

Where to Go Camping

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Introduction

This information is produced by the Ore Ida Council of the Boy Scout of America and the Tukarica Lodge 266 of the Order of the Arrow. The Order of the Arrow was founded in 1915 by E. Urner Goodman and Carroll A. Edson in order to recognize Scouts who best exemplified the traits of the Boy Scouts.

The Order of the Arrow is a Brotherhood of “Scout Honor Campers,” who live by and encourage the use of the Scout Oath and Law. Each Lodge is chartered by the Boy Scouts of America and membership is considered an honor. Members are elected by and from the ranks of their own Units, the only organization of its kind in which non-members elect the members.

In order to be eligible, a Scout must be a First Class Scout with 15 nights of camping including one long term campout. They must be approved by their adult leader and be elected by the majority of their unit by secret ballot.

Each unit is entitled to one election each year. If your unit has not held an election this year, please contact the Local Council Office for the name and phone number of your nearest Order of the Arrow Advisor. Adults are also eligible for membership in the Order of the Arrow. For more details on requirements, contact your local Order of the Arrow Advisor.

One of the primary functions of the Order of the Arrow is to promote the Boy Scout camping program. If you ask a group of Scouts what they like most in Scouting, nine out of ten will reply “camping.” It is toward that goal that we dedicate this Where To Go Camping.

Tukarica Lodge also sponsors the Year ‘Round Camper Award for any Scout who has Completed six, nine, or eleven months of camping in the past twelve months. Applications and patches are available from the Council Service Center.

This information is not intended to be an all comprehensive reference of where to go camping within the Ore-Ida Council. Rather, it is intended to be one of several resources in assisting you when your unit plans to go camping. You should first be thoroughly familiar with the Camping sections of the Boy Scout Handbook, The Scoutmaster’s Handbook, and the Fieldbook. These are important resources for your Troop or unit before they go camping.

Remember that only 25 percent of Idaho is private land. The remaining 75 percent is public domain, either the State or Federal Lands. Numerous agencies have been charged with maintaining this land. The Idaho Fish and Game Department, the State Parks and Recreation Department, the Idaho Air and National Guard are among the state agencies that maintain state owned lands. Some of the Federal agencies are the Bureau of Land Management, the U.S. Forest Service, the Bureau of Reclamation, and the U.S. fish and Wildlife Service. **Before you leave for an outdoor activity on public lands, be sure you know the rules and regulations that will apply once you get there. Check with the agency about any special rules they might have in force. Check on water conditions and fire danger ratings before you leave home.**

The information within this document is not intended to take the place of a good map of the area which you will be camping. Each Forest Service office carries decent maps of their National Forest and usually any other bordering Forest. These maps are fairly detailed and inexpensive. Other maps are available in nearly any of the outdoor sporting stores in the valley. Make sure that you get the map that fits your needs. A map with too much detail can become confusing; one with too little detail may be of no help at all.

We have attempted to be as accurate as possible in this endeavor. However, we have not been able to verify all of the information that has been supplied to us by scouts and scouters. If you find errors or other inaccurate information, we would appreciate it if you would inform us so that we can correct in the next issue.

Safety

BSA Requirements

National BSA Safety Resource Site: <http://www.scouting.org/scoutsource/HealthandSafety.aspx>

BSA requires some specific training depending on the activities the scouts will be involved with at any given camping experience. The link above will provide any required training that is required which may be available online. It also contains the online Guide to Safe Scouting which should be referenced before any camping activity to ensure the unit has a safe and enjoyable experience. Some of the required training includes:

- Water Safety – Swimming and Safety Afloat
- Climb on Safety
- Hazardous Weather

One of the primary concerns when participating in outdoor activities is to ensure the activity is appropriate for the age of the boys participating. The Guide to Safe Scouting, Chapter III contains a camping and activities chart that will indicate which activities are prohibited for scouts, as well as, those activities that are approved and for which age they are approved. This covers ages from Tiger Cubs through Crews.

Also within the Guide to Safe Scouting, there are safety requirements for:

- Specific activities ex. Caving, Biking, Winter Camping
- Transportation modes

Managing Risk

An injury that doesn't happen needs no treatment. An emergency that doesn't occur requires no response. An illness that doesn't develop demands no remedy. The best way to stay safe in the outdoors is to avoid getting into trouble in the first place. That requires planning, training, leadership, good judgment, and accepting responsibility—in short, risk management.

We manage risk in almost every aspect of our lives. There is risk involved in stepping out of our homes in the morning, but we go anyway. There are risks in crossing a street, catching a bus, and taking part in sports, but we find ways to minimize these risks and maximize our safety and well-being.

Risk management is so much a part of outdoor adventures that often we hardly notice we are doing it. When we fill bottles with water from streams and lakes, we deal with the risk of parasites by treating the water with a filter or chemicals, or by boiling it. When we share the outdoors with bears, we protect them and ourselves by hanging our food out of their reach, eliminating odors from our sleeping areas, and keeping campsites spotless. When foul weather blows in, routes become uncomfortably exposed, streams swell, or snow loads make avalanches a possibility, we consider all the available information and then make decisions that keep risks at acceptable levels.

Perceived risk can energize outdoor activities by bringing to them an immediacy that is sharper than what we normally experience. The actual risk on a well-managed ropes course, for example, is relatively low, but participants experiencing the events of the course might perceive that the risk is much higher than it actually is. That heightened awareness can take them beyond their usual comfort levels and encourage them to accept challenges that will stretch their abilities and build their confidence.

The only way to eliminate risk completely in the out-of-doors is to give up the pleasures, challenges, and satisfaction of taking part in an adventure. Rather than attempting to do away with it, group members and leaders can manage risk by identifying its sources, understanding its boundaries, and tailoring their behavior to minimize exposure to danger.

Shared Management of Risks

Many outdoors-oriented organizations have guidelines to address certain hazards they believe to be of particular concern to their members. This chapter, for example, will discuss hypothermia, lightning, and several other potential risks of great interest to the Boy Scouts of America. A truly effective approach to risk management, though, is found not just in the details, but also in the willingness of everyone in a group to take an active role in maximizing his or her own safety and the safety of others.

Risk Management

Here are three keys to effective risk management:

Everyone in the group commits to having a safe experience.

A leader who empowers group members with resources, training, and responsibilities for conducting successful treks often will find that they also can be trusted to do their part to manage risk. When each person has a part to play in the success of a trek, everyone has a stake in risk management. Group members are far better prepared to deal with illnesses or injuries if they are versed in response plans and if they know where they are, what resources are at their disposal, and what skills they can draw upon. On the other hand, leaders who expect group members simply to obey rules and instructions—to be followers rather than thinkers and problem solvers—might discover that their groups aren't able to deal effectively with the changing nature of risk.

Everyone understands and follows group guidelines established to minimize risk. Everyone has a say in recognizing and dealing with risks that arise during a trek.

Stay in good shape so you are ready for the physical demands of a trek.
Know where you are going and what to expect.
Adjust clothing layers to match changing conditions.
Drink plenty of water.
Protect yourself from exposure to the sun, biting insects, and poisonous plants.
Take care of your gear.

A critical aspect of risk management is letting others know when you are having difficulties or are aware of a concern that might affect you or the group. Many people have a tendency to keep things to themselves. They don't want to slow down the group, or are worried about what others will think of them. But stopping for a few moments to deal with a hot spot on a heel can help avoid bringing the group to a long halt later in the day when blisters break out. Voicing concern about changing weather or questionable route decisions can bring important matters to the attention of the rest of your group.

Outdoor-Oriented First Aid

We often go to remote areas to get away from it all, but among the things we are getting away from is quick access to emergency support and care. If someone has an accident in an American city, dial 911 and an emergency team will probably be on the scene in minutes, ready to treat injuries and to provide transport to a medical center.

Take care of yourself, and you will be far less likely to have trouble on the trail. You also will be much better able to help others deal with difficult situations.

The farther that group members are from medical facilities, the more important is their ability to deal with emergencies on their own. Responding to incidents during trek adventures can involve not only immediate treatment, but also evacuating ill or injured persons to the frontcountry, or stabilizing them and maintaining their safety for hours or even days until medical assistance arrives.

Those who intend to travel in the backcountry should prepare themselves with first-aid training, ideally including training in caring for injured and ill persons in remote settings. Among the training courses available in various parts of the country are Red Cross Wilderness First Aid Basic, Wilderness First Responder, Wilderness Emergency Medical Technician, and Mountaineering Oriented First Aid.

Preparing a Group to Manage Risk

Rescue team professionals and trained volunteers responding to backcountry

Risks associated with the outdoors can involve rain, wind, heat, cold, avalanche, water, wildlife, vegetation, and falling. Human elements affecting risk include lack of physical preparation, improper training, poor judgment, and unreasonable expectations by group members, leaders, parents, and others. Many of these concerns can be addressed by leaders helping group members decide upon activities that are appropriate to their skills, experience level, and interests. Preparing a group to manage risk also involves a certain amount of pretrip paperwork and development of an emergency response plan.

calls can be exposed to considerable risk. Never hesitate to summon help when you need it, but minimize the need for assistance by preparing well and doing your best to proceed in ways that maximize your safety and that of others.

For more on matching groups with appropriate activities, see the chapters titled "Organizing for Adventures," "Outdoor Leadership," and "Planning a Trek."

Paperwork

The policies of a given organization will determine the paperwork that must be completed before a trek begins—releases for medical treatment, for example, proof of health insurance, tour permits, and any forms required by land management agencies. Leaders also should be fully informed in writing if a group member requires medications, has any medical issues, or deals with allergies. Always prepare a written itinerary of where you plan to be on each day and night of a trek. Leave copies with several responsible people who will take appropriate action if you haven't returned according to schedule.

Emergency Response Plan

Developing a written emergency response plan requires group members to figure out the steps to be taken during trek emergencies and to write down contact information for agency personnel, law enforcement authorities, and medical response networks. The plan should outline strategies for contacting help, if help is needed. Along with your group's roster, itinerary, intended routes, and expected time of return, give copies of the emergency response plan to support persons in the frontcountry. For more on itineraries and emergency response plans, see the chapter titled "Planning a Trek."

Wireless Telephones and Risk Management

Global positioning system (GPS) receivers allow travelers to pinpoint locations, but they are no substitute for mastering the use of maps and compasses. Likewise, wireless telephones can be a convenient means for groups to contact emergency response personnel, but phones are useless if they malfunction, the batteries are exhausted, or distance and terrain prevent clear reception of signals.

Frivolous use of wireless phones can seriously diminish solitude, independence, and challenge in the outdoors. If you carry a portable telephone, stow it deep in your pack and bring it out only for emergency calls. Most of all, never assume that having a portable telephone grants you any protection to attempt activities beyond your levels of skill and experience, especially if you are far from emergency support.

Managing Risk in the Field

The degree of risk in a situation depends on a host of factors that can change from one moment to the next. Take, for example, a log that, a few feet above a stream, offers an inviting route for hikers to reach the far bank. On a warm day in a BSA local council camp, the risk involved in walking across the log might be very low. Even if you fall, it's not far to the water. If you get wet, you can go to your tent and change clothes. If you sprain your ankle, you are close to medical assistance. Do you walk over the log? Probably.

During a backpacking trip, you come upon a similar log lying across a stream, but this one is located miles up a trail and the day is windy and cold. If you slip off the log, you have only the clothing you are carrying to replace wet garments. If your pack is submerged, the clothes, food, and gear stowed in it could become soaked. If you hurt your ankle, you might be stranded miles from a road. Do you use the log to cross the stream? Perhaps, but you might decide to lessen the risk by straddling the log and scooting across in a sitting position, or you might wade if the stream is calm and shallow, or you might

seek out a better place to cross. Each option will take longer than walking the log, but not nearly as long as dealing with the possible results of a fall.

Managing risk often is a matter of considering the "what if" of a situation. What if I fall? What if I lose my pack? What if I sprain my ankle? Other considerations that might be factors are the time of day, your group's level of fatigue, hunger, or anxiety, and the amount of experience you've had with similar situations.

Put lots of faith in your gut feeling about a situation. If it doesn't seem right but you're not sure why, your instincts might be telling you something you need to know, but have not yet fully understood. Take plenty of time to consider your options.

Anyone in a group should feel empowered to call a halt to group activities whenever he or she perceives a risk that should be addressed. In turn, group leaders and other members must respect those concerns and give them full consideration.

While the tone of a group is best when it is upbeat and members strive to see the positive in every situation, it's good to be a pessimist about hazards, erring on the side of too much caution rather than not enough. The risk management portion of your brain should be focused on what could go wrong so that you can act in ways that increase the likelihood of things going right.

Incident Response

Risk management is not built on a list of rules, but rather on good judgment and a willingness to accept responsibility for one's own safety and that of others. Incident response is what happens when an injury or illness has occurred during a trek and a group must decide how to handle it.

Accounts of injuries and illnesses in the outdoors often try to pinpoint a specific cause. Hypothermia, for example, often is blamed on chilly weather, cotton clothing, and precipitation. Of course, the steps that led to poorly dressed travelers shivering in the rain can be traced back to decisions that might easily have prevented that dangerous situation from occurring at all. With qualified leadership, personal responsibility, and effective planning, those travelers would have had warm clothing and rain gear. They would have been well-hydrated and have had energy food in their packs. They would have kept an eye on the weather and made timely decisions about where to go, when to camp, and whether to turn around and go home.

The following pages discuss ways to prepare for and manage certain risks, and also the basics of how groups can respond to incidents brought about by these concerns. (Watercraft adventures and some other trek activities present specific risk management issues that will be addressed in the chapters discussing those activities.)

Dehydration

Water is essential for nearly every bodily function, including brain activity and temperature control. We lose moisture through breathing, sweating, digestion, and urination. A person who gives off more water than he or she takes in risks becoming dehydrated. The first sign of dehydration usually is dark urine.

Dehydration can play a significant role in a number of maladies including heat exhaustion, heatstroke, hypothermia, and frostbite.

Other signs can include weariness, headache and body aches, and confusion.

Help keep your body in balance by eating enough throughout the day. The importance of drinking plenty of fluids cannot be overemphasized. Don't wait until you feel thirsty—that's an indication that you are

already becoming a bit dehydrated. Replenish your water supplies at every opportunity and drink often in warm weather and cold alike.

Incident Response for Dehydration

A person showing any indications of dehydration should rest in the shade and sip water until the symptoms subside.

Heat Exhaustion

Heat exhaustion can be brought on by a combination of dehydration and a warm environment. The condition is not uncommon during sports activities and trek adventures conducted in hot weather, especially if participants are not fully acclimated to the conditions. Symptoms can include the following:

- Skin that is pale and clammy from heavy sweating
- Nausea and tiredness
- Dizziness and fainting
- Headache, muscle cramps, and weakness

Incident Response for Heat Exhaustion

To treat heat exhaustion, have the victim lie in a cool, shady place with the feet raised. Remove excess clothing. Cool the victim by applying cool, wet cloths to his or her body and by fanning. If the victim is fully alert, let him or her sip from a glass of water and take bites of salted food, such as nuts. Recovery should be rapid. If symptoms persist, call for medical help.

Heatstroke

Heatstroke occurs when a person's core temperature rises to a life-threatening level (above 105 degrees). Causal factors include dehydration and over exertion in hot environments. Symptoms can include hot, red skin that can be either dry or sweaty; confusion; and a rapid pulse.

Incident Response for Heatstroke

A heatstroke victim must be cooled immediately. He or she is in danger of dying. To quickly lower the body temperature and begin restoring hydration, move the victim to a cool, shady spot and cool him or her any way you can. Keep the victim lying down and comfortable, with head and shoulders slightly raised. Remove outer clothing and sponge the victim with cold water. Cover the victim with wet towels, wet clothing, or whatever else is handy, and fan him or her. Place the victim in a stream, in a tub filled with cool (not ice-cold) water, or in front of an air conditioner running full blast in a house or car. Use combinations of all available treatments.

Get emergency medical help as soon as possible. The victim's temperature might go up again, or he or she might vomit or require rescue breathing.

For more on conducting trek adventures when temperatures are warm, see the chapter titled "Hot-Weather Travel and Camping."

Hypothermia

Hypothermia occurs when a person's body is losing more heat than it can generate. It is a danger for anyone who is not dressed warmly enough, though simple exposure to cold is seldom the only cause. Dehydration is a common factor. Wind, damp clothing, hunger, and exhaustion can further compound the danger. The temperature doesn't have to be below freezing, either—a lightly dressed hiker caught in a cool, windy rain shower can be at great risk. So is a swimmer too far out in chilly water or immersed too long.

A group that knows how to treat hypothermia should be well enough aware of the risk that its own members will seldom, if ever, need to be treated for it.

A person experiencing hypothermia might feel cold and numb; become tired, anxious, irritable, and increasingly clumsy; have slurred speech; shiver uncontrollably; make bad decisions; and lose consciousness.

Incident Response for Hypothermia

Treat a victim of hypothermia by preventing him or her from getting colder and, if necessary, by using any or all of the following methods to help the body warm again to its normal temperature.

1. If the person is fully conscious and can drink, offer plenty of warm liquids (cocoa, soup, fruit juices, water).
2. Move the person into the shelter of a building or a tent and get him or her into dry, warm clothes.
3. Zip the person into a dry sleeping bag. Cover the head with a warm hat or sleeping bag hood.
4. Provide water bottles filled with warm fluid to hold in the armpit and groin areas.
5. If hypothermia is advanced, help the person to breathe warm, moist air to aid in rewarming.
6. Monitor closely and be ready to administer other first aid.
7. Seek medical care.

While one person is being treated for hypothermia, the rest of a group also might be at risk. Protect yourself and others by taking shelter, putting on layers of dry, warm clothing, and having something to eat and drink. Look after one another.

Frostbite

Flesh exposed to low temperatures or cold wind can freeze. Far from the warmth of the body's core, toes and fingers are especially vulnerable, as are the nose, ears, and cheeks. A frostbite victim might complain that his or her ears, nose, fingers, or feet feel painful and then numb, but some victims won't notice anything. Grayish-white patches on the skin are signs of frostbite. Since dehydration increases the danger of frostbite, cold-weather travelers must be every bit as diligent about drinking fluids as they are when the temperature is high.

Incident Response for Frostbite

Only superficial frostbite—frostnip—can be treated in the field. If you suspect that frostbite is deep (extending below skin level), wrap the injured area in a dry blanket and get the victim under the care of a physician as soon as possible. Don't rub the injury.

To treat frostnip, move the victim into a tent or building, then warm the injured area and keep it warm. If an ear or cheek is frozen, remove a glove and warm the injury with the palm of your hand. Slip a frostnipped hand under your clothing and tuck it beneath an armpit. Treat frostnipped toes by putting the victim's bare feet against the warm skin of your belly.

For more on conducting trek adventures in chilly conditions, see the chapter titled "Cold-Weather Travel and Camping."

Sunburn

Although skin appears to recover from sunburn, damage to its cellular structure accumulates. That can lead to premature wrinkling and is a primary cause of skin cancer. Use sunscreen to protect exposed skin, giving special attention to your face, ears, nose, and neck. To be effective, sunscreen should have a sun protection factor (SPF) of at least 15. Apply it liberally before sunlight exposure, and reapply if you are sweating and after immersion in water. Hats with large brims, long-sleeved shirts, and long pants will provide further protection.

Sunlight reflected by water or snow can intensify the damaging effects of solar radiation. Zinc oxide offers total blockage of the sun's rays, and might be what you need for your face and ears during watercraft adventures and treks at high altitudes or on snow. Wear sunglasses to prevent eyestrain, and shield your lips against chapping and sun injury by applying a lip balm with an SPF of 15 or higher.

Incident Response for Sunburn

Prevent further injury by getting out of the sun, either by seeking shade or by putting on a hat and clothing that affords protection. Treat painful sunburn with damp cloths. Remedies containing aloe vera also might provide relief.

Lightning

Open water, mountaintops, the crests of ridges, the bases of tall or solitary trees, and large meadows can be hazardous places during lightning storms. Plan to be off peaks and other exposed locations before afternoon when thunderstorms are more prevalent. If you are caught in a dangerous area, quickly move to shore or descend to a lower elevation, ideally away from the direction of the approaching storm. A dense forest located in a depression offers the greatest protection. Stay clear of shallow caves and overhanging cliffs—ground currents might arc across them. Avoid bodies of water and metal fences, too, and anything else that might conduct electricity. In a tent, stay as far as you can from metal tent poles.

If a lightning storm catches your group in the open, spread out so that people are at least 30 feet from one another. Further minimize your risk by crouching low with only the soles of your shoes touching the ground. You can use your sleeping pad for insulation by folding it and crouching upon it.

Incident Response for Lightning Strikes

Persons struck by lightning might suffer varying degrees of burns. Of more immediate concern is the likelihood that their hearts have stopped beating and they are no longer breathing. Treat by checking their circulation and respiration; if necessary, perform CPR (cardiopulmonary resuscitation). Once they are stabilized, attend to burns or other injuries, treat for shock, and closely monitor their vital signs until they are under a physician's care.

For more on lightning and its causes, see the chapter titled "Monitoring Weather."

Flash Floods

In arid regions of the country, dry streambeds and small creeks can become raging rivers in just a few minutes. The rains causing the flood might be falling right where you are, or they could be coming down miles upstream of your location. When traveling in areas where flash floods are possible, make it a point to always know how to reach the safety of higher ground. Pitch your tents above the high-water marks of past floods. In flowing streams, watch for an increase in the speed or volume of current and for other indicators of imminent flooding. Moving water can be extremely powerful; stay clear of areas that have become flooded.

Incident Response for Flash Floods

If you are caught in a flood, assume a position with your feet aimed downstream, then use them to absorb impact against objects. Should you manage to get to an island or into the branches of a tree, stay calm and wait for assistance.

For more on surviving a fall into moving water, see the chapter titled "Watercraft Adventure Safety." For more on safely crossing streams, see the chapter titled "Mountain Travel."

Falling rocks pose a danger to unwary backcountry travelers. Loose stones at the base of a cliff might indicate a likelihood of rockfall. If you hear a rock clattering down, or if you accidentally kick one loose, shout "Rock!" to warn those below to take cover. Travel in areas with significant risk of avalanche is beyond the scope of this book and calls for more specialized training.

Avalanches

Avalanches are a serious concern for all travelers whose outings take them into snowy, mountainous regions. An avalanche occurs when snow breaks loose on a slope, or when a cornice of snow collapses and tumbles down. Large avalanches can carry away trees and tents, and even a small snowslide can bury a person caught in its path.

As with any trek adventure risks, don't be reluctant to change your plans or postpone a trip when avalanche danger is high. The mountains will still be there for you after conditions have improved.

Your greatest protection against avalanches is knowing where, how, and when they are likely to happen and then planning routes that take you elsewhere. Indicators of danger include the following:

Signs of previous avalanches—conditions that were right for past avalanches might well come together again to cause future snowslides.

Steep terrain—avalanches usually happen on slopes of 40 to 60 degrees.

Accumulations of new snow—it takes a while for fresh snowfall to consolidate enough to stabilize.

Variations in the quality of snow layers, especially if one or more layers are airy, granular, or in slabs—a weak layer in the snowpack can allow layers above to break loose and slide.

Air temperature rising to near or above freezing, causing changes in snowpack stability.

Sounds that suggest cracking or settling of the snowpack.

In addition to understanding the basics of avoiding avalanche zones, the following steps will help you prepare for travel in steep, snowy terrain:

Complete an avalanche-safety training course taught by qualified experts.

Check local avalanche-forecasting networks (operated by weather bureaus and land management agencies) before setting out. The most useful networks are updated at least once a day.

Choose travel companions who understand the danger of avalanches and will do their part to manage the risk.

Carry avalanche safety equipment and know how to use it. Battery-powered beacons worn by each group member emit a radio signal that can be picked up by the beacons of others.

Incident Response for Avalanches

If, despite your preparations and judgment, you see an avalanche roaring toward you and you can't get out of its path, jettison your pack. Get rid of skis, too, if you are wearing them. When the snow hits, move your arms and legs in a swimming motion to keep yourself upright, and try to keep your head above the surface. As the avalanche slows and begins to settle, push away any accumulation of snow from your face to form an air pocket that will allow you to breathe.

Should others in your party be caught in an avalanche, keep your eye on them as long as you can, and note the exact place you saw them last. Hopefully, they'll be wearing avalanche beacons so that you can recover them quickly. If not, listen for their voices, probe the area with ski poles from which you've removed the baskets, and don't give up hope. Sturdy short-handled shovels made of plastic or metal can prove invaluable for freeing avalanche victims. People have survived under the snow for 30 minutes before being rescued. Treat avalanche victims for shock and hypothermia. For more on snow shovels, see the chapter titled "Cold-Weather Travel and Camping."

Poisonous Plants

Vegetation greatly enriches outdoor experiences, but there are a few species of plants that outdoor travelers will want to avoid. Poison ivy, poison oak, poison sumac, and nettles can cause skin inflammation and itching. Don't eat wild plants, including mushrooms, unless you are positive that you can

identify them and know that they are safe for human consumption. For more on vegetation, see the chapter titled "Plants."

Incident Response for Exposure to Poisonous Plants

The irritants in poison ivy, poison oak, and poison sumac can take up to 10 minutes to bond with the skin. Thoroughly washing with soap and water, or with water alone, soon after exposure to these plants can minimize their effects. The same is true of nettles. Hydrocortisone cream might reduce itching. Avoid scratching affected skin, as that can increase the size of the irritated area.

If someone has ingested poisonous plants, induce vomiting. Save some of the vomit in a plastic bag for medical analysis, and get the person to a physician.

Anaphylactic Shock

In rare cases, stings or bites of insects can cause anaphylactic shock, a condition that restricts breathing passages and requires immediate treatment by a physician or a person trained in emergency first aid. People who are allergic to peanuts, shellfish, and certain other foods can have similar reactions if they ingest those items.

Travelers who know they are susceptible to anaphylactic reactions (and anyone dealing with asthma) should consult with their physicians to prepare themselves for the outdoors with strategies and treatment kits, and should share that information with the leaders of their groups. For example, the emergency kits carried by people who know they might suffer from anaphylactic shock often include an EpiPen® for injecting a measured dose of epinephrine.

Asthma

The symptoms of an asthma attack can be similar to those of a person suffering anaphylactic shock—a constriction of the throat and increasing difficulty in breathing. Conditions that might trigger an asthma attack include dust, physical exertion, changes in humidity, and changes in elevation. Many people coping with asthma use inhalers and other forms of medication to treat asthma episodes. Before a trek begins, they should fully inform group leaders of their health histories, treatment regimens, medications, and the locations of those medications.

Animals

Seeing animals in their natural habitat is always a pleasure, but it's wise to remember that they are the permanent residents of the backcountry while we humans are the visitors. Treat animals with respect, give them enough space so they won't feel threatened by your presence, and properly manage your food storage, and they seldom will present a risk to your safety.

When it comes to insects, accept the fact that there are lots more of them than there are of us, and that some will be delighted to take a bite out of you. Reduce the likelihood of that happening by applying repellents or by wearing long pants, long-sleeved shirts, and head nets.

For more on wildlife, see the "Leaving No Trace" section of this book, and the chapters titled "Observing Nature" and "Wildlife." For more on insect repellents, see the chapter titled "Hot-Weather Travel and Camping."

Incident Response for Animal-Caused Injuries

In the event that you are scratched or bitten by an animal, seek medical attention; a physician must determine whether antibiotic, rabies, or other treatment will be necessary.

Bears

For guidelines on managing risk in bear country, see the chapter titled "Traveling and Camping in Special Environments."

Bee and Wasp Stings

Scrape away a bee stinger with the edge of a knife blade, but don't squeeze the sac attached to the stinger—that might force more venom into the skin. An ice pack or cool compress might reduce pain and swelling. Watch for any indications of anaphylactic shock.

Tick Bites

Ticks are small bloodsucking arthropods that bury their heads in the flesh of their hosts. Protect yourself whenever you are in tick-infested woodlands and fields by wearing long pants and a long-sleeved shirt with snug cuffs and collar. Button your collar and tuck the cuffs of your pants into your boots or socks. Inspect yourself and other group members daily, especially the hairy parts of the body, and immediately remove any ticks you find.

If a tick has attached itself, grasp it with tweezers close to the skin and gently pull until it comes loose. Don't squeeze, twist, or jerk the tick, as that might leave its mouthparts in the skin. Wash the wound with soap and water, and apply antibiotic ointment. After dealing with a tick, thoroughly wash your hands. If a tick has been embedded more than a day or poses difficulties in removal, see a physician.

Lyme disease is an illness carried by some ticks. A red ringlike rash might appear around the bite. A victim might feel lethargic and have flulike symptoms, fever, a sore throat, and muscle aches. Anyone experiencing these symptoms in the days and weeks following a trek adventure, especially activities in areas where ticks are known to carry Lyme disease, should be checked by a physician.

Chigger Bites

Almost invisible, chiggers burrow into skin pores where they cause small welts and itching. Try not to scratch chigger bites. You might find some relief by covering chigger bites with hydrocortisone cream or by dabbing them with clear fingernail polish.

Spider Bites

The bite of a female black widow spider can cause redness and sharp pain at the wound site. The victim might suffer sweating, nausea and vomiting, stomach pain and cramps, severe muscle pain and spasms, and shock; breathing might become difficult.

The bite of a brown recluse spider might not hurt right away, but within two to eight hours there can be pain, redness, and swelling at the wound. An open sore is likely to develop. The victim might suffer fever, chills, nausea, vomiting, joint pain, and a faint rash.

Victims of spider bites should be seen by a physician as soon as possible.

Scorpion Stings

Scorpions might startle you if you find them underneath your tent or ground cloth, or shake them out of your boots first thing in the morning. They usually are more imposing than they are dangerous, and scorpions that can cause humans serious injury are uncommon. Ordinary scorpion stings usually are not as dangerous as bee stings; they can cause severe, sharp pain, swelling, and discoloration, but generally have no lasting ill effects. If you are stung, cool the wound area with cold water or ice and seek medical attention.

Snakebites

Snakes are found in many parts of the country, but bites from them are rare. Snakes try to avoid humans, usually striking only when cornered or surprised. Use a hiking stick to poke among stones and brush ahead of you when you walk through areas where snakes are common. Watch where you put your hands as you collect firewood or climb over rocks and logs. Snakebites seldom result in death.

The bite of a nonpoisonous snake causes only minor puncture wounds and requires only ordinary first aid for small wounds—scrubbing with soap and water, then treating with an antiseptic.

A poisonous snakebite might cause the victim to feel sharp, burning pain. The area around the bite might swell and become discolored. However, a poisonous snake does not inject venom every time it bites. Know which poisonous snakes are native to the area you plan to hike, and know how to identify them.

Snakes are not warm-blooded and so cannot carry rabies, though any bite that breaks the skin has the potential of causing infection.

Incident Response for Poisonous Snakebite

Get the victim under medical care as soon as possible so that physicians can neutralize the venom. A person who has been bitten by a poisonous snake might not be affected by the venom for an hour or more. Within that time, the closer to medical attention you can get the victim, the better off he or she will be. The victim might be able to walk; carrying him or her also might be an option. Before setting out, do the following:

1. Encourage a frightened victim to remain calm, and give reassurance that he or she is being cared for.
2. Remove rings and other jewelry that might cause problems if the area around a bite swells.
3. If available within three minutes of the bite, apply a Sawyer Extractor® directly over the fang marks and leave in place for no more than 10 minutes. Properly used, the extractor can remove up to 30 percent of the venom. Do not make any cuts on the bite— that's an old-fashioned remedy that can cause the victim much more harm than help.
4. Immobilize a bitten arm with a splint and a sling, keeping the wound lower than the level of the victim's heart.
5. *Do not* apply ice to a snakebite. Ice will not help the injury, but could cause damage to skin and tissue.

If the victim must wait for medical attention to arrive, add these treatment steps:

1. Have the victim lie down and remain still. Position the bitten part lower than the rest of the body. If you have not done so already, immobilize the bitten limb with a splint.
2. Put a broad constricting band (a bandanna or a strip of cloth at least 1 inch wide) around the bitten limb 2 to 4 inches above the bite (between the heart and the bite) to slow the spread of venom. This is not a tourniquet; it is intended to impede the lymphatic system but not the circulation of blood. The band should be snug, but loose enough to slip a finger under easily. Periodically check for a pulse on both sides of the band. You must not cut off blood circulation entirely. Do not use a constriction band around a finger, a toe, the head, or the trunk.
3. Treat for shock, but keep a bitten extremity lower than the heart.

Shark Attacks

Though rare, shark attacks on humans create dramatic headlines in the media. Many more people die each year from the effects of bee stings than from shark bites. Reduce even that remote likelihood of a shark attack by avoiding areas where sharks are known to congregate. Don't enter the water alone. Blood, fish bait, and human waste in the water might attract sharks, as can bright objects such as jewelry. If sharks are sighted, return to shore quickly but with a minimum of splashing.

When helping victims of bites or stings, do whatever you must to avoid being bitten or stung yourself. A rescuer who becomes injured could greatly complicate any emergency situation.

Jellyfish Stings

Your trips along shorelines and on the open sea can bring you within proximity of a variety of animals you will enjoy observing from a distance. The Portuguese man-of-war and jellyfish have stinging cells on their tentacles. When touched, the toxins in those cells may attach to the skin and cause a sharp, burning pain. Do not wash affected skin with fresh water, as that can cause the release of more toxin. Instead, soak the injury for 30 minutes in alcohol or vinegar, then use tweezers to remove the remaining tentacles. Quickly get the victim under medical care. People who are allergic to jellyfish stings might go into deep shock.

Keeping Risk in Perspective

Perhaps the greatest risk to be managed during trek adventures is also one of its real attractions—the simple matter of distance. The farther you travel from clinics, physicians, and rescue squads, the more you must rely upon yourself and your companions to maintain your safety. Of course, the best response to risk is to stay out of trouble in the first place. That requires planning, leadership, and an awareness of your surroundings so that you can make good decisions every step of the way. Add the first-aid training you need to respond effectively to an illness or injury that might arise, and you can make the management of risk second nature on every outdoor adventure.

Site Selection

- Optimized for activity planned
 - Time of year
 - Expected weather
 - Appropriate for age considering safety
- Tour Permits (Resource disk)
 - Local
 - Always required
 - National
 - More than 500 miles from local council
 - Outside country

Wind Chill Chart

Air temperature in degrees Fahrenheit

		<u>35</u>	<u>30</u>	<u>25</u>	<u>20</u>	<u>15</u>	<u>10</u>	<u>5</u>	<u>0</u>	<u>-5</u>	<u>-10</u>	<u>-15</u>	<u>-20</u>	<u>-25</u>	<u>-30</u>
	0-4	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	-30
WIND	5	32	27	22	16	11	6	0	-5	-10	-15	-21	-26	-31	-36
SPEED	10	22	16	10	3	-3	-9	-15	-22	-27	-34	-40	-46	-52	-58
	15	16	9	2	-5	-11	-18	-25	-31	-38	-45	-51	-58	-65	-72
MILES	20	12	4	-3	-10	-17	-24	-31	-39	-46	-53	-60	-67	-74	-81

PER	25	8	1	-7	-15	-22	-29	-36	-44	-51	-59	-66	-74	-81	-88
HOUR	30	6	-2	-10	-18	-25	-33	-41	-49	-56	-64	-71	-79	-86	-93
	35	4	-4	-12	-20	-27	-35	-43	-52	-58	-67	-74	-82	-89	-97
	40	3	-5	-13	-21	-29	-37	-45	-53	-60	-69	-76	-84	-92	-100
	45	2	-6	-14	-22	-30	-38	-46	-54	-62	-70	-78	-85	-99	-102

Local Medical Considerations

LYME DISEASE

Small Tick-Big Trouble

Lyme Disease is a tick-borne bacterial illness. It has recently begun to emerge as a significant threat to the health and safety of forest workers. The number of cases of Lyme disease in the Pacific-Northwest is unknown. Physicians are not required to report the cases they diagnose and treat in the state of Oregon and have just begun doing so in the state of California. The only certainty is that the number of cases is dramatically increasing. So far in the nation approximately 13,000 cases have been reported. Over 5,000 of those were reported in 1988. Experts believe most cases go unreported, undetected, or misdiagnosed. Therefore the actual number is believed to be as much as four times higher than the number of documented cases. Lyme Disease is a potentially serious and extremely debilitating disease. It affects the skin, the joints, the nervous system and the heart.

SYMPTOMS

Lyme Disease is often referred to as the “great imitator” because it often exhibits signs and symptoms similar to a wide variety of other illnesses. The most common clinical symptoms occur in three stages.

1) The earliest stage is characterized by a rash, known as erythema chronicum migrans (ECM), that occurs 3 to 30 days after the bite of an infected tick. The rash is red, circular or oval shaped and often blotchy. It is typically hard in the center, slightly swollen and expands to several inches in diameter. This rash will fade, with or without treatment within a few weeks. In one study of 314 patients, 100% first developed the characteristic rash. Within several days almost half of these patients developed multiple secondary lesions. They resembled the original rash but were generally smaller. (Study by A.C. Steere.,et al:Ann.intern.Med.99-76-82; 1983).

Larger rashes may also appear, often on the back. They may be easy to overlook because they are often faint. Size varies from 6 to 20 inches in diameter. The first stage may also include flu like symptoms, such as headache, chills, fever, and muscle aches. Some experience sore throat, nausea, and vomiting. It is possible contract Lyme Disease and discover it through later symptoms without experiencing these first stages symptoms.

2) Up to 15% of patients experience some of these second stage symptoms. They often develop from weeks to months after the initial symptoms. This stage is marked by neurological complications and abnormalities of the heart. The most common neurological manifestation is aseptic meningitis which presents with severely painful headache and stiff neck. Encephalitis, facial paralysis and other conditions involving peripheral nerves have been linked to Lyme Disease. Less than 10% of the patients with the disease will experience cardiac involvement from 3 days to 6 weeks in duration. This typically is seen in young adult males and present with fainting, palpitations or shortness of breath.

3) Months to years after the onset of Lyme Disease about 60% of patients develop arthritis. This usually begins with pains in the joints, tendons, muscles, or bones. Pain tends to affect one or more sites at a time, occasionally without swelling. The knee is by far the more affected area. Other joints affected are the shoulder, elbow, jaw, ankle, wrist, and hips.

DIAGNOSIS

Positive identification of Lyme Disease is difficult in the early stages. At present it is made on clinical recognition of the signs and symptoms and a history of exposure in an epidemic area. During later stages by diagnosis by blood testing is more accurate, but still not absolute.

TREATMENT

The initial symptoms of Lyme Disease are treatable with oral antibiotics. Treatment of choice is tetracycline, 250 mg. 4 times daily for 10 to 20 days. The later stages are treatable with high-dose intravenous antibiotics. Advanced neurologic, cardiac, or arthritic symptoms need to be treated individually and specifically.

VECTORS

The most well-documented vector of Lyme disease in the Pacific Northwest is the Ixodes Pacificus, or Western Black-legged Tick. Of the more than 40 ticks we have here in our area, this tick is the only one at this time known to be a carrier of *Borrelia Burgdorferi*, the spirochete responsible for Lyme disease. This tick in it's adult stage is generally about the size of a sesame seed. The adult ticks feed and mate, usually on a deer, then drop off to lay eggs. The eggs hatch into tiny tick larvae in the spring. The ticks have their first blood meal on a small mammal, often mice. This is where the tick acquires the spirochete. The larvae molt the following spring and develop into nymphs. These disease carrying adolescents feed once during the summer months on mice or larger animals, occasionally humans. Then in the fall they molt into adults. The adults attach themselves to a host, usually a deer, where they mate. The males die shortly thereafter, the female continue to feed in order to obtain sufficient

protein necessary for egg development. Females lay their eggs and die, and so the cycle is repeated. Because the major threat to humans lies with the nymphs summer blood meal, the summer months are when most tick bites occur and most cases of Lyme disease are contracted.

PREVENTION

For many of us, staying out of tick habitat is not a conceivable means of preventing tick bites, however there are a few precautions we can all take to help protect ourselves and minimize our chances of becoming a new Lyme statistic.

1) When you know your heading out in the woods, wear clothes that cover as much of the body as possible. Since the tick's generally latch onto your body at ankle height and climb up, wear your pants tucked into your socks. They love to crawl up your boot then onto your leg and then upward...Tuck in your shirt also.

2) Wear light colored clothing. The ticks are much easier to spot if they are not on a dark surface.

3) Nylon and other tight woven materials are difficult for ticks to hang onto.

4) If you have house pets check them for ticks when they come in. Keep tick collars on your pets. Animals can also get Lyme Disease, however 72 hours of feeding is required for the nymph to transmit the spirochete.

5) After being out in the woods as soon as possible a shower and a close look can prevent problems, as they generally crawl about for several hours before biting into the tissue.

6) Repellant. Permanone is an aerosol spray tick repellant. It is designed to be used on clothing. The active ingredient of this product is permethrin. It not only repels ticks but kills them on contact. The U.S. Environmental Protection Agency is sanctioning the use of Permanone currently in 24 states. Jackson Count Vector Control has filed the required papers and paid the fee to have this product available here in Oregon. They feel we should be able to purchase it at Grange Co-op soon.

Most other repellants contain DEET, which is a name for N,n-diethyl-meta-toluidide. DEET repels ticks but does not kill them. It can be applied to both skin and clothing. A repellant with less than 50% DEET is considered to be in effective, on the other hand, more than 80% concentration is extremely strong and has been known to melt a wrist watch. Therefore it is not recommended.

TICK REMOVAL

The recommended method for tick removal is to use tweezers and take hold of the tick at the skin surface. It is best if you can have someone else to remove the tick so you can press on the skin surrounding the tick. Tweezers should be found in the first aid kits throughout the district. Firmly, but gently pull straight back on the tick, at the angle it is entering. Ticks do not put their heads into the flesh, only the mouth parts. It is important not to break off the mouth parts by pulling hard and fast. If

you hold onto the tick by the body you will squeeze the ticks bodily fluid into your blood stream. This needs to be avoided as ticks carry bacteria also.

SUMMARY

There is much to be learned about Lyme Disease. What we do know is that it is a vary debilitating, painful disease, difficult to accurately diagnose and often undetected unto major problems occur. Is recommended that if you are experiencing the first stage symptoms, you should be seen by a doctor and take the antibiotic treatment.

REFERENCES

"Lyme Disease" Newsweek May 22, 1989 David L. Ramsey, M.D.,M.Ed
Lyme Borreliosis Foundation, Inc.
National Headquarters
P.O. Box 462
Tolland, CT. 06084
"Lyme Disease: Not Just Deer Ticks" American Health June 1989
"Ecology of a New Disease" Julie Ann Miller Bioscience January 1987

GIARDIA

The Water

In the winter you can hardly see anything that looks more pristine and wonderful than miles and miles of snow (frozen water) especially when you realize how thirsty you can get even when surrounded by frozen water. It looks great and tastes wonderful but the untreated "natural" water can harbor a must unpleasant disease. Our natural waters may be clear, cold and free running. They may look, smell, and taste good. You may see wildlife drinking without hesitation from these sources. These indicators often lead people to mistakenly assume that natural waters are safe to drink. Don't take the chance. There is no way to tell by looking at the water whether it is safe to drink or not.

The Disease

The disease is giardia. It is caused by the parasitic micro-organism Giardia lamblia. Giardia isn't picky. It can live quite happily in an ice covered lake or in your warm intestines. It is the transmitted between humans and animals through the feces. You never know who has been doing what upstream from you or even where you stand admiring the beauty of the rushing water.

The Symptoms

The symptoms are not pleasant and they can take up to two weeks or more before showing up. Many people are already home from their vacation, winter camping, or skiing trip before the symptoms show up themselves. The symptoms include diarrhea, vomiting, gas, bloating, fetid breath, loss of appetite, nausea, and abdominal cramps. Sometimes the symptoms disappear only to recur intermittently over a period of months or years. Intestinal flu and food poisoning can have similar symptoms; but if you have

drunk untreated water you should tell your doctor. The diarrhea can not be controlled by conventional medications. The parasite must be eliminated from the intestine by medication. Remember, too, that children get very sick very fast from dehydration and even adults can dehydrate from vomiting and diarrhea of a particularly bad case.

Drink The Water But...

Boil or filter the water. These are your two alternatives. Chemical disinfectants such as iodine or chlorine tablets or drops are not yet reliable in killing giardia, although these products work well against most waterborne bacteria and viruses that cause disease. Iodine and chlorine effectiveness depends on many things such as water temperature, ph, turbidity, etc. They do not work well in icy, cold water. So boil or filter. At this elevation (McCall 5,014 feet) it is suggested that you boil the water you use for at least 12 to 15 minutes. This goes for water you drink, brush your teeth with, cook with, or use for dish washing.

Awards

50 Miler Award

The 50-Miler Award is presented to each qualifying individual for satisfactory participation in an approved wilderness trip. In order to qualify for the award the group of which the individual is a member must fulfill all of the following requirements.

1. Make complete and satisfactory plans for the trip, including the possibilities for advancement.
2. Cover the wilderness trail or canoe or boat route of not less than 50 consecutive miles; take a minimum of 5 consecutive days to complete the trip without the aid of motors. (In some areas pack animals may be used.)
3. During the time on the trail or waterway, complete a minimum of 10 hours each of group work on projects to improve the trail, springs, campsite, portage, or wilderness area. If, after checking with recognized authorities, it is not possible to complete 10 hours each of group work on the trail, a similar project may be done in the unit's home area. (There should be no unauthorized cutting of brush or timber.)
4. Unit or tour leader must then file the 50-Miler Award application with the Local Council Service Center. This application gives additional information about planning the trip.

Historic Trail Award

To earn the award, members of your unit must plan and participate in a historic activity. A unit historic activity requires members to:

1. Locate a historic trail or site and study information relating to it. (The information may be obtained from an adult historic society, public library, or people living near the trail or site).
2. Hike or camp 2 days and 1 night along the trail or in vicinity of the site.

3. Cooperate with an adult group such as a historic society to restore and mark all or part of the trail or site. (This may be done during the hike or overnight camp.) Or cooperate with such a group to plan and stage a historic pageant, ceremony, or other public event related to this trail or site -- such event should be large enough to merit coverage by the local press.
4. Your unit leader must then file the Historic Trails Award application with your Council Service Center.

National Camping Award

The form for the National Camping Award can be picked up at the Scout Service Center the form number is 33690. It is a double page fold out type of form which you can log the units outdoor activities on and the use it to apply for the awards. The following are the requirements and suggestions are what are found in the National Camping Award application.

HOW TO USE THIS LOG:

1. Keep a record on this camping log of all camping and outdoor activities.
2. Fill out the attached application for the National Camping Award. Cut it off and send it to your council service center when the requirements for one year have been completed.
3. Your twelve-month period may cover a calendar year, charter year, or any other twelve-month period predetermined by your patrol leaders' council.

REQUIREMENTS:

The National Camping Award is designed to recognize Troops who go camping during the year. Your Troop may qualify in two categories as you begin to expand your camping program: yearly and cumulative.

Record keeping procedures: At least 50 percent of your troop must attend resident camp. On other campouts, at least 33 percent of your Scouts must be in attendance for each twenty-four hour period to count as a camper day to qualify for the troop ribbons. A record is kept by your troop of the number of days camped each year. Your unit commissioner or district camping chairman may approve the application for recognition, which can be secured at your council service center.

Individual Scouts and Scouters may qualify for the cumulative patch by participating in campouts with their families, patrols or other groups.

SUGGESTIONS:

1. Show a camp promotion video or slide presentation.
2. Plan the outline of your outdoor program for the next twelve months by referring to *Woods Wisdom, Troop Program Features*, No. 7262A, through the patrol leaders' council with the advice of the troop committee.
3. Check your planning carefully with the Council Planning calendar of Scouting events and the schedule of school, public, and religious holidays in your community.
4. Use *Tours and Expeditions*, No. 33734, as a guide for planning and executing tour camps or long trips.
5. Take advantage of local council assistance in camping such as movies, slides, videos, equipment, and training helps.

NOTE:

This camping log is prepared for you and provided by your local council, Boy Scouts of America. It is hoped that you will use it as an aid to your camping program.

Yearly

Award Categories

Troop Ribbon

10 days and nights	Unit Award, No. 17831
20 days and nights	Bronze Award, No. 17832
30 days and nights	Silver Award, No. 17833
50 days and nights	Gold Award, No. 17834

Cumulative Award*

Troop Ribbon

Individual Patch

100 days and nights	Unit Award, No. 17827	No. 00296
250 days and nights	Bronze Award, No. 17828	No. 00297
500 days and nights	Silver Award, No. 17829	No. 00298
1,000 days and nights	Gold Award, No. 17830	No. 0029

****Retroactive to January 1,
1991***

Tukarica Year Round Camping Award

Earn the YEAR AROUND CAMPER Patch.

Sponsored by the

TUKARICA Lodge #266 Order of the Arrow

REQUIREMENTS: To earn this award as Scout unit must camp out a minimum of 7, 9, or 11+ months out of the last twelve months. Awards are available for 7 or more months (red border), 9 or more months (white border), and 11 or 12 months (silver mylar border). Recipient units must maintain a file of their campout trip permits and present them as evidence for the awards. Scout camping as required for these awards is an outdoor campout under canvas or the open sky. Multiple campouts during the same month may only be counted as one campout towards this award. Units earning the 9 or 11+ award will be recognized at their District Roundtable by Tukarica Lodge with a special certificate and a gold mylar bordered version of the patch. Award patches cost \$2.75 and qualifying adults will be allowed to buy one gold mylar version of the patch for \$5.00 each. Questions should be addressed to the Council Service Center or your OA lodge or chapter advisor.

BRING COPIES OF YOUR TOUR PERMITS FOR VERIFICATION

TUKARICA YEAR AROUND CAMPER AWARD APPLICATION

UNIT _____ DISTRICT _____

DATE _____

NUMBER OF PATCHES---7 MONTHS_____9

MONTHS _____ 11 MONTHS _____

TOUR PERMIT INFORMATION

Permit #	Tour Date	# of Youth	# of Adults
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[illegible]

Tukarica Service Award

TUKARICA LODGE 266

ORE-IDA

COUNCIL

Available from the Council Office and awarded to registered youth/adults in the Ore-Ida Council, Boy Scouts of America for recognition of service hours (other than hours credited toward rank advancement), for service hours to their church, school, community, and Scouting.

The award is a 3" red patch available with 3 different border colors:

RED BORDER: designates a minimum of 2 hours of service.

GOLD BORDER: designates a minimum of 10 hours of service.

SILVER BORDER: designates a minimum of 25 hours of service.

The patches are available to be awarded to all levels of Scouting, ie. Tiger Cubs through Explorers and adult leaders. They may be purchased for \$2.50 each and purchase must be accompanied by this sheet properly filled out and authenticated by the appropriate adult unit leader. Individuals desiring this patch for display only may purchase them for \$3.50 each. Questions should be addressed to the Lodge Advisor.

NAME: _____

_____PHONE:_____

ADDRESS: _____

_____DATE:_____

SCOUTING UNIT: (Pack, Troop, Team, Post): _____

Service Hours Completed:_____

Type Service Rendered and to whom:

Signature Unit Leader

Date _____

Camping Resources

National Forest Service

Boise National Forest

1750 Front St.
Boise, ID 83702
(208)364-4100

Mountain Home Ranger District

2180 American Legion Blvd.
Mountain Home, ID 83647
(208)587-7961

Boise Ranger District

5493 Warm Springs Ave.
Boise, ID 83712
(208)364-4241

Idaho City Ranger District

Hwy. 21 Mile Post 38.5
P.O. Box 129
Idaho City, ID 83631
(208)392-6681

Cascade Ranger District

507 S. Main St.
P.O. Box 696
Cascade, ID 83611
(208)382-4271

Lowman Ranger District

Hwy. 21
HC-77, Box 3020
Lowman, ID 83637
(208)259-3361

Emmett Ranger District

1805 Hwy. 16 #5
Emmett, ID 83617
(208)364-7000

Payette National Forest

106 W. Park St.
P.O. Box 1026
McCall, ID 83638
(208)634-0700

Council Ranger District

500 E. Whitley
P.O. Box 567
Council, ID 83612
(208)253-4215

Weiser Ranger District

275 S. Seventh
Weiser, ID 83672
(208)549-2420

New Meadows Ranger District

Hwy. 55 Box 1
New Meadows, ID 83654
(208)347-2141

McCall Ranger District

102 W. Lake St.
McCall, ID 83638
P.O. Box 1026
(208)634-0400

Krassell Ranger District

500 Mission St.
P.O. Box 1026
McCall, ID 83638
(208)634-0600

Challis National Forest

Hwy. 93 North
HC-63 Box 1671
Challis, ID 83226
(208)879-2285

Middle Fork Ranger District

Hwy. 93 North
P.O. Box 750
Challis, ID 83226
(208)879-5204

Challis Ranger District

Hwy. 93
HC-63 Box 1669
Challis, ID 83226
(208)879-4321

Yankee Fork Ranger District

Hwy. 75
HC-67, Box 650
Clayton, ID 83227
(208)838-2201

Lost River Ranger District

Hwy. 93 North
P. O. Box 507
Mackay, ID 83251
(208)588-2224

Salmon National Forest

Forest Service Building
Hwy. 93 North
P.O. Box 729
Salmon, ID 83467
(208)756-2215

Cobalt Ranger District

P.O. Box 729
Salmon, ID 83467
(208)756-2240 (winter)
(208)756-3221 (summer)

North Fork Ranger District

(Main Salmon River Permits)
Hwy. 93
P.O. Box 180
North Fork, ID 83466
(208)865-2383

Salmon Ranger District

P.O. Box 729
Salmon, ID 83467
(208)756-3724

Leadore Ranger District

P.O. Box 180
Leadore, ID 83464
(208)768-2371

Sawtooth National Forest

2647 Kimberly Rd.
Twin Falls, ID 83301
(208)737-3200

Burley Ranger District

Rt. 3 3650 Overland Ave.
Burley, ID 83318
(208)678-0430

Twin Falls Ranger District

2647 Kimberly Rd. East
Twin Falls, ID 83301
(208)737-3200

Ketchum Ranger District

Sun Valley Rd.
P.O. Box 2356
Ketchum, ID 83340
(208)622-5371

Fairfield Ranger District

Soldier Mountain Rd.
P.O. Box 189
Fairfield, ID 83327
(208)764-2202

Sawtooth National Recreation Area

Star Route (Hwy. 75)
Ketchum, ID 83340
(208)726-7672

Stanley Zone Office**Sawtooth National Recreation Area**

HC 64, Box 9900
Stanley, ID 83278
(208)774-3681

Targhee National Forest

420 N. Bridge St.
P.O. Box 208
St. Anthony, ID 83445
(208)624-3151

Dubois Ranger District

P.O. Box 46
Dubois, ID 83423
(208)374-5422

Island Park Ranger District

P.O. Box 220
Island Park, ID 83429
(208)558-7301

Ashton Ranger District

30 South Yellowstone Hwy
P.O. Box 858
Ashton, ID 83420
(208)652-7442

Federal Government Web Sites:**Forest Service**

<http://www.fs.fed.us>

Make a reservation at a federal government camping site

<http://www.fs.fed.us/recreation/reservations/>

Find out about government camping areas

<http://www.recreation.gov/>

All National Parks

<http://www.nps.gov>

Bureau of Land Management

http://www.blm.gov/id/st/en/fo/challis/recreation_sites_/Camping.print.html

Bureau of Reclamation

<http://usbr.gov/recreation>

Idaho Parks and Recreation

<http://parksandrecreation.idaho.gov/>

Idaho Power

<http://www.idahopower.com/RiversRec/ParksRec/default.cfm>

Idaho Bureau of Tourism

http://www.accessidaho.org/tourism_transport/outdoorrec.html

BSA National High Adventure Bases

<http://www.scouting.org/scoutsource/HighAdventure.aspx>

Weather Information

<http://www.wrh.noaa.gov/boi/>

Snow Depth Information

<http://www.nohrsc.nws.gov/>

Road Conditions

<http://hb.511.idaho.gov/main.jsf>

Selecting a camping location

- Optimized for activity planned

- Time of year
- Expected weather
- Appropriate for age considering safety

Useful Camping Information

Outdoor Program Checklist

Date of Program _____

Location _____

I. Administration

- () Tour Permits
- () Parents permission/information
- () Insurance
- () Budget done

- () Licenses (fishing, boating, etc.)
- () Camp cost
- () Local requirements
- () _____

II. Leadership

- () 2nd leader _____

III. Transportation

- () Driver _____
- () Driver _____
- () Equipment hauled by _____

- () 3rd leader _____

IV. Location

- Maps to and from _____
- () Driver time _____
- () Special gear needed _____

- () Driver _____
- () Driver _____
- () Driver _____
- () Arrival time _____
- () Departure time _____

V. Equipment

- () Personal _____
- () Troop _____

- () Program _____
- () Emergency _____

VI. Feeding

- ☐ Menu Planned
- ☐ Who buys food
- ☐ Fuel supply

VII. Sanitation

- ☐ Drinking water
- ☐ Dish washing

VIII. Safety

- ☐ Nearest medical facility
- ☐ Nearest town
- ☐ Ranger contact

VIII. Program

- ☐ Program planned (see planning sheets)
- ☐ Short-term
- ☐ Special program equipment_____
- ☐ Patrol Assignments
- ☐ Duty Roster
- ☐ Food storage
- ☐ Human waste
- ☐ Garbage disposal
- ☐ Emergency number_____
- ☐ First aider in group_____
- ☐ Police # _____
- ☐ Long term
- ☐ Rainy day activities

The Ultimate Pack List

While this may be the ultimate pack list there are undoubtedly some items which are not on this list. Use this list as a guide. Print the list before you start packing and cross off the items which will not be used. Add items to customize this list to your Scout outings and family outings.

Back pack
 Fanny pack
 Day pack
 Rain cover for back pack
 Tent poles, stakes, fly, ground cloth
 Sleeping bag with stuff sack and garbage bag
 Sleeping pad
 Camp chair
 Stove with wind screen
 Stove fuel
 Out back oven (oven for use on top of backpacking stove)

Bake packer (type of oven for use on top of backpacking stove)

Cookset pots, pans, pot holder, coffee pot

Mess Kit (knife, fork, spoon, and cup)

Food condiments in sealed bag

Butane lighter/matches in a waterproof case

Water bottle

Water bag

Water filter

First aid kit (*might include some or all of the following*)

latex gloves, permission slips from the parents to provide emergency medical treatment, required prescription medicine, butterfly tapes, wire splint, anti-diarrheal tablets, constipation pills, snake bite kit, liquid anti-bacterial soap, antibiotic ointment, first-aid cream (for sunburns, itches and scrapes), anti-histamine (for allergic reactions), mole skin, second skin, scissors, tick kit, aspirin (or equivalent), skin cream or Vaseline, Cortisone cream, eye drops, toothache medicine, tweezers, magnifying glass, athlete's foot medicine, antacid tablets, band-aids, gauze, powder for chafing, lip balm, sterile gauze pads, adhesive tape, ace bandage, lip balm with sun block, cough drops.

Grooming kit

tooth brush, toothpaste, dental floss, biodegradable soap, deodorant, comb, brush, nail clippers, razor, shaving cream, wash cloth, towel, metal mirror.

Repair kit

Clevis pins, back pack repair items, boot glue, extra batteries, rubber bands, therm-a-rest repair kit, stove repair kit, duct tape, fire starter, eye glass repair kit.

Pocket knife

Multi-tool (Leatherman, Gerber etc.)

Flash light with extra bulb and batteries

Candle lantern

Whistle

Compass

Map of the area

Cord 1/8" x 50'

Camera

Camera kit

Film, extra batteries, lens paper, lens blower brush, lens cleaning solution, mini tri-pod

Radio

Data pouch

Guide book, journal, pens, etc.

Hiking stick

Toilet kit

Toilet paper in zip lock bag, trowel

Watch with alarm

Emergency blanket

Insect repellent

Thermometer

Fishing gear

Fishing licence

Binoculars

Sun glasses

Sun screen

Camp pillow

Boy Scout Handbook

Boy Scout Fieldbook

Merit badge requirement book
Merit Badge Pamphlets
Woods Wisdom
Musical instrument
Bible or Prayer book according to faith
Hand lotion
Bear bag
Bear bag rope
Collapsible bucket
Lantern fuel, extra mantels
Whisk broom (tent Broom)
Bow saw
Camp axe
Shovel
Hacky sack
Frisbee
Deck of cards
Nerf ball
Star guide
Hammock

Clothing for the season

Complete Uniform, hiking socks, sock liners, hiking shorts, long sleeve shirt, long pants, light weight jacket, under wear, long under wear, short sleeve shirt, heavy sweater, heavy parka, ski cap, gloves, rain gear (rain pants, rain jacket, poncho, gaiters), river sandals, bandana, Boots, light weight shoes, base ball cap, turtle neck shirt, sleeping clothes, sweat suit, brimmed hat, nylon wind breaker, swim suit.

TROOP/PATROL GEAR

U.S. flag
Troop flag
Troop Gateway
Troop rope bag
Pioneering poles
Ice Chest
Dinning fly
tarp, poles, ropes, stakes
Patrol food chest

Patrol cook sets

2 frying pans, hot pot tongs, two pots with lids, cocoa pot

Patrol utensil kit

Spatula, vegetable peeler, ladle, measuring spoons, measuring cups, stirring spoon, can opener

Dutch Oven

Lid lifter, charcoal tongs, lid holder, charcoal chimney, charcoal, Water jugs

Clean up kit

Plastic scouring pads, dish cloths, biodegradable soap, sanitizing agent for rinse water

3 Wash basins (wash, rinse, sanitize)

Aluminum foil
Trash bags
Paper towels
Cooking oil

Plastic pitcher
Cutting boards
Flagging tape

Sleeping Pad Test Report

Just how warm your sleeping is really depends on the quality of your sleeping pad. Below are the results of a test done by REI on the effectiveness of sleeping pads. The test sleeping bag was rated at 15 degrees Fahrenheit.

<u>Pad tested</u>	<u>REI SKU #</u>	<u>Results in F°</u>
Camp Rest(old non-Stateck lab standard)	none	0.3
Therma Rest Eco Staytek	609-583-0011	5.3
Staytek Long	601-820-0011	8.9
Artiach Skinmat	610-098-0017	9.6
Therma Rest LE	374-054-0012	9.6
Camp Rest LE	604-768-0019	12.8
High Country Best Rest (self-inflated)	610-979-0011	14.4
High Country Best Rest w/ constant pressure	610-979-0011	14.7
Camp Rest (old non-Staytek lab standard-deflated)	none	14.9
Deluxe Ridge Rest (repeat)	374-021-0012	18.3
Ridge Rest	374-076-0016	21.8
Deluxe Ridge Rest	374-021-0012	22.7
Z-Rest	605-046-0017	26.0
3/8" Standard Foam Pad	374-059-0017	26.5
Intex inflatable air Mattress (no constant pressure)	374-096-0012	33.2
No Mattress	None	42.2

So what does this mean? Simply put if you buy a 15 degree bag and use no sleeping pad you will stay comfortable down to 42.2 degrees F. But if you use a Therma Rest LE with a 15 degree bag you will sleep comfortably down to 9.6 degrees F.

BSA Wilderness Use Policy

All privately or publicly owned back country land and designated wilderness are included in the term "wilderness area" in this policy. The Outdoor Code of the Boy Scouts of America applies to outdoor behavior generally, but for treks into wilderness areas minimum

impact camping methods must be used. Within the outdoor program of the Boy Scouts of America, there are many different camping skill levels. Camping practices that are appropriate for day outings, long-term Scout camp, or short-term unit camping do not apply to wilderness areas. Wherever they go, Scouts and explorers need to adopt attitudes of behavior that respects the rights of others, including future generations, to enjoy the outdoors.

In wilderness areas, it is critical to minimize our impact on particular fragile ecosystems such as mountains, lakes and streams, deserts, and seashores. Since our impact varies from one season of one year to the next, it becomes important for us to adjust to these changing conditions as well, to avoid damaging the environment.

The Boy Scouts of America emphasizes these practices for all troops and posts planning to use wilderness areas:

- Contact the landowner or land managing agency (Forest Service, National Parks Service, Bureau of Land Management, U.S. Fish and Wildlife Service, state, private, etc.) Well in advance of the outing to learn the regulations for that area and to obtain required permits and current maps.
- Obtain a tour permit (available through council Scout service centers), meet all the conditions specified, and carry it on the trip.
- Limit the size of groups generally to no more than 8 to 11 persons, including at least one adult leader (maximum: 10 persons per leader). Two leaders per group are best. Do not exceed the group size established for some wilderness areas. Organize groups (patrols or crews) to function independently by having each plan a trip on a different date, serve its own food, provide its own transportation to trail head, secure individual permits, and camp in a separate and district group. When necessary to combine transportation and planning or buying, small groups should still camp and travel on the trail separately from other groups of the same unit.
- Match the ruggedness of high adventure experiences to the skills, physical ability, and maturity of those taking part. Save more rugged treks for older youth members who are more proficient and experienced in outdoor skills.
- Conduct pre-trip training for your group that stresses proper wilderness behavior, rules, and skills for all conditions that may be encountered.
- Use backpacking stoves, particularly where the fuel supply is limited or open fires are restricted. Supervision by an adult knowledgeable in the use of the stove(s) must be provided. If a fire is necessary, keep it as small as possible and use established fire lays where available, if in a safe area. After use, erase all signs.
- Emphasize the need for minimizing impact on the land through proper camping practices and preserving the solitude and quietness of remote areas. Camp at low use areas--avoid popular sites that show signs of heavy use.
- Leave dogs, radios and tape players at home.
- Use biodegradable (not metal or glass) or plastic food containers. Carry out unburnable trash of your own and any left by others.

- Dig shallow holes for latrines and locate them at least 200 feet from the nearest water source. Cover latrines completely before leaving.
- Wash clothes, dishes, and bodies at least 200 feet away from any source of natural water.
- Select equipment of muted colors which blend with natural surroundings.
- Look at and photograph; never pick or collect.
- Follow trail switchbacks and stay on established trails.
- Treat wildlife with respect and take precautions to avoid dangerous encounters with wildlife. Leave snakes, bears, ground squirrels, and other wildlife alone.

Equipment and Techniques “Leave No Trace Camping”

Trip Planning

Your wilderness trip begins long before you arrive at the trail head. It starts with planning, preparing equipment, considering weather, camping locations, obtaining visitor permits, knowing regulations, and other details. Use the checklist to ensure you don't forget anything. Only expect to go as far as the least able person can travel comfortably, travel together, and always plan for the worst possible conditions to avoid adverse situations.

Group Size

Think small!!! To most visitors, Wilderness is a place of solitude, where they can get away from loud noises and large numbers of people. Traveling in small groups has many advantages: large groups are difficult to organize and keep together as you travel. Campsite selection becomes difficult and most sites aren't able to withstand the impacts of large groups, and human waste disposal becomes a problem. Plan for no more than 10 people-fewer if possible. If your group exceeds this number consider going to a large campground with toilets, tables, fire pits, and paths designed to accommodate many people.

Cookware

Lightweight, nesting cookware and utensils reduce bulk and weight.

Stoves

Small, lightweight cook stoves ease the chore of cooking and eliminate the impacts resulting from large campfires. Remember, the Sawtooths are a fragile alpine environment with a limited supply of wood in most areas and some areas are closed to campfires, so always use a stove.

Food

Repackage food to reduce weight and garbage. Dehydrated foods taste much better than they used to and they are light and take up little space, but don't burn the containers because they are most always lined with foil. Carry out all food scraps, your trash, and any other that you may find.

Tents

Always carry a tent regardless of weather predictions, be prepared for any conditions, it is not unusual for snow even during the summer months in the Sawtooths. Check to see if all the necessary equipment is included and always seam seal your tent to protect it from moisture.

Campsite Selection

Choose durable campsites that can withstand the impact of your group. Select rocky or sparsely vegetated sites and *always use established sites whenever possible*. Remember, you must camp at least

100 feet away from trails, try to camp where others cannot see you, and try to stay away from creeks and shorelines whenever possible.

Frank Church River of No Return Wilderness Information

Middle Fork Ranger District
Salmon Challis National Forest
(208) 879-6221

Boy Scouts of America,

We often receive inquiries from Boy Scout troops who desire to expand their camping skills and visit the Frank Church River of No Return Wilderness. We are implementing a new system this year with group travel and we ask that you contact The Middle Fork Ranger District before visiting the Frank Church River of No Return Wilderness. Please let us know when and where you plan to visit, how many are in your party, and for how many days you plan to stay. This will benefit you in that you can call us to find out when other groups will also be in the vicinity to avoid overcrowding. Additionally, we would like to schedule Wilderness presentations with one of our Wilderness Rangers to provide information about the Wilderness, and the work we do to maintain the Wilderness experience.

Here are a few of the principles by which we ask you to adhere as visitors to the Frank Church River of No Return Wilderness:

We have group size limits of 20 persons and 20 head of stock.

Camping is limited to 14 consecutive days in an area or campsite.

Use established campsites and fire rings.

Keep fires small and make sure ashes are cold before leaving.

Pack out everything that you bring in and do not burn trash.

A fire pan or fire blanket is recommended everywhere in the wilderness, but is REQUIRED within ¼ mile of the Middle Fork of the Salmon River.

Bury all feces in catholes 6-8 inches deep, except within ¼ mile of the Middle Fork of the Salmon River, where all feces MUST BE PACKED OUT.

Do not build structures, furniture, or rafts or dig trenches.

The cutting of live trees is prohibited.

All food must be stored out of reach of animals.

Feel free to contact the Middle Fork Ranger District with any questions at (208) 879-6221. Also contact us for volunteer opportunities that may coincide with badge requirements.

Camping Checklist

Checklist

Clothing (layered, loose for season)

- ☐ Hiking boots/camp shoes
- ☐ Shirts
- ☐ Pants
- ☐ Jackets
- ☐ Socks
- ☐ Hat Gloves
- ☐ Rain gear

Camping gear

- ☐ Lightweight stove
- ☐ Fuel
- ☐ Waterproof matches (lighter)
- ☐ Cookware (lightweight-compactable)
- ☐ Utensils
- ☐ Water filter
- ☐ Water containers
- ☐ Collapsible bucket
- ☐ Trowel or small shovel
- ☐ Backpack (appropriate size/large enough carrying capacity)
- ☐ Sleeping bag/pad (appropriate for the season)
- ☐ Tent

Personal items

- ☐ Pocket knife
- ☐ Maps
- ☐ Compass
- ☐ Flashlight/batteries
- ☐ First-aid kit
- ☐ Bug repellent
- ☐ Sun screen
- ☐ Sun glasses
- ☐ Camera/film
- ☐ Plastic bags (for trash)
- ☐ Permit

Things To Leave At Home!!

Music boxes
Aluminum cans
Tin foil

Ax and saw
Glass
Extra Packaging

Permission Slip

(PARENTS KEEP THIS PART)

Troop _____ is going on a hike on _____ 19__ and will return on _____ 19__.

Time leaving: _____ Time returning: _____ Cost: _____

Place meeting or leaving

from: _____

—
Trip

to: _____

If you need to contact your Scout and only in the case of an emergency call

_____ Phone _____

(It may be extremely difficult to make contact especially when hiking.)

Please detach and retain this section and return the rest of the form and any cost.

WAIVER OF RESPONSIBILITY

(Scoutmaster carries this part, one for each Scout)

Troop _____ Boy Scouts of America

Sponsor: _____

In the consideration of the benefits to be derived, and in view of the fact that the Boy Scouts of America is an educational institution, membership in which is voluntary, and having full confidence that every precaution will be taken to ensure the safety and well being of my Scout son(s)/ward(s), namely:

on the activity named below, I agree to his participation and waive all claims against the leaders of this trip, officers, agents, and representatives of the Boy Scouts of America, and the sponsor.

In the event of an emergency, the troop unity leader of the activity named below has my permission to obtain medical treatment for this Scout at the nearest hospital or doctor at my expense, if our own doctor is not readily available, and as restricted on the Emergency Data Sheet on file with Troop _____.

Signature of parent or guardian

Date

Activity: _____

EMERGENCY INFORMATION (In addition to Emergency Data Sheet information.)

During the activity listed above, I can be contacted at the following phones and will accept long distance calls. (____) _____; (____) _____

This Scout is highly allergic or sensitive to

What, if any, medications is this Scout taking? _____

Any special instructions for this medication? _____

Do you want the unit leader to carry the medication? YES ____ NO ____

Use the back of this form for any additional information and for explanation of any other problems the activity unit leader should be aware of.

Date of the latest or last tetanus/booster _____.

MEDICAL INSURANCE INFORMATION:

Company _____

Policy no. _____ (Control No. If group policy) _____

Other _____

(Taken from the Backpacking Merit Badge Pamphlet)

Tour Permits

Tour permits can be found online at the following link: <http://www.oreida-bsa.org/>

Camping Sites

(Note: links can be cut and pasted into your browser)

Boise Area

Barber Pool

Information: Just outside Boise on Highway 21, this is just below the Oregon Trail Marker on BLM land, behind the Crow Inn. Nicely wooded with lots of room to spread out, This area can camp a fairly large sized troop. It is an excellent area for a summer evening Court of Honor or Pack meeting for Boise units, since it is so close to town. Since it is right off the Boise Greenbelt, it is a good camping spot for a 5-10 mile bike trek.

Directions: From Boise, take Warm Springs Avenue to Highway 21 just pass the Crows Inn and turn into the parking area at the Oregon Trail Historical Marker. To the right you will find a trail down the hill to the Greenbelt fence. There is a gate through the fence. Cross the green belt and You're there.

Contact:

Other: *Caution!!! There are large clumps of Poison Ivy throughout the area and need to be identified and pointed out to the Scouts.*

Bonneville Point

Information: Just outside of Boise, this is a historical point where the French Trappers first looked out over the Boise River and exclaimed "Le Bois." There is a display and fenced area established by the Lions Club. Situated on the Oregon Trail, this is a good place to complete the requirements for the Historical Trail Award. There is always plenty of trash to be picked up and hauled back to town for a service project.

Directions: From Boise, Take I-84 to Blacks Creek Road (first exit East of Boise). Take the exit north and bear to the left at the sign.

Contact: Bureau of Land Management

http://www.blm.gov/id/st/en/fo/four_rivers/recreation_sites/_bonneville_point.html

Other: Good area for a single night campout or a secondary campsite close to town.

Irish Boat Ramp Arrowrock Reservoir

Information: Just outside of Boise off Highway 21, this is just above Arrowrock Dam. Good location for year round camping close to Boise (check road Conditions in winter and spring). Space for a Troop of approximately 30. No fees required. Hiking trails in the vicinity.

Directions: From Boise, Take Warm Springs Avenue to Highway 21. Take Highway 21 to Mores Creek Bridge and turn to Spring Shores Marina. Continue on past Arrowrock Dam and just past the South Fork of the Boise River. Campsite is located 14 miles from Highway 21.

Contact: US Forest Service

Curtis Park

Information: Welcome to Curtis Park located on Channel Road off River Road. The park is 15 acres and includes a Wilderness Park along the Boise River, wildlife, nature trail, natural spring, fire pit, and outhouse facilities. Curtis Park provides a great atmosphere for overnight outings. There is no fee to use this park, however, reservations must be made at the Parks office and a \$10 key deposit is required. This is refunded to the customer when keys are returned.

Directions: From Boise take State Street (Hwy. 44) to Channel Road approximately 2.3 miles from Middleton. Follow Channel Road past river road about 1 mile to old Highway 30 to the Oregon Trail Crossing and access to a greenbelt. Turn South on Channel Road then follow the road around the corner Look for the Kiwanis-Curtis Park gateway on the South side of the road. Turn down the lane to the locked gate. Proceed pass the gate to the park.

NOTE: A refundable key fee and reservations are required to use Curtis Park.

Contact: Caldwell City Park Office; 648 Irving Street; Caldwell, ID 83605
Phone (208) 455-3060

<http://city.cityofcaldwell.com/page/34905/index.v3page>

Other: Nature Study, Merit Badges.. A great place for outdoor Courts of Honor and Pack Meetings.

Shafer Butte

Information: Just outside of Boise at the top of Bogus Basin. Shafer Butte can be used for both camping and day outings. This is also a good place for Troops and Packs in the Boise area to hold Courts of Honor and Special Pack Meetings. Fire grates are available, and some troops like to have a BBQ dinner followed by a Court of Honor. Packs can do the same. Also makes a good area close into town for Webelos overnights. Enjoy cross-country skiing near Shafer Butte Campground in the winter months. In summer, camping areas located near Bogus Basin Ski Area and Shafer Butte Picnic Area. 7

campsites and two fully accessible group picnic areas which can accomodate 30 and 50 people respectively. The Mores Mountain Nature Trail originates in the campground.

Directions: From Boise, take Bogus Basin Road to Bogus Basin. Bear to the left at the lower lodge and follow the signs to the camping area.

Contact: US Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5087&actid=29&ttype=recarea&pname=Boise National Forest - Shafer Butte Campground

Highway 21 Area

Black Rock

Information: Approximately 12 improved campsites in a nicely wooded area, with stream nearby. Good for spring, summer, and fall camping. Approximately 25 miles from Idaho City.

Directions: Approximately 2 miles east of Idaho City, turn south on Rabbit Creek Road and follow the signs to Rabbit Creek. Follow unimproved dirt road approximately 20-25 miles to Black Rock.

Contact: US Forrest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5172&actid=29&ttype=recarea&pname=Boise National Forest - Black Rock Campground

Gray Back Gulch

Information: Run by the U.S. Forest Service. Fee area. Nice sites available for small groups. Two large group sites. Close to Warm Springs Resort with natural hot spring swimming pool. Troops like to drop in for a hot swim after camping.

Directions: Approximately 4 miles south of Idaho City, just of Highway 21. Turn south on Grayback gulch and follow the signs.

Contact: U.S. Forest Service Reservation Hot Line call MISTIX at 1-800-283-2267 (CAMP)

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705

&navid=110130000000000&pnavid=110000000000000&position=BROWSEBYSUBJECT&recid=5170&actid=29&ttype=recarea&pname=Boise National Forest - Grayback Gulch Campground

Deer Park, North Fork of the Boise

Information: Room for approximately 4 to 5 patrols right on the North Fork of the Boise River. This is great for summer and early fall camping. Excellent fishing depending on the water. Several trail heads are located within a mile or so of camp.

Directions: Approximately 2 miles east of Idaho City. Turn south on Rabbit Creek Road and follow signs to Rabbit Creek. Follow unimproved dirt road approximately 25-30 miles until the road crosses the North Fork of the Boise River. After Crossing the River, the campground is immediately on the left (north).

Contact: US Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=110130000000000&pnavid=110000000000000&position=BROWSEBYSUBJECT&recid=5209&actid=29&ttype=recarea&pname=Boise National Forest - Deer Flat Campground

Comment: Normal water years will find fishing best during late July and August. In low water years try late June for best fishing.

Grimes Creek

Information: Just off Idaho 21, on the way to Idaho City, the Grimes Creek area provides numerous areas along the creek. The area is rich in history (primarily the Idaho gold rush) and there are many things to see and places to visit while in the area. The Idaho City Museum is a great start, and don't forget to stop in Placerville to visit with the Townsfolk. All camping areas are primitive, but generally well marked and easy to find, right along the creek. Some have ample shade from large trees and other camp sites are situated along the gravel bars and large boulders along the creek.

Directions: From Boise. Take Idaho Highway 21 toward Idaho City. Approximately 13 miles from the Mores Creek Bridge, take the Grimes Creek turn off (turn left). It is well marked. Camping spots will be located where you can find them along the creek. You can continue up Highway 21 to Idaho City and then backtrack on the Idaho City to Placerville Road, but this will take you a while longer.

Contact:

Comment: Before attempting to gold pan in any area, make sure that you are not on someone's claim. Claim jumping is still a valid concern in the area and is taken seriously! The best bet is to only pan where you know the owners.

Ten Mile Creek

Information: Several improved campgrounds in the area. Suitable for Boy Scout or Cub Scout overnighiter. Good family camping area for spring, summer, and fall camping. There is a small fee required and reservations are suggested.

Directions: Ten miles north of Idaho City off Highway 21. Several campsites in the area of Ten Mile Creek. Watch for the signs.

Contact: US Forest Service

<http://www.publiclands.org/explore/site.php?picstate=ID&id=2155>

Jennie Lake

Information: The hike leads you to a small isolated high alpine lake that provides you with varied scenery.

Directions: From Idaho City, follow Highway 21 north for 18 miles to Edna Creek Campground and FS Rd. #384. Take a right onto road #384 and continue 6 miles to a junction with FS Rd. #348. Keep to the left and drive 7.5 miles to FS Rd. #372. Take a sharp left and go .1 miles where parking is available for 2-3 vehicles. Easy 8 mile hike, 1,850' elevation gain.

Contact/Information: U.S. Forest Service-Idaho City Ranger Dist.

Stanley Area

Stanley Basin Area

Information: On the border of the beautiful Sawtooth Wilderness, there are numerous camping areas in and around the Stanley Basin. Including improved and unimproved camping facilities. Numerous lakes (Redfish, Stanley, Alturus, Pettit, and Bull Trout to name a few). If it's the season don't forget to stop at the Fish Hatchery for a tour (south of town on Highway 75). Cape Horn and Elk Flats are where the 1990 Idaho State Jubilee was held, and still makes an excellent camping area. Cape Horn area is also the home of Bradley Scout Camp run by a neighboring Council.

Directions: From Boise take Warm Springs Avenue to Highway 21. Take Highway 21 through Idaho City and Lowman. Many camping areas are right along the road.

Contact: US Forest Service

Comment: If planning to go to Redfish Lake, Reservations may be required, depending on the season.

Beaver Creek Campground

Information: 6700-foot elevation. 8 campsites on the border of the Frank Church River of No Return Wilderness. Trail #021 leaves the campground to go north into the wilderness. Fishing for trout in Beaver Creek, in nearby Cape Horn lakes, and in the many alpine lakes found along the trail in the wilderness. Horse corrals with feeding stations are across the road, at the trailhead.

Directions: Take Highway 21 north from Boise or Banks to Lowman road. Travel north from Lowman to the Cape Horn area. Turn left at the sign to the Seafoam Area and Bradley Scout Camp. Take a right on the Seafoam Road to Beaver Creek Campground it will be on the right.

Contact/Information: U.S. Forest Service

<http://www.publiclands.org/explore/site.php?plicstate=ID&id=2411>

Lola Creek Campground

Location: 6400-foot elevation. 21 campsites near Lola Creek. Trailhead from FR 083 up the creek to Lola Lakes. Trail along Marsh Creek into the Frank Church River of No Return Wilderness to the Middle Fork of the Salmon River. Put-in for the first leg of the wild and scenic river is at the end of the trail. Stalls and stock loading facilities at the trailhead.

Directions: Take Highway 21 north from Boise or Banks to Lowman road. Travel north from Lowman to the Cape Horn area. Turn left at the sign to the Seafoam Area and Bradley Scout Camp. Take the left fork to Lola Creek Campground it will be on the right (about 1 mile from Hwy. 21), Trail head will be about ½ mile beyond the campground.

Contact/Information: U.S. Forest Service

<http://www.publiclands.org/explore/site.php?plicstate=ID&id=2410>

Other: 15-mile (one way) hike from Lola Creek Trail Head to Dagger Falls. At approximately 1 ½ miles you will reach the pack bridge. Just beyond the pack bridge is a open and flat area for a short turn around camp. The Big Hole is located at the 5 mile point. Take a left on the Bear Valley Creek Trail. The big Hole is where Marsh Creek and Bear Valley Creek join and form the Middle Fork of the Salmon River. If you camp at the Big Hole you can day hike out to a hot spring located down the Bear Valley Creek Trail (use a topo map to find location) hot spring will be down on the river on your right. There will be three stream crossings to get to the hot springs (no bridges - should probably only attempt in August or when the water is low on Marsh Creek). Continue on for 10 more miles beyond The Big Hole to reach Dagger Falls Campground. Although you are in the Frank Church River of No Return Wilderness, you can still be picked up at Dagger Falls as there is a road which can reach the Campground which is used heavily by the rafters. If you intend to camp between The Big Hole and Dagger Falls use your topo map to locate flat areas as they are few and far between.

Bull Trout Lake

Information: On the border of the beautiful Sawtooth Wilderness, Bull Trout Lake is located just South of Cape Horn (locations of the BSA Idaho Centennial Jubilee) off Highway 21. Hiking, Fishing and outdoor games abound in this summer playground.

Directions: From Boise, take Warm Springs Avenue to Highway 21. Take Highway 21 through Idaho City and Lowman. (Note: Road from Banks to Lowman is better and shorter, depending on where you start from). Just as you cross into Custer County, watch for Forest Service Road #100 and #520 going off to the left and leading to Bull Trout Lake. There is also signage on Highway 21 pointing the way.

Contact: US Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5200&actid=29&ttype=recarea&pname=Boise National Forest - Bull Trout Lake Campground

Smith's Ferry to McCall Area

Horsethief Reservoir

Information: Horsethief Reservoir has both improved and unimproved campsites. Excellent summer and fall camping. Nicely wooded areas around the reservoir.

Directions: Approximately 10 miles east of Cascade. Turn East on Warm Lake Road just past the spillway north of Cascade on Highway 55. Watch for signs and turn south on Horsethief road.

Contact: Idaho Parks and Recreation

Cascade Reservoir

Information: Approximately 2 hours north of Boise. Cascade Reservoir offers several improved and unimproved camping areas for all seasons of the year. Fishing can be great and if you have never been ice fishing, maybe it's time to give it a try. Find someone who is experienced before trying this.

Directions: From Boise, take Idaho Highway 55 north to Cascade or Donnelly. The reservoir is accessible from either town. Most of the camping areas are on the north end of the reservoir (Donnelly).

Contact: Idaho Parks and Recreation

<http://parksandrecreation.idaho.gov/parks/lakecascade.aspx>

Comment: The reservoir is not suitable for swimming at times due to high levels of organic chemicals. Check for suitability of eating fish mid to late summer.

Warm Lake

Information: The original site of Boy Scout Camp Billy Rice. Warm Lake has both improved and unimproved campsites. Nicely wooded areas with the lake to the south. Vulcan Hot Springs is a 5 to 8 mile hike to the south of the lake. Long Lake shows about 4 miles on the map but hikes more like 6 or 7 with about a 3,000 foot climb. Summer fishing can be good and worth the hike.

Directions: Approximately 35 miles northeast of Cascade. Turn east on Warm Lake Road just past the spillway north of Cascade on the Highway.

Contact: US Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5143&actid=29&ttype=recarea&pname=Boise National Forest - Warm Lake Campground

Comment: Road will be icy in the winter.

Blue Lake

Directions: From Boise take Hwy. 55 north through Smith's Ferry. Turn left on Cabarton Rd. At the Clear Creek Inn/Lodge. Turn left on Forest Service Rd., then right on Snow Bank Mountain Rd. (Travel Time 1 hour 20 minutes; approximately 70 miles).

Contact/Information: U.S. Forest Service; Cascade Ranger District

Other: Visit fire lookout on Tripod Peak.

Deadwood Reservoir

Information: Deadwood is a small campground that is located at the confluence of the Deadwood River and the South Fork of the Payette River on the Banks-Lowman Road. The Deadwood Ridge trailhead is located in this campground, and the campground also serves as a river access point for the South Fork of the Payette River. Camping use at this site is moderate. (Driveway lengths for RV's are limited to camp trailers less than 15 feet in length.)

Directions: Take Hwy. 55 north to Cascade; turn just past the spillway onto Warm Lake Hwy; follow Warm Lake Hwy. to junction with Landmark / Stanley Rd; travel south to Deadwood Reservoir. Also Accessible from Garden Valley Rd. between Garden Valley and Lowman. (Travel time is 4 Hrs.)

Contact: U.S. Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5203&actid=29&ttype=recarea&pname=Boise National Forest - Deadwood Campground

Herrick Reservoir (Skunk Reservoir)

Information: Herrick Reservoir is a reservoir in Valley County in the state of Idaho.

Directions: Take Hwy. 55 north to past Smith's Ferry. Turn right on Sixty Lane at the Sportsman Access sign. Turn left on Skunk Creek Road. The reservoir will be down and on the right.

Contact:

Other: Open camping around the reservoir. Fish and Game usually stocks prior to Memorial Day weekend.

Last Chance Campground

Information: There are twenty-three units, handicapped accessible toilets, three double units for families, trail access, hosts, a day use area with horseshoe pit, drinking water through a hand pump and an artesian well, extended spurs for longer RV's.

Directions: Take Hwy 55 from Boise to McCall. Continue on through McCall towards New Meadows. At the bottom of Goose Creek grade look for campground sign on your right. Follow signs to U.S. Forest Service campground.. Go north two miles on a dirt road to the campground. (Approximately 120 miles; travel time 2 ½ hours).

Contact: U.S. Forest Service

http://www.fs.fed.us/r4/payette/recreation/camping_nm.shtml#chance

Other: Hot Springs and fishing nearby. Consult a good map to locate.

Loon Lake

Location:

Directions: Take Hwy. 55 north to McCall; travel through McCall and turn right onto Warren Wagon Rd. (Just past Shore Lodge); travel north on Warren Wagon Rd. To Chinook Campground a mile beyond where the road crosses the Secesh River. Take Trail #080 from the campground it follows the Secesh river towards Loon Creek. Just above Loon Creek take Trail #084 west; trail #084 becomes rocky and steep with many switch-backs, rising 800' in elevation in 1.3 miles. Trail #084 intersects with trail #081. Here there are two choices. 1.

Continue south along #081, leaving the trail to bushwack your way along the east side of the lake. 2. Continue south along #081 to the junction of trail #084. Head west again on trail #084. This trail runs 1.75 miles south along the west side of Loon Lake. Where the trail meets Loon Creek, leave the trail to follow the creek to Loon Lake.

Contact/Information: U.S. Forest Service

Other: There is wreckage of a B-23 bomber which crashed there on January 29, 1943 located at the Southside of the lake, approximately 150' into the trees. The hike is approximately 10 miles round trip.

Ponderosa State Park

Information: Ponderosa State Park covers most of a 1,000-acre peninsula that juts into beautiful Payette Lake near McCall. The scenic overlook at Osprey Point offers a spectacular view of the lake. The park offers hiking and biking trails, guided walks with park naturalists and evening campfire programs. The North Beach Unit has a beach and picnic area. The topography ranges from arid sagebrush flats to dense forests. Wildlife that can be viewed at the park include Canada geese, osprey, bald eagles, wood ducks, mallards, songbirds, deer, moose, beaver, muskrats and even bear. Winter activities include Nordic skiing and snowshoeing on groomed trails.

Directions: Take Hwy. 55 north to McCall. Turn right at Medley Sports and travel east to Davis; turn left on Davis and travel north; pass through the flashing yellow light at Lick Creek Rd. And follow the signs.

Contact: Ponderosa State Park 1(208)634-2164

<http://parksandrecreation.idaho.gov/parks/ponderosa.aspx>

Other: Groomed cross country ski trails in the winter months.

Silver Creek Plunge

Information: 4000-foot elevation. Private resort partially located on public land. Fishing, campground with 50 sites, cabins, naturally heated swimming pool. Group facilities available.

Directions: From Boise take Hwy 55 to Banks and right to Garden Valley. Turn left 1 mile into Crouch, go through Crouch (north) on the Middle Fork Road. approximately 22 miles to Silver Creek Plunge, signs are posted. Operates partially on U.S. Forest service lands.

Contact/Information: Silver Creek Plunge, (208) 739-3400

Camp Morrison

Information: The Ore-Ida Council, Boy Scouts of America invites you to visit Camp Morrison, a premiere camp ground in the Idaho Central Rocky Mountains. Camp Morrison is located

adjacent to the beautiful Payette Lake in the Payette National Forest. Camp Morrison is located just 100 miles north of Boise, Idaho and three miles east of McCall, Idaho.

Directions to Camp Morrison

- Drive to McCall via Highway 55.
- Turn east off Highway 55 at the McCall Brewing Company on Park Street.
- Drive to Davis Avenue and turn left.
- Drive down Davis past the golf course to Lick Creek Road.
- Turn right onto Lick Creek Road and follow it to the turnoff of Eastside Drive.
- Continue down Eastside Drive until you reach Camp Morrison.



Contact: Ore-Ida Council, 208-376-4411

Other: Camp Morrison is available to Council units for camping outside of the summer camp program. A great place for a Klondyke.

Snake River Area

Givens Hot Springs

Information: Nice improved campground on the Snake River, with hot springs close into town (Nampa). Has plenty of room for a large troop. Call for fees to swim and camp there is a discount for Scout Troops. Indoor pool.

Directions: From Nampa, take 12th Avenue South, which becomes Highway 45. Cross the Snake River at Walters Ferry and turn west on Idaho 78 (Marsing-Murphy Road). Follow the signs to Givens Hot Springs (about 8 Miles) on south side of road.

Contact: Phone Number: (208) 495-2000

Comment: Another interesting site to visit while at Given's Hot Springs is map rock. Map rock is a rock with petroglyphs on it. The location of map rock is directly across the Snake River from Given's Hot Springs. To get to Map Rock use Map Rock Road which is on the north side of the Snake River at Walter's Ferry.

Kuna Cave

Information: Kuna Cave is a good day trip for Cub Scouts, Boy Scouts, and families. Can also be used as an overnight camp. Not a great place to camp, but makes a good fall back in bad weather, close to town. The cave is slightly improved and relatively safe. In the middle of the sagebrush, the entrance to the cave is a hole in the ground with a metal ladder and tube.

Directions: Approximately 7 miles south of Kuna. At Kuna, take Swan Falls Road south until you reach Kuna Cave Road to the west. Turn right approximately 2 miles then one mile south to the cave.

Contact:

Comment: Bring flashlights. Camping is possible in the cave, but use fires with caution as smoke will fill up the entire cave (not hazardous-just smokey). The cave is known as a party spot for teenagers. They will usually not bother you if you are there first. Close to Birds of Prey National Wildlife Refuge. Cave exploration. Hiking. Makes a good bike hike from the Boise area, overnight stay and return.

3 Island Crossing

Information: Three Island Crossing State Park is located on the Snake River at Glenns Ferry. It is home to The Oregon Trail History and Education Center where visitors can learn about pioneer emigrants and Native American history.

Directions: Travel on I-84 south from Boise to Glenns Ferry; turn south and follow signs to the state park.

Contact: Three Island Crossing; P.O. Box 609; Glenns Ferry, Idaho 83623 Phone 1(208)366-2394

<http://parksandrecreation.idaho.gov/parks/threeislandcrossing.aspx>

Celebration Park

Information: Celebration Park is located on the Snake River at the western boundary of the Snake River Birds of Prey National Conservation Area and serves as a beginning point for Halverson Bar and Lake trail. Travelers worldwide have come to enjoy the high desert flora, scenic land features, and unique Indian Art dating to 12,000 years ago. Celebration Park was established as Idaho's only archaeological park in 1989. Since then the park has been the recipient of several awards including an Orchid Award In Recognition of Superlative Achievement in Preserving Idaho's Heritage 1997, from Idaho Historic Preservation Council, and Idaho Governor Dirk Kempthorne's Take Pride in Idaho Award 2002.

Directions: Take I-84 to Meridian exit; take Meridian road South to Kuna. Take Main Street to the fork in the road; take the left fork, Avalon Rd. Which turns into Kuna Rd; take Kuna Rd. approximately 4 miles to Southside Rd.; turn left at Southside Rd.; go approximately 8 miles to Melba; once in Melba proceed through the first 4-way stop to the second four way stop; turn right at Carrie Rex; go 2 blocks to 4-way stop (Baseline); Turn left on Baseline and travel 3/4 mile to Can-Ada Rd; turn right on Can-Ada Rd; go 4 miles to Victory; right at Victory; park is at the end of the dirt road.

Note: The Victory road sign is missing. There is a small red and white Celebration Park sign with an arrow Victory Rd. Is approximately 1 mile past Warren Span Rd.

Contact: Canyon County Parks and Waterways
Celebration Rec. Area 1(208)495-2745

<http://www.canyonco.org/parks.aspx?id=846>

Other: Possibility for Eagle Projects at this location.

C.J. Strike Reservoir

Information: C.J. Strike is located on the Snake River southwest of Mountain Home, ID. This area includes four parks owned and maintained by Idaho Power. All parks have restroom facilities

or vault toilets; most have potable water. Campsites without electricity. Numerous boat launches provide access to the north and south sides of the reservoir. There is a 14-day stay limit at all parks and on all Company land with no reservations.

Directions: Take I-84 south from Boise to Mountain Home; take the exit to Bruneau; follow Hwy. 51 south from Mountain Home to Bruneau; follow Hwy. 78 from Bruneau to C.J. Strike Reservoir.

Contact: Idaho Power

<http://www.idahopower.com/OurEnvironment/Recreation/Parks/default.cfm>

Bruneau Dunes

Information: The tallest single-structured sand dune in North America rises to 470 feet high above small lakes in the high desert south of Mountain Home. The state park includes desert, dune, prairie, lake and marsh habitat with opportunities to observe nocturnal species. Activities include fishing, bird watching, camping, hiking, swimming and viewing the stars at one of only two public observatories in Idaho. Feel free to climb but no vehicles are allowed on the dunes. A visitor center offers information on birds of prey, insects, fossils, wildlife and the sand dunes. A variety of gift items are available for purchase. Two cabins are available for rent. Also 82 serviced with W/E and 16 standard sites. The Equestrian Area provides facilities for visitors to camp with their horses and there is a 9-mile riding trail around the park.

Directions: East bound on I 84, take exit 99. Follow the road where it becomes Airbase Road. Turn left onto ID 51 to Bruneau. After crossing the Snake River turn left onto ID 78. Park is on the right approx 2 miles from the turn.

Contact: Bruneau Dunes State Park

<http://parksandrecreation.idaho.gov/parks/bruneaudunesstatepark.aspx>

Swan Falls

Information: Wide open areas for camp sites both up river or down from Swan Falls Dam. On the Snake River, in the middle of the Birds of Prey National Wildlife Refuge. High cliffs surround the river and the river valley downstream from the dam is filled with massive boulders which scouts love for playing Capture the Flag or other games.

Directions: Approximately 25 miles south of Kuna. At Kuna, take Swan Falls Road south until you reach the dam. Turn left to go up river; turn right to go below the dam.

Contact: Idaho Power

<http://www.idahopower.com/riversrec/parksrec/swanfalls/default.cfm>

Comment: Great possibility for observing bird of prey in the canyon area. Visit the short interpretative trail that you pass on the way to the dam before dropping into the canyon. Indian Petroglyphs approximately 3 miles downstream on the south side of the river. Ask permission to cross the dam or drive down river to the bridge and cross and hike up river. Watch for slick mud in spring and winter months. Bring a whistle. Watch Scouts as they try to climb the cliffs. Make sure that you have tent stakes for sandy soil. Can get windy in the river valley.

North of Mountain Home Area

Trinity Lakes and Big Roaring River Lake

Information: 17 campsites on Big Trinity Lake and near a number of lovely smaller lakes in Rainbow Basin. Fishing is good in the lakes for rainbow and cutthroat trout. A hiking trail meanders a few miles into the area.

12 campsites in a dense lodgepole forest on the river. Trailhead to the north follows the Upper Roaring River. Trailhead to the south accesses the William H. Pogue National Recreation Trail and the Lava Mountain Trail. Both trails are open to two-wheeled ATVs, horses, bikes, and people. The Lava Mountain Trail itself passes three lovely lakes on its way south to Lava Mountain. Fishing in the river or in Big Roaring River Lake for rainbow trout. Hand-carry boat launch for canoes and other small craft.

Directions: East from Boise on I-84, exit at Mountain Home/Fairfield Hwy. 20 exit. Travel on Hwy 20 for 30 miles; to FS 61 (road to Anderson Ranch Reservoir) travel 29 miles; then turn on Forest Rd. 172 and travel 15 miles; then travel 3 miles south on Forest Rd. 129.

Contact: US Forrester Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5089&actid=29&ttype=recarea&pname=Boise National Forest - Big Trinity Lake Campground

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5088&actid=29&ttype=recarea&pname=Boise National Forest - Big Roaring River Lake Campground

Comment: Good for younger Scouts to stay at Trinity Lakes, older scouts can hike back in to higher lakes.

Baumgartner Campground

Information: Baumgartner Campground is a group, fee, reservation campground composed of 39 units on the South Fork of the Boise River. There are 6 double sites, for up to 16 people each, and 1 group site that is composed of four single units that can be rented together for up to 32 campers. Wading, fishing, and picnicking are popular activities. An extensive trail system for OHV and motorcycles can be accessed from this campground. A signed nature trail offers some natural history on the geologic attractions in the area. The Hot Springs, located next to the campground is a toasty 111 degrees Fahrenheit and is open daily. The hot springs is drained and cleaned at night and no soaps, alcohol or glass are allowed near or in the pool. Swimsuits are required

Directions: From Boise take I-84 south to Mountain Home, take Fairfield exit. Turn Left at Anderson Ranch access road continue on to Featherville. 12 Miles east on Forest Service Rd. 227.

Contact: U.S. Forest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110414&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5984&actid=29&ttype=recarea&pname=Sawtooth National Forest - Baumgartner Campground

Ice Springs

Information: 4 campsites on Fall Creek. There is a nearby trailhead at Camp Creek, south, to the end of Forest Road 128, which heads north past Dog Mountain, all the way to Horse Ranch Mountain, about 17 miles. A shorter hike can be done by setting up a shuttle at Bear Hole Trailhead, north on FR 129.

Directions: Take I84 east and take exit 95, US 20 to Sun Valley. Turn left at Louse Creek Road crossing Anderson Ranch Dam taking the road to the right. Continue to Lister Creek Road and take the Trinity Mtn Road. Campground is on the left.

Contact: US Forrest Service

http://fs.usda.gov/wps/portal/fsinternet!/ut/p/c4/04_SB8K8xLLM9MSSzPy8xBz9CP0os3gDfxMDT8MwRydLA1cj72BTJw8jAwjQL8h2VAQAzHJMsQ!!/?ss=110402&navtype=BROWSEBYSUBJECT&cid=FSE_003705&navid=1101300000000000&pnavid=1100000000000000&position=BROWSEBYSUBJECT&recid=5096&actid=29&ttype=recarea&pname=Boise National Forest - Ice Springs Campground

Other Areas

Mackay Reservoir

Information: The newly redesigned Joseph T. Fallini Campground (formerly Mackay Reservoir Recreation Site) is the only recreational site around the Mackay area that offers full RV

hookups and features a diversity of other facilities. This scenic area has a gorgeous view of the Lost River Range and offers recreational opportunities such as boating in the summer and ice fishing in late winter

Directions: Approximately 6 miles north of Mackay, Idaho. Travel north from Mackay on Highway 93 for approximately 6 miles. The site will be on the west side of the highway.

Contact: Bureau of Land Management, Challis Field Office

http://www.blm.gov/id/st/en/fo/challis/recreation_sites/_/Joe_T_Fallini_Recreation_Site.html

Other: This site is fairly close to The Craters of the Moon to be used as an alternate camping area.

Wallowa Lake State Park

Information: If you're interested in a campground surrounded on three sides by 9,000' tall snow-capped mountains and a large, clear lake, this is the area for you. The lake is a popular fishing and boating site. Around the Wallowa Lake area, you can enjoy hiking wilderness trails, horseback riding, bumper boats, canoeing, miniature golf or ride a tramway to the top of one of the mountains (a rise of 4,000'). Wildlife is abundant in the area.

Directions: From Boise take I-84 west to LaGrande; turn North onto Hwy 82 to Joseph, Oregon.

Contact: Wallowa Lake State Park, Joseph Oregon

http://www.oregonstateparks.org/park_27.php

Other: Excellent jump off point for many hikes

Succor Creek State Park

Information: Succor Creek is an unstaffed, no-fee primitive camping area. There's no potable water service and the park lies on rough unpaved road. No fee for camping. Six walk-in campsites, 12 hike-in campsites. Open March - November.

Directions: From Boise take I-84 west to Caldwell exit and travel west through Homedale, cross Oregon border 1.2 miles turn left on dirt road (south) approximately 15 miles. (approximately 60 miles; travel time of 1 hour 10 minutes).

Contact: Oregon State Park

http://www.oregonstateparks.org/park_13.php

Other: Stream nearby, spectacular cliffs, Geology merit badge

Silver City

Information: Silver City, Idaho is one of the few old mining towns that did not burn down or become commercialized into a modern city. Visiting Silver City is like going back into history. The Idaho Hotel is as it was 100 years ago with a few modern amenities.

Directions: Take Dirt Road 20 miles South East from Murphy. *(Use a good map)*. Be sure to inquire about road conditions before proceeding. The road should not be attempted in inclement weather.

Contact: Idaho Hotel; Box 75; Murphy, Idaho 83650 1(208)495-2520

<http://www.historicsilvercityidaho.com/>

Other: Call Ahead for Ghost Town Tours. Silver City is probably the best preserved mining town in the state. All buildings are privately owned so seek permission before inspecting too closely. Population 6. At one time it was the largest city in Idaho.

Montour

Location: Montour is the site of a previous town, now a wildlife refuge; a great place for observing wildlife. Locate old homestead foundations in the pastures across the road from the campground. To reach the old Post Office foundation turn left from the campground then right at the next road follow that road up to where the road starts going up the hill, site will be on your right marked by an interpretive sign.

Directions: Take Hwy. 55 north to Horseshoe Bend. At the north end of town turn left onto Hwy. 52. Travel west on Hwy. 52 until you reach the junction of Hwy. 52 and the Sweet-Ola Highway. Turn south to the Montour Wildlife Refuge. Campground is located approximately 2 miles from Highway 52.

Contact: Bureau of Reclamation

Craters of the Moon National Monument

Information: Craters of the Moon National Monument and Preserve is a vast ocean of lava flows with scattered islands of cinder cones and sagebrush. We invite you to explore this "weird and scenic landscape" where yesterday's volcanic events are likely to continue tomorrow...

Directions: East from Boise on I-84, exit at Mountain Home/Fairfield Hwy. 20 exit. Take Hwy. 20 to the Craters of the Moon. (Travel time 3 hours; approximately 165 miles).

Contact: Craters of the Moon National Monument; Box 29; Arco, Idaho 83213. Phone (208) 527-3257. *Ask for special group camp site located north of hwy - excellent site with trees and shade.*

<http://www.nps.gov/crmo/>

Other: Moon Like landscapes with caves and over 30 lava flows. Numerous easy to navigate caves, bring a flashlight and visit Scout Cave.

City of Rocks National Reserve

Location: On his way to California in 1849, emigrant James F. Wilkens described the dramatic geological area he encountered as "City of Rocks." The name remains, as well as hundreds of pioneer inscriptions, wagon ruts, and journal accounts, testifying to the nearly quarter-million people who traveled through here between 1843 and 1869. Visitors today will see nearly the same scene - granite spires and monoliths reaching 60 stories tall. Geologists estimate the oldest granite to exceed 2.5 billion years old. Climbers find the younger granite of the Almo Pluton to be some of the best rock they've ever ascended. Established by Congress in 1988 as a National Reserve, City of Rocks encompasses 14,407 acres of federal, state, and private lands containing grand scenery, rich cultural history, and places of relative solitude and silence. The Reserve's visitor center in Almo provides interpretive exhibits and detailed information about camping, hiking, and other recreational opportunities.

Directions: Take I-84 south to Burley; travel on hwy. 27 and 77 to Oakley and Almo. Camping is allowed only at designated primitive sites. Camping fees are on a self collection basis at Bath Rock Parking Area. The City Of Rocks were an important landmark of the California Trail.

Contact/Information: City of Rocks National Reserve;
P.O. Box 169; Almo, Id 83312 (208)824-5519

<http://parksandrecreation.idaho.gov/parks/cityofrocks.aspx>

Other: Awesome star gazing and excellent location for work on the climbing merit badge. Also possible service projects for the Historic Trail Award.

Manns Creek/Fourth of July Creek

Information:

Directions: North of Weiser off Hwy 95. Continue on U.S. 95 approximately 12 miles to Monroe Creek Road. Turn west and follow signs to the reservoir.

Contact: Bureau of Reclamation 334-1461

Yellow Pine Oregon

Information: Beautiful improved campground with approximately 24 sites.

Spring, Summer, and Fall use. Close to Unity Reservoir.

Directions: Take U.S. Highway to Unity, Oregon. Go through town on Highway 26 and follow it around to Yellow Pine Campground. Watch for signs.

Contact: Unity Lake State Park

Hells Canyon

Information: Idaho Power maintains five beautifully groomed parks within the Hells Canyon Complex: Woodhead Park - located in Idaho adjacent to Brownlee Reservoir close to Brownlee Dam, McCormick Park - located along the Idaho side of Oxbow Reservoir just below Brownlee Dam, Carters landing is located in Oregon next to Oxbow Reservoir, Copperfield Park - located at the upper end of Hells Canyon reservoir on the Oregon side of the river, and Hells Canyon Park - located on the Idaho side of Hells Canyon Reservoir. No reservations. Fourteen-day stay limit. For information on park availability call 541-785-7209

Directions: From Boise take I-84 to the New Plymouth exit then take Hwy. 95 North to Cambridge turn on Hwy. 71 from Cambridge to Brownlee Reservoir. Several Idaho Power campgrounds. (Travel time 3 to 3 ½ hours approximately 200+ miles).

Contact: Idaho Power 1-800-422-3143 campground reservations.

<http://www.idahopower.com/OurEnvironment/Recreation/Parks/default.cfm>