting will be emailed prior to each session The 2027 meeting dates are as follows:

- Thursday, January 28th, 7:00 PM
- Thursday, February 25th, 7:00 PM
- Thursday, March 25th, 7:00 PM
- Thursday, April 29th, 7:00 PM
- Thursday, May 27th, 7:00 PM

MEDICATION DOSING FORM

Natural State Council
Scouting America

Scout Name: _____ Age: _____ Unit #: _____

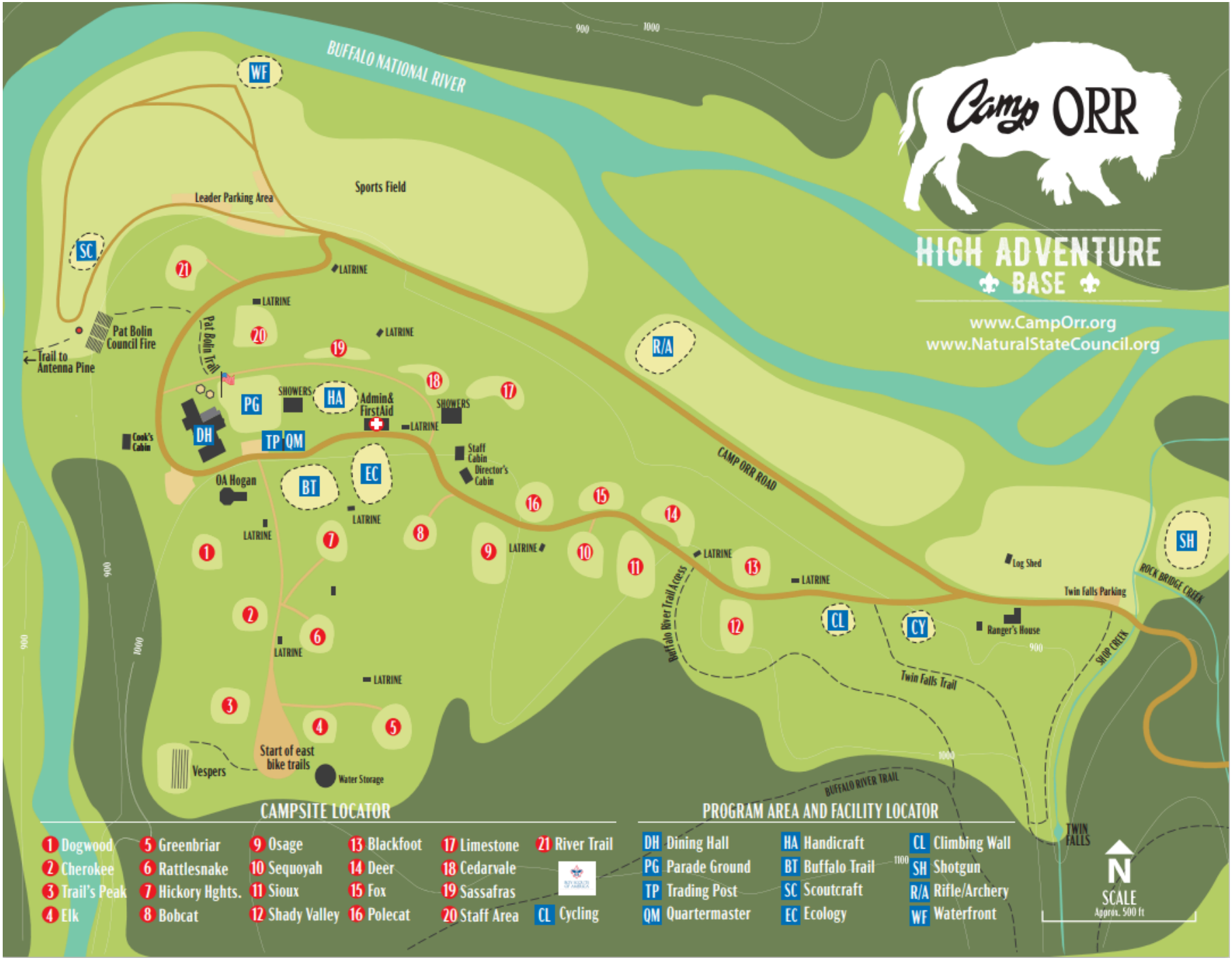
Camp Session/Date: _____ Campsite: _____

Instructions:

- ☐ Each participant taking medications should have a separate form.
- ☐ Ideally, the form should be completed by the adult in the unit who will administer the medication at camp (unit healthofficer).
- ☐ List each prescription medication the scout is receiving separately.
- ☐ The unit health officer giving the medication should put their name or initials by the time at which the medication was given. If no medication is given, leave the space blank.

Medication Name and frequency of administration listed on the bottle		Medication given around Breakfast (7-8 AM)	Medication given around Lunch (12-1 PM)	Medication given around Supper (6 PM)	Medications given at bedtime
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				

NOTE: If a scout is receiving more than three medications, use an additional form


Camp ORR
HIGH ADVENTURE BASE
www.CampOrr.org
www.NaturalStateCouncil.org
BUFFALO NATIONAL RIVER
WF
SC
Leader Parking Area
Sports Field
LATRINE
Pat Bolin Council Fire
Trail to Antenna Pine
Pat Bolin Trail
PG
SHOWERS
HA
Admin& FirstAid
DH
TP
QM
Cook's Cabin
OA Hogan
BT
EC
Staff Cabin
Director's Cabin
R/A
CAMP ORR ROAD
Log Shed
Twin Falls Parking
ROCK BRIDGE CREEK
SH
Ranger's House
CL
CY
Buffalo River Trail Access
Twin Falls Trail
SHOP CREEK
Vespers
Start of east bike trails
Water Storage
BUFFALO RIVER TRAIL
TWIN FALLS
N
SCALE
Approx. 500 ft
CAMPSITE LOCATOR
1 Dogwood
2 Cherokee
3 Trail's Peak
4 Elk
5 Greenbriar
6 Rattlesnake
7 Hickory Hghts.
8 Bobcat
9 Osage
10 Sequoyah
11 Sioux
12 Shady Valley
13 Blackfoot
14 Deer
15 Fox
16 Polecat
17 Limestone
18 Cedarvale
19 Sassafras
20 Staff Area
21 River Trail
CL Cycling
PROGRAM AREA AND FACILITY LOCATOR
DH Dining Hall
PG Parade Ground
TP Trading Post
QM Quartermaster
HA Handicraft
BT Buffalo Trail
SC Scoutcraft
EC Ecology
CL Climbing Wall
SH Shotgun
R/A Rifle/Archery
WF Waterfront