

Natural State Council



HIGH ADVENTURE
♣ BASE ♣

2025 LEADERS GUIDE

Located on Buffalo National River!





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Welcome to Camp Orr

Dear Scouts and Scouters,

It is with great pleasure that I present you with this 2024 Camp Orr Leaders Guide. I and my staff are looking forward to providing you with a memorable and positive Scouting program. Your drive down into Camp Orr, viewing the majestic bluffs of the Buffalo River, will begin this great adventure.

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

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

If you have Scouts that you would recommend serving on Camp Orr High Adventure Base Staff, please have them fill out and send in a staff application, found [on naturalstatecouncil.org website](https://naturalstatecouncil.org).

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

Yours in Scouting,

Mike Boness
Camp Director
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Why *Camp* ORR?

Why would you visit Camp Orr?

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

Because Camp Orr is a "real" camp!

We have real nature. We are the only Scout camp in the country surrounded by a National Forest. The Buffalo River Trail and the Old River Trail both run through or near camp.

We have a real river!

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

We have real treks!

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

We have climbing on real bluffs!

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

We have mountain biking on real trails!

Camp Orr boasts 15 miles of scenic biking trails and top of the line mountain bikes. Our trails can accommodate beginner to intermediate bike enthusiasts. Cycling Merit Badge at its finest! Recommended Scouts have off-road experience.



Camp Dates, Fees and Registration

Camp Dates

Week 1: June 8-14

Week 2: June 15-21

Week 3: June 22-28

Week 4: June 29 - July 5

Camper Fees

	Fall Discount	Early Bird	On-Time	Late
If you make your deposit by--	11/27/2024	3/1/2025	5/15/2025	Day of
Unit Campsite Deposit	\$250.00	\$250.00	\$250.00	\$250.00
Youth—Traditional	\$325.00	\$340.00	\$365.00	\$375.00
Youth—Trek	\$335.00	\$350.00	\$375.00	\$400.00
Adult—Traditional	\$125.00	\$150.00	\$150.00	\$150.00
Adult—Trek	\$220.00	\$245.00	\$245.00	\$245.00

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

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

Astronomy/Space Exploration Merit Badge	\$25	Leatherwork Merit Badge	\$25
Basketry Merit Badge	\$25	Rifle Shooting Merit Badge	\$10
Bird Study Merit Badge	\$25	Shotgun Shooting Merit Badge	\$25
Cooking Merit Badge	\$25	Woodcarving Merit Badge	\$25
		Welding Merit Badge	\$25

How to Register

Many of the steps below may be completed at www.CampOrr.org under the 2025 Camp Registration tab.

ONLINE REGISTRATION

Each unit should use their Tentaroo account to register for summer camp. Natural State Council units already have an account and should contact Andrew.Batten@scouting.org if you need help accessing your unit account. Do not create a new one. You will need to enter an estimated number of attendees prior to adding the names of your scouts. The reservation will include leader contact information, campsite preference, and an estimated number of campers. To reserve a spot for your Unit, you must include your \$250 non-refundable deposit. This deposit will count toward final unit fees.

ADVANCE PAYMENT

The advance payment of \$170 per Scout is due by **March 1, 2025**. Making the advance payment allows the Scout to register for merit badge sessions

MERIT BADGE REGISTRATIONS

Registration for all merit badge sessions will be open beginning **March 1, 2025** for Scouts who have made the advance payment. Sessions are filled on a first come, first served basis, and many will fill quickly. This is especially true for Eagle required merit badges. Merit badge class sizes are firm due to facilities and staffing.

"FINAL PAYMENT

The final balance for all participants is due to Wes Council **May 15, 2025**. The original \$250 deposit is counted toward this final payment.

Payments

Payments may be made online at www.camporr.org (preferred) or by mailing a check payable to Natural State Council, with Camp Orr in the memo line. Mail checks to the Little Rock Scout Service Center, 3220 Cantrell Rd, Little Rock, AR 72202.

Refunds

Units may reduce numbers without penalty until 5/15. It is the unit's responsibility to manage their camping numbers and names in Tentaroo. Adjustments will not be made after 5/15, without penalty. Credit should remain on the account until your camp session is over, and then may be requested back as a refund at check-out. Registrations and payments may be transferred to a new Scout within a unit, if notified 1 week prior to arrival. No refund requests will be approved if submitted more than 2 days after your unit's scheduled departure from camp.

After May 15, 2025

Camper fees will only be refunded in case of documented illness, injury, emergency, military transfer or unplanned summer school in accordance with the Natural State Council refund policy. Email refund requests to Andrew.Batten@scouting.org. Refunds will be calculated at 50% of fees paid. Refunds will be processed within 2 weeks of your scheduled week of camp ending.

Check-in

No-show Scouts at check-in will be refunded 20% of the fees paid. When you arrive at camp, you should have all required forms and paperwork, which can be found at camporr.org or in this Leader's Guide. During check-in, staff will work with you to up-date any schedules and settle any remaining balances.

Activities

Antenna Pine



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

This 4-6 hour hike is less than 3 miles one way, but is classified as a strenuous hike with over 1,000 feet elevation gain. This is open to everyone but recommended for older Scouts and leaders in good physical condition.

Once back in base camp, make your way to the trading post to purchase your one-of-a-kind "I survived Antenna Pine" memorabilia. Remember your Scout Essentials and water **IS A MUST!**

Taps/Lights Out

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

Camp-Wide Activities

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

Twin Falls



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

NIGHT VIEWING

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

Activities - continued

Sunday Night Opening Campfire



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

Wednesday Morning Scout's Own Service

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

Wednesday Night Fellowship and Ice Cream Social

After dinner on Wednesday night, Troops are encouraged to pair up for fun and fellowship in their campsites. This could include games and/or a campfire program. Following your campsite fellowship, everyone is invited to the back porch of the Dining Hall for an Ice Cream Social. The Ice Cream Social begins at 7:30 p.m.

Wednesday Night Dutch-Oven Cook-off

Bring your oven and ingredients from home and whip up something special for the Dutch-Oven Cook-Off. Participants may enter a dessert and/or entree and there are separate categories for youth and adults. Judging will begin promptly at 7 p.m. at the OA Hogan. Entrants will earn points for presentation, taste, and originality and the winners will receive awards.

Thursday Night OA Fellowship

A gathering of Arrowmen will take place at the OA Hogan on Thursdays at 7 p.m. Arrowmen will complete a service project followed by fellowship and patch trading. The Camp Chief will be available to ensure that your unit is ready for the Friday night call-out ceremony. (For out-of-council troops, a letter confirming eligibility and signed by your Lodge Chief and Lodge Adviser is required. Bring letter with/send to Mike Boness, Camp Director. mfbscouter@yahoo.com)

Friday Night Closing Campfire

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

The Legend of Smokey Joe



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

Merit Badges and Programs



Experiencing summer camp through merit badges is the core of the Scouts BSA summer camp program. Merit badge sessions are offered by program staff each day during five scheduled session times and at other times as well. Numerous merit badges include hikes, nature walks, trips to the river, or up the trails. Some merit badges require Scouts to attend a two-session block and the First Year Camper Program - Buffalo Trail - scouts should plan to attend sessions 1-4. Many merit badges will be completed at camp. Some have requirements that should be completed prior to camp and some requirements that can only be completed after camp. Scouts must demonstrate completion and understanding of each requirement before it will be approved by the counselor. Merit badges and programs are run through various Program Areas at Camp Orr High Adventure Base. This ensures qualified instruction by knowledgeable counselors and a great experience by Scouts in each area.



Scout Craft

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

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

Eco



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

Handicrafts

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

Note: Some Handicraft Merit Badges require an additional fee.

Aquatics



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

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

Merit Badges and Programs - continued

Buffalo Trail (First Year Camper)



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

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

Buffalo Trail is held sessions 1-4, and Scouts will meet in their groups on Monday through Thursday. In addition to rank requirements, Scouts will have the opportunity to complete First Aid Merit Badge, as well as some requirements for other Merit Badges, like Cooking. Scouts will receive instruction in the following skill areas: Woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. All Scouts will receive instruction but will not be signed off, as that is the responsibility of the Scoutmaster or his designee. Scouts will also have the opportunity to earn their Totin' Chip & Firem'n Chit cards.

*If a Scout does not pass the swimmer test, he/she can participate in the 5th period instructional swim time with the goal of being able to pass the swimmer test by the end of the week.

Buffalo River Wilderness Company Trekking Program

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

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

The River (Canoeing)

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

The Trail (Hiking/Backpacking)

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

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

[2025 Trekking Program Guide](#)

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



Special note: All units participating in high adventure must provide at least two Wilderness First Aid certified adults for each trek.

Merit Badges Offered

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



ARCHERY

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



ART

Requirement 6 cannot be completed at camp. If completed before camp, bring documentation.



ASTRONOMY/SPACE EXPLORATION

Three evenings required to observe stars, weather permitting. Come prepared with Astronomy requirement 5b completed in order to complete the merit badge at camp.

Additional fee of \$25 for this class. This is a 2 session class.



BASKETRY

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



BIRD STUDY

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



CAMPING

Requirements 4b, 5e and 7b must be completed before or after camp. Requirement 9a calls for 20 cumulative nights of camping, 6 of which will be completed by week end! **Eagle Required Merit Badge.**



CHEMISTRY

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



CHESS

Basic knowledge of tournament play is helpful. **Offered every evening on the back porch of the Dining Hall.**



CITIZENSHIP IN THE NATION

Requirements 5 and 7 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge.**



CITIZENSHIP IN THE WORLD

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



CLIMBING

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



COLLECTIONS

All requirements can be met at camp. Bring your collection to help satisfy requirements. Coin Collecting and Stamp Collecting do not apply. Bringing a collection is not a requirement. **Friday afternoon only in the Dining Hall.**



COOKING

Cooking; Requirement 4 cannot be completed at camp. If complete before, please bring Documentation. Requirement 8 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Eagle Required Merit Badge. Additional fee of \$25 for this class.**

Merit Badges Offered - Continued



COMMUNICATION

Requirements 5 and 8 must be completed before or after camp. Bring documentation if completed before camp.

Eagle Required Merit Badge.



CYCLING

Bring your state and local bicycle laws (Req 2). Requirement 6B/d may not be completed in full while at camp. Scouts can bring their own helmet. For experienced off-road riders.

Eagle Required Merit badge.



EMERGENCY PREPAREDNESS

Must have First Aid Merit Badge prior to camp. Requirements 3 and 8b cannot be completed at camp. If completed before, please bring documentation to camp. **Eagle Required Merit Badge.**



ENVIRONMENTAL SCIENCE/FISH & WILDLIFE MANAGEMENT/ SOIL & WATER CONSERVATION

Daily **two-hour** class open to all Scouts. Be sure to have a pen and paper for this class. All requirements can be completed at camp. Req. 7 in Fish and Wildlife cannot be completed at camp.

Env/Science is an Eagle Required



FINGERPRINTING

Fingerprinting will be offered on Friday only. There will be a morning and afternoon session. All requirements can be completed at camp.



FIRST AID

Scouts need to come prepared with a first aid kit that they have created at home. (Req. 2B1) **Eagle Required Merit Badge.**



FISHING

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



ENTREPRENEURSHIP

Requirement 3 cannot be completed at camp. Can bring documentation to camp.



GAME DESIGN

Requirement 8 cannot be completed at camp. If completed before, bring documentation to camp.



FORESTRY/NATURE

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



GEOLOGY/MINING IN SOCIETY

All requirements can be completed at camp.



KAYAKING

Must pass BSA Swimmer Test. For older, more experienced Scouts. All requirements can be completed at camp.



LEATHERWORK

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



LIFESAVING

Must have Swimming Merit Badge prior to attending camp. Daily **two-hour** class open to Scouts 13 years of age and up. **Eagle Required Merit Badge.**



MAMMAL STUDY/REPTILE & AMPHIBIAN STUDY All Mammal Study requirements can be completed at camp. Reptile & Amphibian Study requirement 8 must be completed before or after camp.



OCEANOGRAPHY

All requirements can be completed at camp.

Merit Badges Offered - Continued



ORIENTEERING/ GEOCACHING

All requirements for Orienteering can be completed at camp. Geocaching requirement number 7 and 9 cannot be completed at camp. Compasses and GPS units are provided but beneficial if Scout has his or her own. This is a 2-session class.



PHOTOGRAPHY

All requirements can be completed at camp.



PIONEERING

All requirements can be completed at camp.



RIFLE SHOOTING

Daily two-hour class. Due to restrictions being on a National River, we are only able to use competition air rifles for this merit badge. To complete the merit badge, Scouts must qualify with shooting requirements (option B, req. I, J). **Additional fee of \$10 for this class.**



SALESMANSHIP

Requirement 5 must be completed prior or after camp. Please bring documentation to camp.



SHOTGUN SHOOTING

Daily 2-hour class is open to Scouts 13 years of age and over. 20 gauge shotguns are used for this class. Be sure your Scouts are physically capable of handling a shotgun to qualify for the shooting requirement. **Additional fee of \$25 for this class.**



SIGNS, SIGNALS, AND CODES

Requirement 7 cannot be completed at camp.



SWIMMING

Scout must pass BSA swimmer test. All requirements can be completed at camp. **Eagle Required Merit Badge.**



TEXTILE/PULP AND PAPER

Pulp and Paper Requirement 7 must be completed prior to or after camp.



WEATHER

All requirements can be completed at camp. Completing requirement 9b prior to camp and presenting to the counselor is best.



WELDING

All Scouts must have completed First Aid Merit Badge to Participate. Proper attire required (leather boots, long cotton pants, or jeans, long sleeve cotton shirt. Scouts must be at least 13 years of age. **Additional fee of \$25 for this class.**



WILDERNESS SURVIVAL

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



WOODCARVING

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



MERIT BADGE SCHEDULE

Area	Session 1 9:00-9:45	Session 2 10:00-10:45	Session 3 11:00-11:45	Session 4 2:00-2:45	Session 5 3:00-3:45	Free Time 4:00-4:45	Maximum # of Students
Aquatics Area	Kayaking		Kayaking		Kayaking		14
		Canoeing		Canoeing			16
	Swimming	Swimming	Swimming	Swimming	Instructional Swimming	Free Swim	15
		Lifesaving		Lifesaving			15
		Climbing		Climbing			12
Adventure Area		Cycling		Cycling	Cycling		12
Range and Target Program	Archery		Archery		Free Shoot		16
	Rifle Shooting		Rifle Shooting		Free Shoot		16
	Shotgun Shooting		Shotgun Shooting				8
Scoutcraft Area	Orienteering/Geocaching		Signs, Signals, Codes	Orienteering/Geocaching			10
	Fishing			Fishing			10
	First Aid	First Aid	First Aid	First Aid	First Aid		15
		Camping	Camping		Camping		15
		Cooking		Cooking			15
	Emergency Preparedness	Emergency Preparedness	Emergency Preparedness				12
	Wilderness Survival		Wilderness Survival				12
			Pioneering		Pioneering		12
Ecology Area	Environmental Science/ Fish and Wildlife Management Soil and Water Conservation			Environmental Science/ Fish and Wildlife Management Soil and Water Conservation			15
			Oceanography	Oceanography			12
	Forestry/ Nature		Forestry/ Nature		Forestry/ Nature		12
	Astronomy/Space Exploration			Astronomy/Space Exploration			15
		Geology/Mining in Society		Geology/Mining in Society			12
		Bird Study			Bird Study		12
	Weather		Weather		Weather		12
		Chemistry			Chemistry		12
	Mammal Study/Reptile and Amphibian Study			Mammal Study/Reptile and Amphibian Study			12
		Textile / Pulp and Paper	Textile / Pulp and Paper				12
Handicraft Area	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork		20
	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving		20
	Basketry	Basketry	Basketry		Basketry		20
		Welding		Welding			10
		Photography		Photography			10
			Art		Art		15
	Game Design			Game Design			15
	Citizenship in the Nation		Citizenship in the Nation	Citizenship in the Nation			15
	Citizenship In the World	Citizenship in the World			Citizenship in the World		15
		Communication			Communication		15
Trading Post		Salesmanship/Entrepreneurship					12
Dining Hall Back Porch						Chess (Offered each evening)	No Limit
Friday Only				Collections			No Limit
Friday Only		Fingerprinting		Fingerprinting			No Limit

Schedule subject to change.

Camp Orr High Adventure Base Daily Schedule 2025

	<u>Sunday</u>	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>	<u>Saturday</u>
6:00am							Breakfast/Chkout
6:30am				Scout's Own Service			Breakfast/Chkout
7:00am		Reveille	Reveille	Reveille	Reveille	Reveille	Breakfast/Chkout
7:30am		Morning Flag	Morning Flag	Morning Flag	Morning Flag	Morning Flag	Breakfast/Chkout
8:00am		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast/Chkout
9:00am		Period 1	Period 1	Period 1	Period 1	Merit Badge Completion	Checkout
10:00am		Period 2	Period 2	Period 2	Period 2		
11:00am		Period 3	Period 3	Period 3	Period 3		
12:00pm	Check in begins						
12:15pm		Lunch Assembly	Lunch Assembly	Lunch Assembly	Lunch Assembly	Lunch Assembly	
12:30pm		Lunch	Lunch	Lunch	Lunch	Lunch	
2:00pm		Period 4	Period 4	Period 4	Period 4	All Areas Open Pending MB Comp.	
3:00pm		Period 5	Period 5	Period 5	Period 5		
4:00pm		Free Time	Free Time	Free Time	Free Time	Troop Time	
5:45PM	Evening Flag	Evening Flag	Evening Flag	Evening Flag	Evening Flag	Evening Flag	
6:00pm	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00pm	Leader/SPL Meeting	Inter-Troop Activities	Troop Time	Dutch Oven Cook Off	Troop Time	Troop Time	
8:00pm	Opening Campfire			Ice Cream Social	OA Fellowship	Closing Campfire	
10:30pm	Taps/Quiet Time		Taps/Quiet Time	Taps/Quiet Time	Taps/Quiet Time	Taps/Quiet Time	
11:00pm	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

Adult training times will be given out on Monday morning at Leader meeting

Daily Meetings

- 9:15am Adult leader meeting at the OA Hogan Each morning
- 1:15pm Senior Patrol Meeting on back Porch of Headquarters building, Monday through Friday
- 1:15pm Chaplain's aide meeting at the Hogan pavilion, Monday and Tuesday

Adult Activities and Training Opportunities

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



Scoutmaster Merit Badge

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

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

Adult Leader's Meeting

Adult Leader's Meetings take place at 9:30 am at the OA Hogan. Any schedule changes or other important program information will be shared at this meeting, so please make sure your unit has at least one adult in attendance.

Mile Swim

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

Adult Leader Shootout

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

Wednesday Night Dutch Oven Cook-Off

The Scouts aren't the only ones that get to have fun here. Whip up your favorite recipe (does not have to be a dessert) and see if you have what it takes to take home the trophy! Judging will begin promptly at 7 p.m. at the OA Hogan. We do not provide ingredients.

Horseshoe Tournament

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



Adult Leader Training

BSA Swimming and Water Rescue – This course requires 8 hours of instruction (two hours each day Monday-Thursday) and active participation. You will get wet! Participants **MUST** pass the BSA swimmer test. This course includes Safe Swim Defense. Training is valid for three years. First Aid/CPR training is not included.

BSA Paddle Craft Safety (Canoe emphasis) – This course requires 8 hours of instruction (two hours each day Monday-Thursday) and active participation. You will get wet and gain proficiency in canoe skills. Participants **MUST** pass the BSA swimmer test. This course includes Safety Afloat. Training is valid for three years. First Aid/CPR training is not included.

Merit Badge Counselor Training – This course is recommended for anyone serving as a Merit Badge Counselor. It is a 2-hour course.

Board of Review Training – This course is recommended for anyone serving on a Board of Review. It is a 2-hour course.

Introduction to Outdoor Leader Skills (IOLS) – Requires a fee of \$25. This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First-Class rank. This course requires 16 hours of instruction. Participants will meet Monday-Thursday Monday-Thursday. This training does not expire.

Adult Leader Training Schedule

We will do our best to accommodate all leaders desiring training. The class limits are total participants that can in each class. Classes will be filled as registrations are received. If requested trainings are not available, refunds will be issued after camp.

Please sign up prior to camp for trainings so that we will have adequate training materials.

Adult Leader's Name	BSA ID#	Training Course

Print extra page if needed.

Policies and Procedures

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



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

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

Trips to the Hospital/Doctor – In the event that a camper requires the services of a doctor, the following steps will be taken:

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

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

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

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



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

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

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

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

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

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

Mail – All mail will be handled through the Trading Post. It will only be given to adult leaders. Stamps, envelopes, and postcards/stamps will be available for sale in the Trading Post.

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

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

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

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

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

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

ARRIVAL AT CAMP AND CHECK IN PROCEDURES

Please familiarize yourself with these procedures; it will help with a smoother check-in process.



Travel as a group so that you arrive together. Check-in time is Noon to 5:00 pm on Sunday. Please plan on arriving during this window to make sure we can get everyone registered and in your campsite before assembly at 5:45pm for flag ceremony and supper. Saturday evening arrivals are permissible only with prior arrangements made with the camp director. We will place you in your campsite and you will be responsible for your meals until Sunday supper.

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

This is for your safety!

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

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

Check-in begins with camp administration at the Dining Hall. Only one adult leader is needed at Check in while the rest of the Scout and leaders tour camp/swim checks/settle in at campsite.

Check-in with the Camp Director. Director will need your submitted/updated Unit Roster and will collect any fees due. You will receive a receipt and your colored wristbands. The wristbands are part of our Risk Management Plan and need to be worn at all times.

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

- **Check-in with the Program Director.** Director will need your submitted/updated Program Roster. Occasionally, adjustments need to be made to the requested classes, so please be sure Scouts have some secondary choices in mind.

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

- **Check-In At The Water Front.** Swim checks are required for everyone participating in aquatic programs. Swim checks can be done prior to camp by certified Lifeguard; bring documentation to camp or email to Camp Director prior to camp. For those participating in river treks must complete swim check at camp.

In-Camp Program Equipment List



Camp Orr Provides:

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

Each Unit Needs to Bring:

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

What NOT to Bring to Camp:

- Personal Firearms
- Archery Equipment
- Sheath Knives
- Fireworks
- Pets
- Alcohol/tobacco products
- Radios/CD Players
- Electronic Games/i-pods

Each Individual Needs to Bring:

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

Additional items to consider:

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

*needed for Lifesaving merit badge (see MB Requirement list)

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

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

All classes require each Scout to bring pencil and paper every day. VERY IMPORTANT!!!

BE PREPARED

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

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

Campsite Information



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

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

Troop trailers may be left in the campsite but need to be positioned so that an emergency vehicle can get into the campsite. Vehicles must be parked in the lot at the bottom of the hill. Access to electricity is limited to Handicap sites (HC); generators are not allowed. It is recommended that you bring a battery-operated CPAP machine. We will have a charging station set up for you to use in the leader lounge.

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

- 3 Trail's Peak
- 4 Elk



HIGH ADVENTURE BASE

www.CampOrr.org
www.NaturalStateCouncil.org



CAMPSITE LOCATOR

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

PROGRAM AREA AND FACILITY LOCATOR

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



SCALE
Approx. 500 ft

Mixti Wanaxe Lodge

#720 Order of the Arrow

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

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



A copy of the form or letter may be sent to the council office by May 15, 2025

Natural State Council, BSA
Attention: 2025 OA Camp Chief
3220 Cantrell Rd
Little Rock, AR 72202

If preferred, a copy may be e-mailed to the attention of the 2024 OA Camp Chief: mfbscouters@yahoo.com.

We hope your experience at Camp Orr is exciting and fulfilling in 2025 and hope to have your unit return in future years!



Staffing Camp Orr High Adventure Base

Each summer, the Natural State Council employs youth and adults as members of the Camp Orr staff. The staff work for a full week prior to camp opening to make sure campers have a top-quality summer camp experience.

Camp Orr High Adventure Base is always in need of additional talent on staff. To be employed as a camp staff member, candidates must be at least 15 years old and agree to register as a member of the Boy Scouts of America.

The Counselor In Training (CIT) Program at Camp Orr High Adventure Base is a summer long staff experience and training program designed for Scouts who are 14 years of age. Being a CIT offers Scouts a chance to see behind-the-scenes at camp and to learn just what it takes to provide a quality program summer after summer! You will put into practice the fundamental skills and methods of the Scouting program as you discover if you have what it takes to be a Camp Orr Staff Member.

To be considered for a Staff or Counselor in Training Position at Camp Orr, please fill out the staff application available on line a

Naturalstatecouncil.org / under the Camping Tab / Camp Orr staff application

Completed applications will automatically be sent to Camp Director; Mike Boness

Staff interviews will be by zoom and set up by Camp Director Mike Boness. For youth under 18, please include an adult in any communication per Youth Protection guidelines.



Photo by Jonathan Malagon

SAMPLE MENU

	BREAKFAST		LUNCH		DINNER
SUNDAY					Pork Tenderloin Mashed Potatoes/gravy Sweet Peas Roll Chocolate Cake Salad Bar
MONDAY	Breakfast Bake (egg, meat and cheese) Tortillas (2) Fresh Fruit Picante Sauce Cereal, Milk, Juice		Grilled Chicken Sandwich Lettuce/Tomato Potato Chips Fruit(canned) Milk Salad Bar		Italian Goulash Mixed Veggies Breadsticks Banana Pudding Salad Bar
TUESDAY	Pancakes (2) Sausage links (2) Scrambled Eggs Fresh Fruit Cereal, Milk, Juice		Chicken Tenders Cheesy Broccoli & rice Side Kick Green Beans Salad Bar		BBQ Pork Sandwich Baked Beans Cole Slaw Cookies Salad Bar
WEDNESDAY	Biscuit/Gravy Sausage (2) Hash Brown Fresh Fruit Cereal, Milk, Juice		Ham & Cheese Croissant Doritoes Fruit(Can) Pickle Spear Salad Bar		Hot Dogs w/Buns (2) Fritos Potato Salad Ice Cream Salad Bar
THURSDAY	Chicken and Waffles (2) Pancake Syrup Fresh Fruit Cereal, Milk,, Juice		Hamburgers Potato Wedges Lettuce/Tom/Pickle Fruit(Can) Milk Salad Bar		Taco Salad/Tortilla Chips Beans & Rice Shredded lettuce/tomato Shredded Cheese Strawberry Shortcake
FRIDAY	English Muffins Egg, Cheese, Canadian Bacon Fresh fruit bar Cereal, Milk, Juice		Pepperoni Pizza Corn Fruit(Can) Salad Bar		Chicken Fried Steak w/gravy Mashed Potatos Green Beans Roll Brownie Salad Bar
SATURDAY	Continental Breakfast Donuts, Muffins Fresh Fruit Cereal, Milk, Juice				
Thursday Night Dinner for Adult Leaders: On Thursday night our camp staff will prepare a special meal for adult leaders to show our appreciation for your dedication to Scouting and our youth.					

Unit Camper Roster

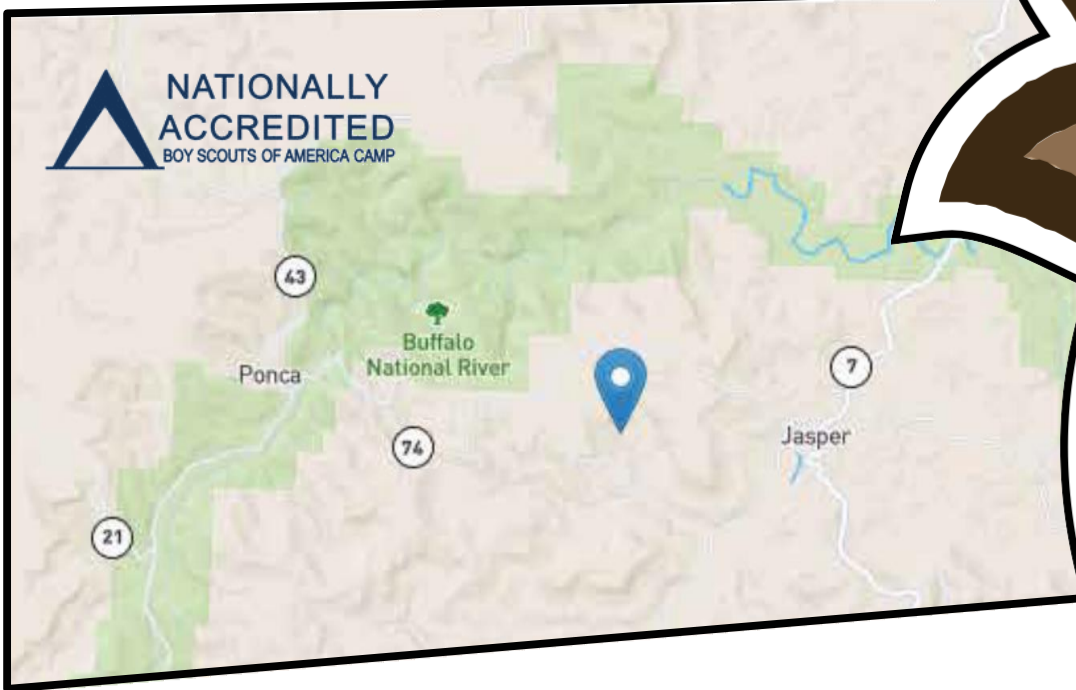
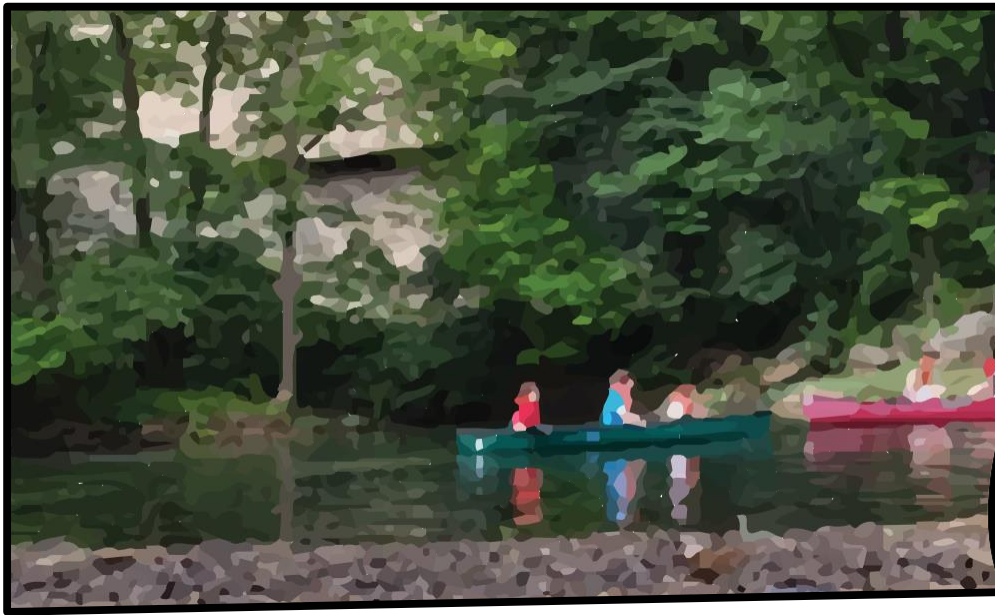
Troop/Crew# _____ City/State _____ Council _____

Week attending (please circle): June 8-14 June 15-21 June 22-28 June 29- July 5

ADULTS		Check One		
Name	Emergency Contact Number	In-Camp	Canoeing	Hiking

[illegible]

Please use additional sheets as necessary.



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



**Scouting
America**

Natural State Council

Natural State Council
3220 Cantrell Rd.
Little Rock, AR 72022
(501) 664-4780