

**Order of the Arrow
Shawnee Lodge**



S bar F Scout Ranch

2008 Service Day

June 7, 2008

**Please join the Shawnee Lodge in preparing the
S bar F Scout Ranch for another exciting summer!
This project is open to all Boy Scouts and Cub Scouts.**

General Information

Camping

Camping is available in the Camporee field for troops that wish to make this a weekend campout. Units that are not camping need to arrive at S-F by 8:45 a.m. Please drive carefully.

Meals

Saturday dinner will be provided for all participants beginning at 5:00 p.m. at Huck's Cove. Troops who are camping will need to provide their own Saturday breakfast and lunch. Please pack a sack lunch for each participant.

Water

Every participant needs to bring plenty of water bottles. The spigots will be turned on in each camp.

Tools

Every participant should bring the following items:

- **Water bottle**
- **Work gloves**
- **Leaf rake and/or hard rake**
- **Bow saw (optional)**

Rakes will be provided but there may not be enough for every participant. If you bring your own, please have your name on it.

Huck's Cove

There's no better way to end a day by swimming in Huck's Cove. It will be open for free swim beginning at 3:00 p.m. after the workday ends. Scouts who attended summer camp last year, and are signed off by their unit leader as a swimmer, will not need to re-take the test. However, any first year Scouts will need to take the test, which will be administered beginning at 2:45 p.m. (Please refer to "medical forms" for more information)

Medical Forms

Every participant must have a Class I Health History Form in order to participate in the service projects and swim at Huck's Cove. Class II and III Medical Forms are also acceptable.

Groups

Participants will be divided up into work groups that will be assigned to either Camp Gamble or Camp Famous Eagle and will be led by several Camp Staff members. Each group has two assigned project areas, but project #1 is first priority. When finished with the first project, groups move into their second.

Check-in

Check-in begins promptly at 9:00 a.m. and ends at exactly 9:30 a.m. at the Rand Building. Each Scoutmaster should bring a troop roster and the appropriate medical forms.

Schedule

9:00 a.m.	Check-in begins @ the Rand Building
9:30	Project orientations
10:00	Projects begin
12:00 p.m.	Lunch break – bring sack lunches
12:30	Work resumes
3:00	Workday ends Return tools
3:00	Huck's Cove opens for free swim
5:00	Dinner Break – meal provided
6:00	Dinner Break ends Last chance to swim
6:45	Huck's Cove Closes Event ends

