



CAMP OTTARI



GETTING STARTED



1 What to Expect on Sunday

Arrival

Troops should plan on arriving at Camp Ottari between 1:00 and 3:00 p.m. on Sunday. A staff member will greet you in the parking lot and direct your trip leader toward the Camp Director who will register your group. Meanwhile, a staff guide will lead the rest of the unit to the troop site where an inspection will be conducted of all tents and facilities. Please understand that campsites are assigned based on special needs and numbers of participants; units are not guaranteed sites. Units traveling with gear in a trailer will be permitted to drive the trailer to their campsite, **all other gear must be either packed in or transported by a camp vehicle**. After the inspection, all Scouts and leaders wishing to swim during the week, should quickly change into their swim trunks and head toward the health lodge with both their health form and any medications needed during the week. Do not use this time to set up camp!

Paperwork

Please refer to the unit check list found in the Administrative Section to help ensure your unit has all the necessary documents for camp.

- **Camp Director**

Your trip leader's first stop will be with the Camp Director who will check for a **Tour Permit, two copies of the Ottari and Brownsea rosters** and **proof of Troop Insurance**. He will also make sure all fees are paid.

- **Program Director**

The second stop is with the Program Director. The Program Director will inform you of the many activities offered at Ottari and will assist you if there are any problems with your merit badge schedule. Be advised that the program director will not have information on additional merit badge offerings until the Sunday night leaders' meeting.

- **Brownsea Director**

Check roster and give outline of the week.

National Policy requires that all medications (adults included) be locked up in a central location, namely the Health Lodge.

Camp Tour

During the camp tour, your troop guide will point out all camp landmarks and program areas. Your troop guide will provide your unit with a fireguard chart, a camp map, camp emergency procedures, and a job description for the troop health officer. The most important stops are:

- **Medical Recheck**

Remember to bring both your medical form and medications to the station.

The medical recheck is designed to make sure that there have been no significant changes in the participant's health since his or her last physical exam. If all signatures and required information are present, then a buddy tag will be issued to the participant. Troops are encouraged to place their forms alphabetically in a three ring binder to speed up the process. **Please do not put the forms in plastic sheet protectors.**

- **Dining Hall**

This is a very important stop as your group will meet the Head Steward and receive the unit's table assignment. The steward will also instruct your group in proper dining hall etiquette and procedures.



CAMP OTTARI

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- **Quartermaster**

The Quartermaster will issue any gear that your group might need throughout the week for cleaning or camp projects. The Quartermaster also controls access to the flammable fuels where your group must store propane and flammable fuels.

- **Swim Check**

At the waterfront, the Aquatics Director will explain rules and procedures surrounding the use of the camp swimming and boating areas. All participants wishing to swim during the week should take their swim test at this time.

- **Rifle Range**

Learn basic safety rules and find out about open shoots.

Supper

All meals will be served cafeteria style in our dining hall. Units participating in the Base Camp program should assemble at the flags near the Camp Office in full Class A uniform by 5:50 p.m. After Troop Reports and Grace, your unit will be directed into the dining hall.

Leader's Meeting

At 7:30 p.m., a Camp Leader's Meeting will be held at the Welcome Center. This is a very important meeting where you will be introduced to the Area Directors, be given important information, and have an opportunity to address any concerns.

Opening Campfire

The purpose of the opening campfire is to introduce the Ottari Camp staff and to set a mood for the week. Units should assemble in Class A uniform at the Parade Field by the lake by 8:30 p.m.

2 Your Week at Camp

Daily Schedule	
7:00 a.m.	Bird Study & Fishing Merit Badge
7:50 a.m.	Flag Raising and Breakfast
after breakfast	Leader's Meeting
9:00 a.m.	Merit Badge Block 1
9:15 a.m.	Brownsea Island Participants meet at the BSI Troop site for opening ceremony
10:00 a.m.	Merit Badge Block 2
11:00 a.m.	Merit Badge Block 3
12:15-1:00 p.m.	Lunch
2:00 p.m.	Merit Badge Block 4
3:00 p.m.	Merit Badge Block 5
4:00 p.m.	Merit Badge Block 6
5:50 p.m.	Retreat, all troops present in Class A Uniform
6:00 p.m.	Dinner
7:30 p.m.	Evening Activities
11:00 p.m.	Taps



CAMP OTTARI



EVENING ACTIVITIES & SPECIAL PROGRAMS FOR CAMP OTTARI

Activities May Include:

- **Ottari Zip Line**

Get ready to soar on Ottari's 800 foot zip line. Riders must be 12 years old and at least 100 lbs but less than 300 lbs to ride. Participants may sign-up at the Camp Trading Post for \$5 for 2 rides.

- **Pow Wow**

A display of Native American Dance and Music. Join us at the Dining Hall for an evening filled with sounds and sights you might not have the opportunity to see again.

- **Snake Show**

Hosted by the Nature Lodge staff, the Snake Show is both entertaining and informational. Come see some of the area wildlife up close (but not too close!). You will learn about the many different snakes on our reservation, both non-venomous and venomous.

- **Camp Leaders Award**

Leaders can go home with a few awards by staying active with their unit and the camp throughout the week. Help out camp operations, and make sure you get at least one nap in during the week, and you can earn the Camp Leaders Award.

- **Staff vs. Scoutmaster Volleyball Game**

In true Ottari tradition, we end the week with a high spirited, always entertaining game of volleyball between staff and Scout leaders.

- **Shoot Your T-Shirt**

Blow holes in your favorite threads.

- **Open Area Activities**

Rifle range, shotgun range, water front, archery range, and spar pole climbing.

- **Frog Mike**

Join the Nature staff on a night hike to learn how to identify our amphibian friends.

- **A Scout is Reverent**

The Scout Law emphasizes that a Scout is Reverent. A Camp Chaplain will be conducting a non-denominational vesper service during the week. All Scouts and leaders are encouraged to attend.

- **Adult Leader Training**

Take part in any number of training you (adult leaders) may not have or need to renew. Camp is a great place to get it done.

- **Art Show**

Bring your works of art and show them off in the Scoutmasters' lounge.



CAMP OTTARI



CHECKING OUT

3 Check Out Procedures

Friday Night After the Closing Campfire and Order of the Arrow Tapout:

- Have Scouts pack all their belongings except those needed for Friday night and Saturday morning.
- Pack all troop gear.
- Check the awards packet to make sure all Merit Badge Completions and other awards are there. If something is missing or incorrect, please see the appropriate area director at the times scheduled during the Friday Leader’s Meeting directly following the campfire at the Welcome Center.

Saturday Morning:

- Breakfast is served 7:30 to 8:15 a.m. If you need special arrangements, please speak with the Camp Director.
- Make a Troop Reservation for the next camping season! Hold-a-Place will be given out during check in.
- Check your advancement packet for medical forms, camp patches, and advancement completion or partial slips before leaving camp at the Welcome Center Saturday morning 7:30–10:00 a.m. pick up from Camp Director.
- Police the campsite area and collect stray items—please leave the site better than you found it!
- Finish packing and, if using camp transportation, place the gear neatly beside the road for pickup.
- Be sure the troop site, latrine, washstand, and shower are clean before leaving camp. Show that your troop members are good campers by leaving the troop site clean for those checking in on Sunday.
- Set trash bags beside the road for pickup.
- Return all Quartermaster issued equipment including latrine cleaning materials to the Quartermaster.
- Close all tent flaps, but please do not tie them.
- Complete a closing inspection with a staff member.
- Call roll or make a check to be sure that all Scouts and leaders are accounted for before leaving camp. Wait until all transportation has arrived before leaving camp.
- Check out at the Welcome Center with the Camp Director to receive your patches and medical forms, turn in Hold-a-Place form.
- Turn in evaluations before leaving.

** Note: Saturday breakfast is a non-cooked, travel style meal.*

Have a Safe Trip Home

4 Useful Camp Information

Ottari Camp Song

High above the Little Laurel,
 high above the trees
 Flies the hawk of Camp Ottari
 sailing through the breeze
 Hail Ottari, Hail Ottari,
 forever we’ll be true
 May the spirit of Ottari
 trail along with you.

Camp Grace for the Blue Ridge Mountains Reservation

“For this food,
 and for friends and family,
 for these mountains
 and for all of nature’s wonders,
 for life itself and for our faith
 which gives life meaning,
 we thank thee, oh Lord.”



CAMP OTTARI

MERIT BADGE INFORMATION

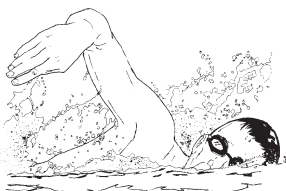


Merit Badge Schedules and Sign ups

A password to access our on-line registration system will be mailed out after your troop has made its April 1st payment. Your troop will be able to register for merit badges two weeks prior to your arrival with this code. Registration will close on Friday at noon, 24 hours before you arrive at camp.

Answers to the most commonly asked questions:

1. Merit Badge sign ups are on a first come, first served basis. The on-line system will automatically close classes when they are full.
2. Yes, the Scout must take both hours of a class consecutively if the class is scheduled for two hours. Badges which require two hours include Environmental Science, Pioneering, Horsemanship (your road travel time is a part of the two hours), Climbing, Rifle, Shotgun Shooting, Small Boat Sailing, and Lifesaving.
3. Kayaking, Mile Swim and BSA Snorkeling are not merit badges; they are basic skill instruction.
4. The Brownsea Island Adventure is an all day, all week program. If your Scouts want to take a variety of merit badges, they should be in the merit badge program. If your Scouts need some instruction on a few of the skills required for 1st Class, we ask that the troop contact either their Commissioner or the Scoutcraft department to arrange for some private instruction. BSI Scouts may opt to take fishing or bird study merit badge at 7 a.m.
5. The schedule of evening events will be announced upon your arrival at camp.
6. Scouts must be age 12 and at least 100 lbs but less than 300 lbs to ride the zip line.
7. Look at the program section of the Leader's Guide for the prerequisites to merit badges that can be done prior to coming to camp.
8. There is a cost associated with the Horsemanship Merit Badge. Scouts must prepay for this badge within 20 minutes of signing up. Transportation must be provided by your troop to and from the King Ranch, which is approximately 20 minutes from Ottari.
9. Some merit badges such as Basketry, Leatherwork, Indian Lore, and Shotgun require additional program fees and supplies. Please refer to the Advancement Section of this guide for more information. Many of these items may be purchased at our on-line trading post before you arrive.





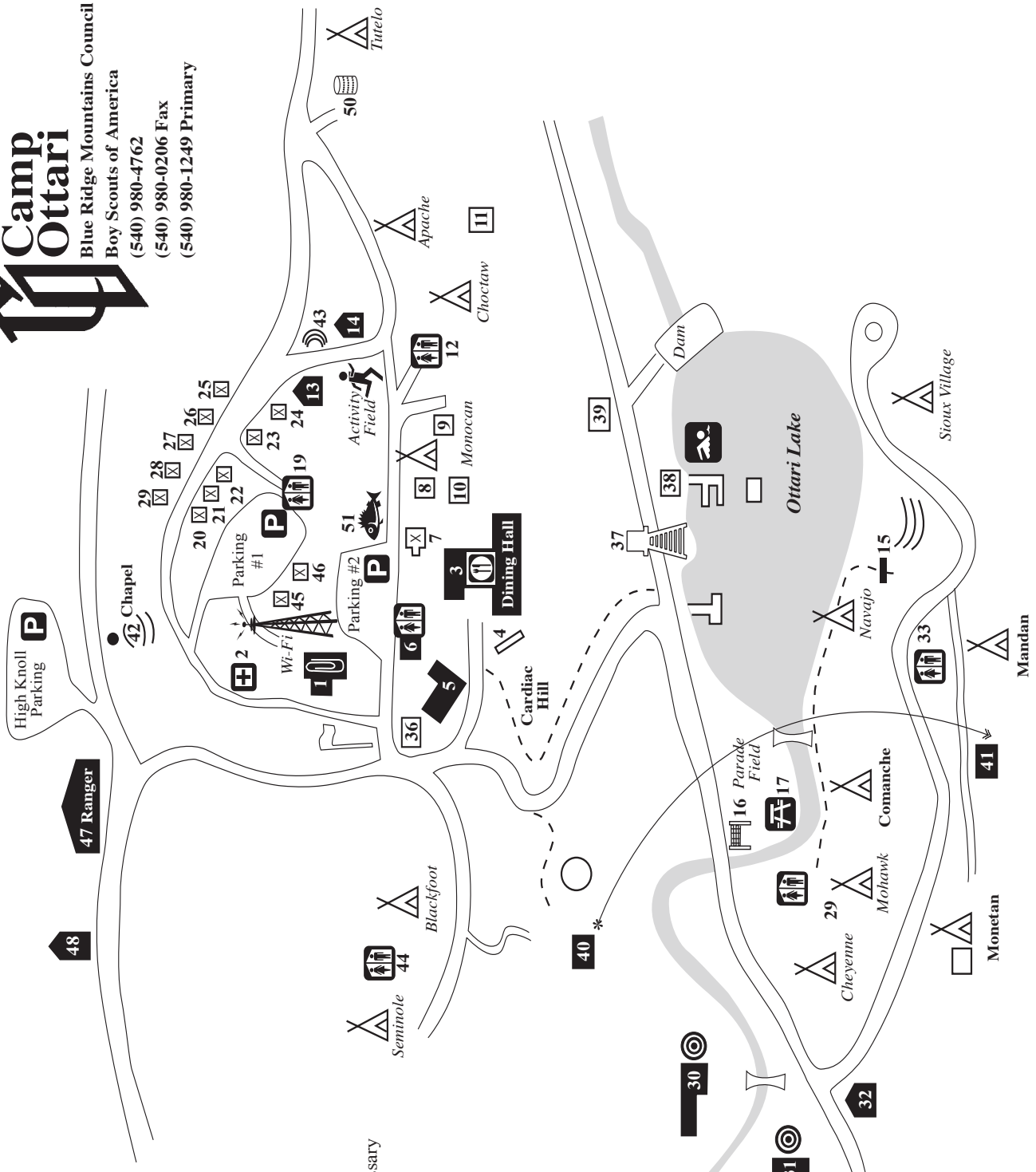
CAMP OTTARI

CAMP ROSTER



Unit Number: _____ **Week Attending:** _____

	Name of Adult	Date of Birth	Address	Phone
1				
2				
	SCOUTS			
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				



LEGEND

1. Welcome Center
2. Health Lodge/First Aid
3. Dining Hall
4. Dining Hall Handwash Station
5. Quartermaster & Trading Post
6. Visitor's Latrine
7. Cook's Cabin
- 8-10. Monocan Adirondacks
11. Apache Adirondack
12. Shower House
13. Nature Lodge
14. Handicraft Shelter
15. Onion Ring
16. Volleyball Court
17. Scoutcraft/Picnic Shelter
19. Staff Shower House
- 20-29. Staff Cabins
30. Rifle Range
31. Archery/Shotgun Range
32. High Knoll Trading Post & Commissary
33. Navajo Shower House
34. Little Laurel Wood Shop
35. Woodworking Cabin
36. Flammable Storage Shed
37. Lifeguard Tower
38. Waterfront/Shelter
39. Well House
40. Top of Zipline & Bouldering Wall
41. Bottom of Zipline
42. Chapel
43. Brownsea Island Amphitheater
44. Shower House
- 45-46. Staff Cabins
47. Ranger's House
48. Ranger's Work Shop
50. Water Tower
51. Fish Camp
52. Mohawk Shower

2011 Camp Ottari Merit Badge Schedule

Time	Nature	Handicraft	Scoutcraft	Shooting Sports	Waterfront	Brownsea Island***	Zip Line/ Bouldering/ Climbing
Bird Study and Fishing MB will be offered at 7 a.m. based on interest Flag Ceremony & Breakfast 8:00 a.m.							
9:00	Mammal Study Weather Astronomy	Art Leatherwork Woodcarving	Emergency Preparedness Camping First Aid (at Health Lodge) Wilderness Survival Horsemanship 9-11	Archery 9-11 Rifle 9-11 Shotgun 9-11	Swimming Rowing Canoeing Kayaking Skills Sm Boat Sailing 9-11	All Participants will meet from 9-12. Focus on Patrol Method, Scout Skills	NRA
10:00	Geology Reptile Study Envir. Science 10-12	Art Woodcarving Indian Lore	Horsemanship (cont.) Orienteering Camping First Aid (at Health Lodge) Pioneering 10-12	Archery (cont.) Rifle (cont.) Shotgun (cont.)	Sm Boat Sailing cont. Rowing Canoeing Swimming Lifesaving 9-12	BSA Supervision 9-12	NRA
11:00	Envir. Science (cont.) Forestry Nature	Woodcarving Indian Lore Basketry	Pioneering (cont.) Wilderness Survival Camping	Open Rifle Archery (11-12) and (2-3)	Lifesaving (cont.) Swimming Rowing Canoeing Kayaking Skills		Open Zip Line
Lunch and Siesta							
2:00	Weather Envir. Science 2-4 Fish & Wildlife	Art Basketry Woodcarving	Camping Wilderness Survival Pioneering 2-4	Shotgun 2-4 Rifle 2-4 Archery (cont.)		Brownsea (meet at the Waterfront)	Climbing Merit Badge
3:00	Envir. Science (cont.) Geology Nature	Indian Lore Leatherwork Basketry	Emergency Preparedness Pioneering (cont.) Orienteering First Aid (at Health Lodge)	Shotgun (cont.) Rifle (cont.) Archery (3-5)	Open Swim Beginner Swimming	BSA Supervision 3-5	Climbing Merit Badge
4:00	Fish & Wildlife Mammal Study Soil & H2O Conservation	Art Basketry Leatherwork	Camping Emergency Preparedness Orienteering	Archery (cont.) Open Rifle	Open Swim	Sm Boat Sailing 3-5	Open Zip Line
5:00							
Dinner 6:00 Meet for retreat and dinner							
Evening Programs and other Merit Badges as announced...							

*** Brownsea Island participants *must* register their name on the merit badge pre-registration form with "BSI" in *all* time slots. They will spend all day with Brownsea Island.