

CAMP KAROONDINHA • SUSQUEHANNA COUNCIL

2026 SUMMER SCOUTS BSA LEADERS GUIDE



WELCOME TO SUMMER CAMP

“THE GREATEST ADVENTURES LIE OFF THE BEATEN PATH.”

Nestled in western Union County along Penns Creek, Camp Karoondinha is located on 400+ acres ... The camp is nationally recognized and fully accredited by Scouting America. In operation since 1933, this beautiful camp has met the need of Scouts and leaders for over 90 years and remains one of Central Pennsylvania’s finest camping facilities.

Opportunities are plentiful for the newest Scout to the oldest Scout. Advancement opportunities in archery, boating, ecology, handicraft, Scoutcraft, Rifle and Shotgun (BBs for Cub Scouts), STEM, swimming, and trades are just a few of the exciting programs offered at Camp Karoondinha.

This guide is offered to provide the basic information you need to help your resident camp experience. For additional resources, and for all the latest information on Camp Karoondinha, please visit our website at www.susquehannascouting.org/camping.

The fun and adventure of camping for a week with friends is a priceless experience for a Scout. We look forward to seeing you on the trail this summer at Camp Karoondinha!



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PREPARING FOR RESIDENT CAMP

DATES

Scouts BSA Week #1 – July 5 – 11, 2026

RESIDENT CAMP FEES OVERVIEW

The resident camp fees listed to the left are for both Susquehanna Council packs and out-of-council packs. The camp fee includes a camp patch and all program supplies. Please note that we cannot offer refunds for Scouts who leave camp early. The adult camp fees also include a camp patch. Packs are required to make a deposit of \$100 per Scout by as early as possible to guarantee a spot at camp. Payment in full is required by April 30th in order to pay the loyalty/discounted rate, otherwise the regular price will be charged. All payments are due no later than May 31st. It is possible to add Scouts after this date pending available space and permission from the Scout Executive and/or Camp Director. Please allow plenty of time for mailing in payments or bring them to the Scout Office in Williamsport in-person.

RESIDENT CAMP PROGRAM FEES

Please note that our ALL-INCLUSIVE camp fee includes the cost of all program materials. That means that we do not charge extra for program kits or ammunition. The discount fee applies when paid in full by April 30, 2026. *Note:* Arrow of Light crossover and new Scouts registered in the spring of 2026 have until May 31, 2026 to receive the Discount Rate.

REGISTRATION TYPE	LOYALTY DISCOUNT (for Scouts that attended camp in 2025; \$100 deposit must be received by January 31, 2026 and paid-in-full by April 30, 2026)	DISCOUNT RATE (paid-in-full by April 30, 2026)	REGULAR RATE (paid-in-full after April 30, 2026)
Cub Scout Youth (Tiger/Wolf/Bear)*	\$265	\$280	\$320
Cub Scout Youth (Webelos/AOL)	\$395	\$415	\$465
Scouts BSA Youth	\$520	\$540	\$590
Cub Scout Adult (Tiger/Wolf/Bear)		\$125	
Cub Scout Adult (Webelos/AOL)		\$165	
Scouts BSA Leader		\$180	
Partial Week Leader		\$45 per day	

PAYMENT TIMELINE

Payment in full of \$520/\$540 is required by April 30th to qualify for the discounted price. After April 30th, registration prices increase by \$50. **All payments are due no later than May 31st.**

REGISTRATION IS OPEN!

<https://scoutingevent.com/533-2026CampKResidentCamp>

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REGISTRATION

Our goal is to make the registration process easy and efficient for everyone. An overview of the registration steps is listed on the following page. When you are ready to register each Scout, you will need to know their name, gender, allergies, and dietary restrictions, medical concerns, and emergency contact information. Register each adult with their name, email address, gender, youth protection training date, allergies, dietary restrictions, medical concerns, and emergency contact information.

RESIDENT CAMP ADDRESSES

Service Center

Scouting America Susquehanna Council
815 Northway Road
Williamsport, PA 17701
Phone: (570) 326-5121

Camp Karoondinha
225 Thomas Dam Road
Millmont, PA 17845
Phone: (570) 326-5121
Email: susq.camp.k@gmail.com



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REGISTRATION PROCESS

DO THIS NOW

Complete the following online:

- Unit Count Information
 - Include \$100 per Scout deposit. Can be paid:
 - Online by eCheck or Credit Card
 - At the Susquehanna Council Office by Check or Credit Card
 - Financial Assistance may be available by completing a Campership Application (available online or at the Susquehanna Council office).

DO THIS BEFORE MAY 31ST

- Submit the following online:
 - Include final payment for all Scouts (a \$50 discount is applied if this is paid BY APRIL 30th)
 - Additional Scouts may be added after this date at the discretion of the Scout Executive and/or Camp Director
 - Payment for all leaders attending camp
- Register all Scouts for merit badge classes and/or activity sessions
- Print Unit Roster from Black Pug

DO THIS WHEN YOU GET TO RESIDENT CAMP

- The unit should report to the camp gate where they will be met by their pack guide. A unit picture will be taken at the Camp Karoondinha sign at the entrance. Your unit guide will bring you to the check-in location. Unit representatives need to bring the following to check-in:
 - Copy of Unit Roster
 - Copy of signed Hold Harmless Agreements for Range Activities for each Scout wishing to participate at any time (merit badge/open program time) in these areas (can be found at <https://susquehannabsa.org/camping/camp-karoondinha/resident-camp/>)
- After check-in, pack guides will escort the unit to Medical Re-check. Please bring the following:
 - Scouting America Annual Health & Medical Report with Parts A, B, and C completed, including doctor's signature for all Scouts and Leaders
 - Have medications available for Camp Health Officer to check
- You will be taken on a tour of camp and then to your campsite to set-up camp.

LEADERS IN CAMP

It is the policy of Scouting America that a minimum of two registered adult leaders provide supervision for each unit and that there be at least one adult for every eight Scouts. All leaders must be registered as an adult with Scouting America. Two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. While we encourage an adult companion to attend with Cub Scouts, we cannot accommodate their younger brothers or sisters. This program is designed for registered Tiger, Wolf, Bear, Webelos and Arrow of Light Scouts only.

Two registered adult leaders at least 21 years of age are required at all Scouting activities, including all meetings. There must be a registered female adult leader at least 21 years of age in every unit serving females. A registered female adult leader at least 21 years must be present for any activity involving female youth or female adult program participants. Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee required position or as an adult program participant. Limited exception below for Cub Scouts overnight Programs.

Effective March 1, 2024, the adult application flow changed to require the completion of the Criminal Background Check (CBC). Results must be received before the new adult volunteer can assume a leadership role. This means that all adult registration applications, clearances, and Youth Protection Training must be submitted to the Registrar at the Susquehanna Council Service Center two weeks prior to the start of the summer camp session to allow proper time to submit and process these applications. The adult leader will get an email notice informing them that their registration is being processed, and they are not to assume any leadership roles until the completion of the CBC.

The unit key 3 will also get an email. Once the CBC comes back and there is no follow-up needed, the system will finish registering the person. An email will then be sent to the unit key 3 and the individual letting them know that they are registered as an active leader. This active leader status must be attained prior to attending summer camp.

All adults (age 18+) accompanying Scouts to resident camp must:

- Have current certification in Scouting America Youth Protection training, and
- Have all three PA Act 15 Clearances (dated within the last five years)
- Be registered with Scouting America prior to camp, with the exception for Cub Scout parents/legal guardians listed above.

This applies to any adults (age 18+) who are staying overnight and any adults who may not be staying overnight but are considered part of the unit's supervision ratio.

The policies above do not apply to short term visitors, such as a parent attending family campfire.

Units that rotate leaders during the session can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay only \$180. However, we will only provide one patch for the space.

CAMPSITE ARRANGEMENTS

No later than two weeks before camp, we will let you know your campsite assignment. We will do our best to accommodate any unit who identified needing electricity. If needed, please bring a 100-foot cord for CPAP machines. Electrical connections in campsites are for medical use only, and using these outlets to power coffee pots, charge cell phones, tablets, laptops, etc. is not permitted.

CORRESPONDENCE

All resident camp correspondence and registration materials should be sent to the Council Office. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to the May 31st deadline. Email service is available 24 hours a day for your convenience.

MEDICAL FORMS

All Scouts and leaders attending camp must have a current Scouting America Annual Health & Medical Report completed. This form is available online, and Parts A, B, and C (including a doctor's signature) are required. Please make copies for your pack or pick them up at the Susquehanna Council Service Center. Please use the most current version of each form. ***Older versions of the medical forms cannot be accepted.*** Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The pack's medical forms will be kept on file with the Health Officer for the session. They will be returned to the pack representative at the end of the session. Even if a leader is arriving late in the session, all efforts should be made to have that person's health history with the pack during check-in, so that the health officer can review the forms, even before the leader arrives. If a Scout or leader is arriving late to resident camp, and they were not able to give the health forms to the leader before camp, then they will need to give these forms to the Health Officer upon arrival in camp. Please keep a copy of each Scout's physical for the unit's records.

TRANSPORTATION & PARKING

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer – whether it is covered or uncovered – is against the policy of Scouting America, as well as poor judgment. Vehicles are not to be parked in the campsite during the session. Packs are encouraged to leave a trailer in the campsite to store gear, though one vehicle per unit will be allotted in the event a pack does not have a trailer. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Campmaster building during the session of camp, except those being used in campsites for storage purposes. These vehicles are not to be driven around camp, except when approved by the Camp Director. Pack vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and pack equipment. While driving in camp, please use four-way flashers and observe the camp speed limit of 10 miles per hour or less. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in without permission of the Resident Camp Director.



SCOUT PACKING LIST

WHAT TO BRING

We recommend that you check the forecast before packing to make sure that you are prepared for the week and make changes to the list as necessary.

Each campsite has tents, drinking water, picnic tables, flagpoles, bulletin boards, and access to a latrine.

- Medical Form (Parts A/B/C)
- Prescribed Medications
- Field Uniform
- Sneakers/Hiking Shoes (2 pairs)
- Socks & Underwear (for a week)
- T-shirts (5-7)
- Long Sleeve Shirt (1)
- Shorts (5-7)
- Long pants or jeans (2-3)
- Sweatshirt or Jacket (1)
- Swimsuit
- Towel
- Water Shoes (for lake)
- Sleeping Bag
- Pillow
- Hat
- Watch
- Sunglasses & Sunscreen
- Non-aerosol Insect Repellent
- Flashlight and Batteries
- Water Bottle
- Camping Chair (optional)
- Fishing Gear (optional)
- Notebook, pencil or pen
- Personal Hygiene Items (toothbrush, toothpaste, soap, shampoo, deodorant, brush)
- Pocketknife & Totin' Chit
- Spending Money
- Small Backpack or Daypack
- Personal First Aid Kit

RECOMMENDED FOR WILDERNESS SURVIVAL

- Internal or External Frame Backpack
- Plastic Ground Cloth
- Compass
- Matches in Waterproof Container

OLDER YOUTH PROGRAM PACKING LIST

WHAT TO BRING

These items are specific to activities in the Older Youth Program and should be packed in addition to the items mentioned on the previous page.

- Sturdy Hiking Boots or Trail Runners
- Backpack (50 - 65 liter)
- Pack Raincover
- 1 or 2 Person Tent or Hammock with Rain Protection
- Sleeping Bag in Waterproof Stuff Sack
- Sleeping Pad
- Inflatable Pillow (optional)
- Spork or Spoon
- Drinking Cup or Mug, Bowl
- Pocketknife
- Compass (if possible)
- Headlamp
- Two 1-Liter Bottles
- Personal Care Items (toothbrush, toothpaste, deodorant, shampoo, sunscreen, bug spray)
- Personal Medications in Labeled Pharmacy Vials
- Small Camp Towel
- Spending Money (for Souvenirs, optional)
- 3 Pairs of Hiking Socks
- 2 Pairs of Underwear
- 1 Pair Shorts
- 2 T-Shirts (preferably non-cotton) and 1 Long Sleeve Shirt
- 1 Pair of Hiking Pants (not denim)
- Camp Shoes (must be closed toe, i.e. Crocs) (optional)
- Hat (optional)
- Rain Gear



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WHAT TO DO WHEN YOU GET TO CAMP

ARRIVAL

Unit representatives will receive an email in late May to sign-up for an arrival time. We ask that units plan to have all participants arrive at camp before this scheduled time.

CHECK-IN

The first thing the unit should do at the scheduled time is report to meet their assigned unit guide in the parking lot. This unit guide will bring the entire unit to the check-in station to complete check-in and then proceed to medical re-check.

The unit representative should bring the following items to check-in:

- A completed roster reflecting the names of the Tiger, Wolf, Bear, Webelos and Arrow of Light Scouts
- Copy of signed Hold Harmless Agreements for Range Activities for each Scout wishing to participate at any time (merit badge/open program time) in these areas (can be found at <https://susquehannascouting.org/camping/camp-karoondinha/resident-camp/>)

The pack representative should bring the following items to medical re-check:

- All medical forms (Parts A, B, and C)
- Medications, if needed, with original label (prescription meds must have Scout's name printed on the label)

Everyone – youth and adult – must have a current health form (Parts A, B, and C). A buddy tag will be issued for each person with a health form.



THE CHECK-IN PROCESS AT A GLANCE

ARRIVAL TO CAMP

The unit representative will receive an email in late May to sign-up for an arrival time. The entire unit should plan to arrive at camp before this time and report to the front gate to begin the check-in process.

PACK GUIDE

Once at the front gate, you will meet with your unit guide. This guide will help direct you through the check-in process and will lead you on a camp tour.

CHECK-IN

The unit guide will first lead your unit to check-in. This will include roster verification, and ensuring additional paperwork such as Outdoor Program permission forms, and additional adult registration paperwork is turned in. You will also pick up armbands, schedules, and any other information from camp here.

CAMP TOUR & PACK PHOTOGRAPH

The unit's photograph will be taken at the Camp Karoondinha sign at the entrance before beginning the registration process. On Saturday, each unit will be lead on a camp tour by their unit guide. There are a couple of required stops on the camp tour – the Aquatics area (for swim checks) and the Dining Hall (where you will learn about the waiter system).

SUNDAY NIGHT CAMPFIRE

Your unit will meet the resident camp staff at the opening campfire. Scouts and leaders should wear their Field Uniform shirt (commonly referred to as Class A's).



CAMP TOUR

Upon arriving and checking in on Sunday afternoon, the unit guide will meet their assigned unit at the entrance gate. The unit guide will take the unit on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the unit has communicated and cleared completing swim checks prior to camp with the Aquatics Director, they still must visit the Aquatics area for safety procedures. Units will then be taken to their campsite. The unit guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the unit guide will note it and report it. The unit guide will also report the number of tents in the site to ensure that each person has a place to sleep. This is a good time to get settled and prepare for lunch and afternoon program.

UNIT PHOTOGRAPHS

Before entering camp, the unit will organize for a group photograph. Scouts and leaders should be in their Field uniforms whenever possible for their unit photograph. It is a good idea to have the unit arrive at camp already dressed to help save time and keep the check-in process moving. These 8-by-10-inch photographs will be available for purchase in the Trading Post for \$10.

RANGE ACTIVITIES MEETING

A meeting for all Scouts participating in ANY Range Activities merit badge or activity during the week are required to attend a safety briefing on Sunday after check-in at 4:30 PM at the Lakefront Pavilion.

LEADERS MEETING

A meeting of key leaders will be held at 6:15 pm on Sunday at the Lakefront Pavilion. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the session. Also, an opportunity will be provided to answer questions. In addition, a leaders' meeting will be held each morning after breakfast. At this meeting, unit representatives will get the opportunity to ask questions, and get updates on any special events going on in camp.

QUARTERMASTER

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster. The Quartermaster is located behind the Trading Post. Items such as tools and cleaning agents, and toilet paper are available for check-out. All tools and unused cleaning products must be returned – clean and in good condition – before the unit checks out. Units are welcome to bring their own items (as listed above) from home.

TENTS

Generally speaking, all units will be housed in standard two-person wall tents. These tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters have four bunk beds. If your unit wants to bring its own tentage to camp, this is permitted but not encouraged.

Two-deep leadership rules still apply, and adults cannot stay in tents with Scouts. If your unit chooses to bring its own tents, please be sure that you communicate this to the Resident Camp Director at least a week before the start of the unit's arrival at camp, as space for these tents can become a consideration. Camp tents should not be moved for any reason.

DAILY SCHEDULE

Each day follows the same schedule shown to the right. The schedule may vary on the days the unit checks in and checks out. On the first night of the resident camp session, the evening activity is a camp wide campfire at Thunderbird, starting at 7:30 pm. Everyone in camp is asked to attend and wear his or her Scout uniform.

Resident Camp Daily Schedule	
7:00 AM	Reveille
7:45 AM	Waiter's Call/AM Flags
8:00 AM	Breakfast
9:00 AM	AM Activities Sessions
12:20 PM	Waiter's Call/Assembly
12:30 PM	Lunch
1:30 PM	PM Activities Sessions
5:15 PM	Unit Free Time
5:45 PM	Waiter's Call/PM Flags
6:00 PM	Dinner
7:30 PM	Evening Program
10:00 PM	TAPS/Lights Out

UNIFORM

The official Cub Scout Field uniform shirt is recommended for wear by both youth and adults while in camp. This uniform – commonly referred to as Class A uniform – is encouraged to be worn to breakfast, supper, campfires and Sunday's Scouts' Own service. The Activity Uniform – commonly referred to as the Class B uniform – consists of a Scouting t-shirt (whenever possible) and may be worn at all other times during camp.

Since the Field Uniform is worn so much, here are a few tips to help it stay fresh longer:

- Don't wear it at times when it does not have to be worn; change clothes after breakfast and supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.

It is a good idea to have several pairs of socks and undergarments to avoid wearing the same pair all session.

DINING HALL

With everyone visiting three times a day, the Dining Hall is the most popular place in camp. Before each meal, packs line up in formation on the parade ground outside of the Dining Hall. A member of the staff will take roll call of the packs, lead grace, and at the morning and evening meals, lead the flag ceremony. Scouts and leaders should wear their Field uniform to breakfast to raise the colors and at supper to retire the colors. Scouts and Leaders will be divided into two lines and enter the dining hall in an orderly fashion and proceed to their assigned tables. Note that each pack will eat at the same table(s) during their stay at camp. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the Dining Hall Steward. The waiter system is used in the Dining Hall for setting the tables and cleaning up after meals. It is important to stop at the Dining Hall during the camp tour for a demonstration of how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food that we have available. Dietary supplements should be brought from home for specific dietary requirements. Before every meal, a member of the Camp Karoondinha staff will lead the camp in giving thanks. The Camp K Grace is often said. It is recommended that Scouts learn this, so they will be able to join in.

CAMPFIRES

Campfires bring out the spirit and fun of camp. We have two campfires planned for resident camp. The first night (Sunday) will feature a grand opening campfire. It will kick off the session with an exciting beginning.

Songs, cheers, stunts, and the chance to meet the camp staff will be just a few of the treats in store. On Friday night, we will have a closing campfire with songs and skits done by our units in attendance. Awards and many neat activities are also planned for this campfire. All campfires will start at 7:45 pm and should conclude around 9:00 pm.

TRADING POST

The Trading Post – located near the entrance to camp – stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted.

Trading Post Hours	
Sunday	12 PM – 7 PM
Monday	9 AM – 12 PM 1 PM – 5:30 PM 7 PM – 9 PM
Tuesday	9 AM – 12 PM 1 PM – 5:30 PM After Chapel – 9 PM
Wednesday	9 AM – 12 PM 1 PM – 10 PM
Thursday	9 AM – 12 PM 1 PM – 5:30 PM 7 PM – 9 PM
Friday	9 AM – 12 PM 1 PM – 7 PM
Saturday	9 AM – 11 AM

FISHING

Fishing is a popular activity with many Scouts at Camp Karoondinha. Please bring your own equipment for out of session fishing. You may not fish off the dock and on the southern bank of the lake for the safety of our boating program. Fishing can take place on the north, east and west banks of Faylor Lake. The fishing program at Camp Karoondinha is strictly a catch-and-release program.

LOST & FOUND

Lost and found areas are located at the Trading Post and Dining Hall. If you lose something during the session, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. At the end of resident camp, all lost and found items will be boxed and stored until summer camp ends. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and pack number.

POSTAL MAIL & MESSAGES

Scouts may receive mail at camp. Please be sure to include the Scout's pack number on all mail; this will make it much easier to route the mail to the proper recipient. Also include a return address on all mail in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the day the pack checks into camp. For such a short session as resident camp, it is recommended that parents mail their letters about five days before the Scout arrives. A letter or postcard can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured.

Mail Example:
 Scout's Name
 Unit #, Campsite Name
 Camp Karoondinha
 225 Thomas Dam Road
 Millmont, PA 17845

VISITORS

Visitors should park in the parking lot, check-in at the Campmaster building, and then walk to the campsite area. If desired and adequate space is available, visitors may eat in the Dining Hall with advanced notice to the camp. Visitors may purchase tickets for their meal from the Trading Post as they enter camp. The meal price \$14.00 for breakfast, \$16.00 for lunch, and \$18.00 for dinner, and the meals are served on a regular schedule. Seating space can be a concern for visitors as packs have assigned seating, so visitors should be prepared to be at the back of the line and expect to sit in an area apart from the pack as space allows. Visitors at any time should check in and out at the Campmaster building. There are no facilities at Camp Karoondinha to allow visitors to stay overnight.

SAFETY

While we want every Scout to have a fun and exciting stay at resident camp, safety is the top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Camp Karoondinha has an emergency alarm system. This system will be explained at the leaders' meeting on the first day you are in camp, and a test of the system will be conducted on the first day.

Under no circumstances shall equipment or devices with flames of any kind be used in any tent or adirondack. Flashlights or battery-powered lanterns – which do not pose the threat of fire or asphyxiation – are the only acceptable light for use in tents.

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the pack and not placed in fireplaces or trash cans, as they may explode when heated.

IN CASE OF ACCIDENT OR EMERGENCY

Camp Karoondinha has a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In addition, Camp Karoondinha has a working arrangement with physicians in the area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If a trip to a hospital is required, we ask that one of the Scout's leaders, along with another adult, drive the Scout to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries. At the medical re-check, the camp reserves the right to refuse admittance to any Scout or leader who, in the opinion of the Camp Director and Health Officer, has any physical or medical problem that could present a hazard to themselves or others. If a Scout or leader has any special medication, it may be kept in the Health Lodge. For the safety of all camp, all medications must be kept locked up in the campsite. Only certain medications may be turned in to the health lodge at medical re-check, in which case, they will be maintained and distributed through the Health Lodge. If the unit leader is handling medications in the campsite, you must supply an appropriate, lockable container and medications must remain under the control and supervision of an adult. The only exceptions to these rules are for emergency medications, such as asthma inhalers or EpiPens. Other situations and circumstances should be brought to the attention of the Health Officer at medical re-check. Under no circumstances should medication be kept in locked vehicles. Most medications must be stored at, or near, room temperature, or according to manufacturer's recommendations. The extreme temperatures in vehicles may alter the beneficial effects of the medication.

DISCRIMINATION POLICY

It is the policy of Camp Karoondinha to not discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. Camp Karoondinha will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of

the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

THE BUDDY SYSTEM

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency.

The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

- The adult unit leadership oversees and approves buddies.
- Buddies are two and can also be three to prevent youth members from being alone.
- A buddy pair cannot be mixed gender, where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting. When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.



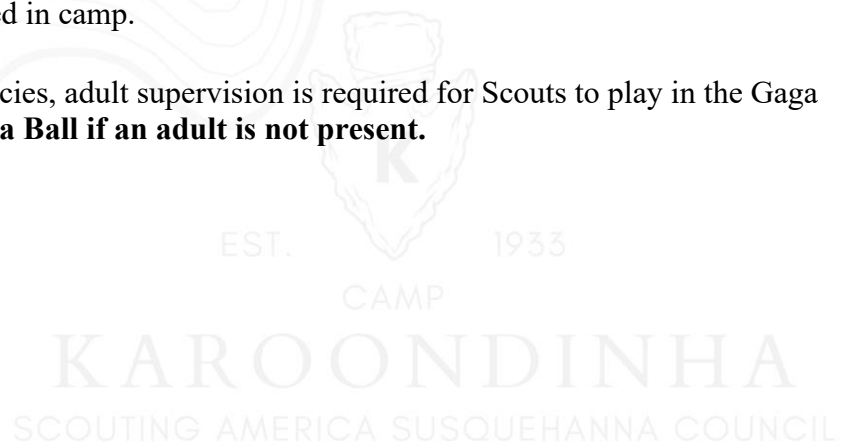
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CAMP RULES & HINTS

- No riding in the back of trucks.
- Throwing things at camp, like rocks and sticks, is not permitted.
- Running in camp should be limited to the open fields and play areas. Camp Karoondinha does not have many flat or level areas on which to run. Roadways and paths are not designed for running.
- No open-toed shoes like flip flops or sandals except in the shower facility.
- The buddy system is where Scouts group together in groups of a minimum of two Scouts. These Scouts then stay together at all times when they are not in the campsite. The buddy system should be used during every meeting, outing, and camping trip. The buddy system is one of the ways to ensure that all Scouts are accounted for and is a very important Barrier to Abuse. **Please see the additional information on the buddy system on the previous page.**
- Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before.
- Any campfire started in the campsite should be completely extinguished before leaving the site for any reason. Unattended fires in camp can be very dangerous.
- Try to keep knife use to a minimum. Open knives in crowded areas and walking with an open knife pose great dangers. Individuals who have knives should be considerate of others and use those knives safely. Sheath/fixed-blade knives are not permitted at camp.
- Please do not cut live trees, no matter how big or small they are. Walking sticks may be made from limbs or trees that are already dead and down. Please do not disfigure the trees, bushes, or shrubs.
- If you dig holes for any reason, please fill them up when you are finished. Leaving open holes in activity fields and campsite areas pose a tripping hazard.
- Please do not hang wet clothes inside your tent. Also, do not attach clothes lines to the tent, as these put stress on the tent and can cause it to fall.
- Clothes lines in campsites should be hung with colored or white cord and as high off the ground as possible to avoid Scouts or leaders walking into them. Please remove any clothes lines that you hang up before leaving camp.
- No pets are allowed in camp.
- Alcoholic beverages are not permitted in camp.
- Firearms are not allowed in camp.
- To align with Scouting America policies, adult supervision is required for Scouts to play in the Gaga Ball area. **Scouts may not play Gaga Ball if an adult is not present.**



WHEN IT'S TIME TO GO BACK

COMING & GOING

The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Campmaster building. Scouts who are leaving camp early will need to check out at the Campmaster building with our staff, while being accompanied by an adult from the pack, to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00 pm. If there are concerns of an individual Scout's well-being and protection, the pack representative should contact the Resident Camp Director.

CHECK-OUT

The check-out procedure will begin on the last day of each session and should be completed before 10:30 am. Any unit with special check-out considerations should make plans through the Program Director or the Resident Camp Director. Health forms will be returned to each unit after breakfast at the Health Lodge. After breakfast, the pack will return to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment.

THE CHECK-OUT PROCESS AT A GLANCE

PAPERWORK

Directly after breakfast, a leader from each unit should make their way to the Health Lodge to obtain their unit's health forms and any stored medications. Review this before you leave to make sure that it is all correct, and that it all belongs to your unit.

CAMPSITE

Return to the campsite. Pack up all your gear and clean up the site one last time. Remember that other units will be using this site in future sessions.

TRASH

Bag up all trash and take it to the edge of the road to be picked up.

QUARTERMASTER

Return any borrowed equipment before you leave camp.

ALL THE STUFF TO DO WHILE AT CAMP

SUNDAY EVENING CAMPFIRE

This campfire is put on by our camp staff as a way to introduce Scouts and leaders to our camp staff. Due to the nature of the program, Scouts BSA Scouts don't get to interact with all of the members of the staff while at resident camp, so this is a great opportunity to learn who everyone is! All units will meet at the pool at 7:30 pm to learn Aquatics safety, and from there will form a line to enter Thunderbird for the campfire.

TUESDAY'S SCOUTS' OWN SERVICE

On Tuesday evening at 6:45 pm, units will gather at the Welcome Center and will be led by staff to our Chapel for the Scouts' Own service. This non-denominational service will be less than 30 minutes long, and will allow Scouts to do their Duty to God and practice the twelfth point of the Scout Law: being reverent. Please dress in the Field Uniform for this activity. A collection for the World Friendship Fund will be taken at this time.

WEDNESDAY'S ORDER OF THE ARROW CEREMONY

On Wednesday evening, our council's Order of the Arrow (OA) will perform their annual call-out ceremony for units in attendance that week or visiting camp for the evening. The OA is an honor society of Scouting America, composed of Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives as elected by their peers.

FRIDAY EVENING CAMPFIRE

This campfire is put on by the units in attendance during that week. All units will meet at the main entrance to Thunderbird and will be led into the campfire by camp staff. This campfire will recognize the accomplishments of the Scouts and units during the week. This campfire is open for families to visit camp and attend along with their Scout and their unit.

ADVANCED ARCHERY

Are you a top-notch archer? Find out this summer at the archery range. Advanced Archery allows you to use your archery skills to practice on new and more challenging targets. This is a way for Scouts to move to the next level with their archery skills.

SCOUTING AMERICA MILE SWIM AWARD

Test your swimming skills by going the extra mile with the Mile Swim. This challenging event will test and enhance your swimming skills. Make it a goal for camp this summer. The Scouting America Mile Swim is held each week during Scouts BSA Camp.

SCOUTING AMERICA STAND UP PADDLEBOARD AWARD

Did you ever want to walk on Lake Faylor? Stand up paddleboarding is the next best thing. The Scouting America Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding on calm water, including skills, equipment, self-rescue, and safety precautions.

This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

CAMPWIDE GAMES

Get ready for a thrilling Campwide Games event on Friday afternoon! This exciting activity will challenge Scouts to test their skills across a variety of camp areas, including Range Activities, Scoutcraft, Handicraft, Ecology, First Aid, STEM, Aquatics, and more. Each station will feature unique challenges that put your scouting knowledge and abilities to the test.

To participate in Archery, Rifle, and Shotgun, remember to have a Range Activities Hold Harmless Agreement on file. The games will culminate in the ultimate test of endurance and skill: the Iron Man Challenge (see below)! Will you rise to the occasion and earn the title? Don't miss out on this afternoon of friendly competition and adventure!

CLEAN SWEEP AWARD

A Scout is Clean and Helpful. We ask that each unit help keep Camp Karoondinha clean by keeping their campsite clean. Duties may include fire duties, trash pickup, checking tent flaps, cleaning the campsite latrine, etc. The SPL will verify that all duties have been performed in a timely and correct manner. Mid-morning, the Camp Commissioner will make their rounds to verify units are living up to the ideals of the Scout Law. At the end of the week, the top three campsites will be presented with the Clean Sweep Award.

HONOR AWARDS

We are now offering three different Honor Awards: one individual award, one patrol award, and one unit award.

- **Silver Bay Honor Camper**
 - Named for one of the first American Scout camps, the Silver Bay Honor Camper award has individuals set and obtain goals during their week at resident camp. Scouts will follow the Patrol method for this award, as individuals will review their award with their Patrol Leader to be signed off.
- **Seton Honor Patrol Award**
 - Named for Ernest Thompson Seton, co-founder of the Boy Scouts of America (now Scouting America), this award has patrols work together through the patrol method during their week at resident camp. Scouts will follow the Patrol method for this award, as Patrols will review their award with their Senior Patrol Leader to be signed off.
- **Baden-Powell Honor Unit Award**
 - Named in honor of Lord Baden-Powell, the founder of the Scouting Movement, this award gives units the opportunity to take on meaningful tasks throughout the week. To earn it, units must volunteer to clean a bathroom or shower house at least once, participate in an inter-unit activity, and complete a camp improvement project, such as trail maintenance or a conservation effort. The Senior Patrol Leader is responsible for making sure these tasks are completed and will need to have the Scoutmaster sign off on the form.

IRON MAN COMPETITION

Individuals and teams will compete in strength, agility, and quickness challenges. This event will be the closing event of our Campwide Games on Friday afternoon.

RAFT RACE

During Campwide Games on Friday afternoon, there will be a Raft Race held on Faylor Lake, weather permitting. In order to participate, Scouts and/or leaders must have obtained the "Swimmer" classification during swim tests. See rules on the next page.

RAFT RACE RULES

MATERIALS

Please see 8 and 10 for Raft materials.

RULES

1. Race will be around a race course marked by buoys.
2. All participants must act in a safe and responsible manner.
 - a. No horseplay will be tolerated, on or off shore.
 - b. Once on the water, all crew members are required to stay on the raft at all times
 - c. If a crew member falls off their raft, crew must immediately return back to the shore.
 - d. Re-boarding of raft is only permitted at shoreline.
3. BSA Safe Swim Defense and Safety Afloat principles will be followed.
4. PFDs SHALL BE WORN IN WATER OF ANY DEPTH AT ALL TIMES.
5. All rafts must include a mast with a minimal height of 6ft. Masts can be used for decoration or include a workable sail.
6. ALL RAFTS MUST INCLUDE A FLAG WITH TROOP NUMBER/PATROL NAME INCLUDED.
7. All rafts must be assembled prior to the start of the raft event.
 - a. Paddles and PFDs will be provided. Patrols may bring their own if desired.
8. Flotation for all rafts may only be provided by:
 - a. Inner tubes
 - b. Styrofoam noodles, other Styrofoam panels, blocks, etc.
 - c. Plastic drums/ containers, such as 5-gallon buckets with lid
 - d. Milk Jugs, 2-liter bottles, etc.
 - e. Coolers, plastic storage bins
 - f. SonoTubes
 - g. PVC pipe & fittings
9. Scouts must sit on a platform above their selected flotation that keeps them entirely out of the water.
10. Platform must accommodate two scouts. Platforms may be built from the following materials: Wood, Paper (not recommended), PVC
11. All materials will be inspected prior to race to assure absence of safety and environmental hazards.
 - a. Any material considered a safety hazard for crew members shall not be used i.e. sharp objects or sharp corners etc.
 - b. Any material considered an environmental hazard for the lake shall not be used:
 - c. Flotation containers and platform materials must be completely clean and empty.
12. Each raft must have a crew of 2 patrol members for the race.
 - a. EACH CREW MEMBER MUST BE A BSA SWIMMER.
 - b. Swim Tests that were completed in the past 12 months and can be verified by the presentation of the summer Camp Buddy Tag, will be honored.
 - c. If a team cannot provide enough swimmers, Scouts from another unit can be used.

SUGGESTIONS

- Bring a supply of towels and a change of clothes, you WILL get WET!!
- Most importantly... have FUN!!!

PAUL BUNYAN WOODSMAN AWARD

Have you ever wondered what it was like to live like Paul Bunyan in the American Frontier? The Paul Bunyan Woodsman Award will be offered this year at the Scoutcraft Area! Think of it like an Advanced Totin' Chip program. Participants will get hands-on experience learning how to use various woods tools and will spend time working on a conservation project at camp. Participants must arrive to camp having already earned the Totin' Chip and should bring a long sleeve shirt and pants (such as work jeans and shoes).

POLAR BEAR SWIM

Attention early risers! The Polar Bear swim is held during each Scouts BSA session, beginning with calisthenics followed by a quick dip in the pool. Be sure to bring a towel and warm clothes for after the swim. It's not called Polar Bear for nothing! We hope to see you there.

CIT PROGRAM

The Camp Karoondinha Counselor-In-Training program is for Scouts, Venturers, and/or Sea Scouts who are ready to take the next step in leadership by learning how to counsel other Scouts in a fun, outdoor environment. Participants must be 14 years old before the start of camp and Scouts must have earned at least First Class rank (if enrolled in the Scouts BSA program).

The CIT program allows half the day for the Scout's own advancement and half the day for training, observing, and developing instructional techniques under careful guidance. CITs are exposed to as many program areas as possible, and some camp support areas as well. Each CIT is paired with a staff member mentor who will serve as a guide and resource throughout the experience. CITs are encouraged to stay with their unit when the unit is in camp so that their leadership is available to the unit while at summer camp.

CAMP STAFF

One of the ultimate Scouting experiences: Summer Resident Camp Staff. Open to young men and women age 15 and over, resident camp staff is where bonds are made that last a lifetime. Staff members are paid to share their knowledge, skills, and years of Scouting experience with a new generation. Staff positions are available for older youth and adults in every program and support area. For more information, contact the Camp Director at susq.camp.k@gmail.com.



NHA
NNA COUNCIL

DUTY TO GOD PATCH

This exclusive Scouting America Susquehanna Council Duty to God patch is brought to you by the Council Religious Relationships Committee encourages youth and adults to learn about and participate in religious programs while at Summer Resident Camp, reinforcing the spiritual component of Scouting and promoting its values.

SCOUTS BSA YOUTH REQUIREMENTS

1. Be a resident Camper
2. Attend Sunday Service
3. Read a text from your religious book.
4. Say a prayer at any mealtime or during the day throughout the week, or weeks for staff.

SCOUTS BSA LEADER/ADULT STAFF REQUIREMENTS

1. Be a resident Camper
2. Attend Sunday Service
3. Read a text from your religious book.
4. Say a prayer at any mealtime or during the day throughout the week, or weeks for staff.
4. Help teach how and when to pray to 2 or more Scouts.

The form listing these requirements can be obtained at camp at the Trading Post. Once you have completed the requirements and gotten the proper signature, please return the form to the trading post to purchase your Duty to God Patch for \$2 (one patch per year per person).



KAROONDINHA
SCOUTING AMERICA SUSQUEHANNA COUNCIL

PROGRAM INFORMATION

SESSION OFFERINGS

Camp Karoondinha is proud to offer programs for Scouts of all ages! First-year campers often enjoy our Trail-to-Eagle program, Scouts of all ages enjoy our merit badge program, and older Scouts enjoy our revamped Trades Experience and new Older Youth programs. We offer training courses and special activities for adult leaders, and open programming in the evenings with come-and-go activities for Scouts and adult leaders alike! Detailed descriptions of each program are included later in the guide.

Per Scouting America policy, all merit badges are available to be taken by any Scout. However, the physical or mental demands of some of our programs are more suited toward Scouts of a particular age, maturity, or skill level. In this guide, you will see our recommendations for which merit badges and programs are recommended for younger Scouts, older Scouts, or all Scouts. Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet maturity and skill level requirements for all sessions. **Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again.** This allows every Scout the opportunity to participate in the program.

Some programs have age restrictions, prerequisites and other requirements that cannot be completed at camp.



TRAIL-TO-EAGLE

SCOUT → TENDERFOOT → SECOND CLASS → FIRST CLASS → STAR → LIFE → EAGLE

For any Scout, summer camp spells out the ultimate adventure in Scouting! Picture this: you're diving headfirst into the wilderness, trying out new skills, and bonding with your fellow Scouts. It's like stepping into a whole new world of excitement and exploration.

Now, imagine being a first-year Scouts BSA Scout at Camp Karoondinha. You're part of something special called the Trail-to-Eagle (TTE) program, tailor-made just for you. Here, you'll dive into all sorts of cool activities, from tying knots like a pro to mastering the art of building a campfire. Plus, there's hiking, swimming, and even learning how to handle an axe and pocketknife (safely, of course!).

What's awesome about our schedule is that it's like a double dose of fun! You get to pick whether you want to rock the morning sessions (9 am to 11:15 am) or hit up the afternoon adventures (2 pm to 4:15 pm). And don't worry, there are plenty of other activities to fill up your day, like earning merit badges and exploring all the cool stuff Camp Karoondinha has to offer.

Throughout the week, you'll be leveling up your Scout skills. Think about it: you'll be well on your way to earning badges like Scout, Tenderfoot, Second Class, and First Class. But hey, it's not all about badges and ranks. The main goal here? Having a blast and leaving camp with a ton of awesome memories and a newfound love for everything Scouting has to offer!

Scouts will practice skills at TTE, but ultimately it remains the Scoutmaster's responsibility to sign off on completion. An adult leader is required to be present from each unit with scouts participating in the TTE program. This is to ensure proper verification of skills. A record of all skills completed will be given to each unit at the end of the week.



TRAIL-TO-PHILMONT

TRAIL TO PHILMONT: PREP WEEK 2026 - NEW FOR 2026!

From Millmont to Philmont

Gear Up. Bond Strong. Blaze Ahead.

Your Philmont adventure starts here. Before you set foot in the Sangre de Cristo Mountains, take the first step on the Trail to Philmont—a week of hands-on training, crew-building, and unforgettable memories. July 5 to 11, 2026 at Camp Karoondinha

What's on the Trail:

- **Backcountry Basics:** Master Philmont essentials—bear bags, trail cooking, water purification, and campsite setup.
- **Gear Shakedown:** Fine-tune your pack, test your boots, and hike with confidence.
- **Crew Cohesion Challenges:** Build trust and teamwork through games, scenarios, and leadership rotations.
- **Trail Talks:** Hear stories and tips from Philmont alumni who've walked the trail before you.
- **Mind & Muscle Prep:** Train your body and fuel your spirit for the rugged beauty ahead.

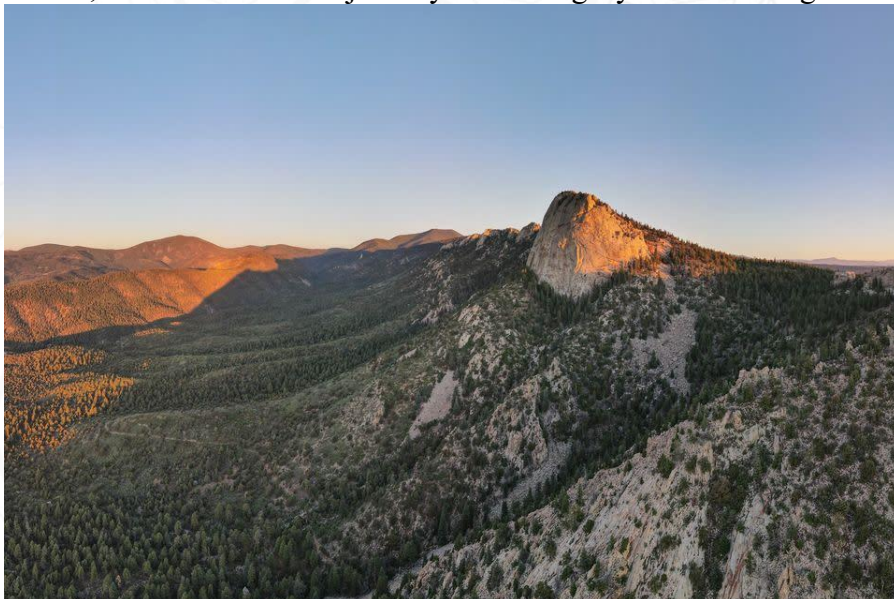
Why It Matters:

Philmont isn't just a destination—it's a transformation. Trail to Philmont ensures every Scout arrives not just ready, but trail-tough, crew-connected, and mission-minded.

Trail to Philmont is **July 5 to 11, 2026** in preparation for:

- **Three Prep Hikes – Friday thru Sunday (must attend 2)**
- **12 day trek plus travel to and from – June, 2027**
- **Cost and Travel To Be Finalized (the Trek itself is \$1780)**
- **Crew Consists of 9 Youth scouts and 3 Adults from across the Council**

From Millmont to Philmont, this is more than a journey—it's a legacy in the making.



KSERVATION

KSERVATION: BUILD THE CAMP. PROTECT THE FUTURE. NEW FOR 2026!

Ready to go beyond earning merit badges and leave your mark on camp? Kservation is a four-day, hands-on conservation experience designed for Scouts who want to *give back*, get their hands dirty, and make a real impact.

Set across 400 acres of Camp Karoondinha, this program puts you on the front lines of environmental stewardship and Leave No Trace. You won't just learn about conservation—you'll *do it*.

Work alongside staff to:

- Build and restore real trails used by future Scouts
- Safely handle and maintain professional trail tools
- Shape the land using wood, soil, and stone
- Identify and fix trail hazards
- Rough-cut new paths and bring them to life with finishing and naturalization techniques

This is more than a class—it's a chance to earn conservation hours, develop practical outdoor skills, and leave a lasting legacy on camp.

Be prepared to work hard. Long pants are required, and you'll be outdoors in all types of weather. But what you build here will last long after the week is over.

If you're ready to make a difference, Kservation is calling.



EVENING ACTIVITIES

Camp Karoondinha is proud to offer an expanded list of programming in the evenings – there’s always something to do after supper! A final evening program will be distributed at camp.

Chapel
Cracker Barrel
Fly Fishing
Free Swim
Frog Hunt
Game Night
Karaoke
Kickball Game
Knotmaster Program

Muzzleloader
OA Call-Out Ceremony
Open Nature
Open STEM
Pioneering Competition
Tie-Dye & Paracord Crafts
Trivia
Wilderness Survival Outpost

LEADER’S TRAINING & ACTIVITIES

TRAININGS

A survey will be administered in conjunction with April’s Leaders meeting to determine interest in potential trainings for leaders to be completed at resident camp. Potential trainings may include:

- Merit Badge Counselor training
- New Member Coordinator training
- Safe Swim Defense
- Climb on Safely
- Paddle Craft Safety
- Leave No Trace Training
- Coffee Drinking Merit Badge
- Working with Scouts with Special Needs
- Trek Safely
- Napping Merit Badge
- Safety Afloat
- American Red Cross First Aid & CPR/AED training

FREE COFFEE!!!

It is no secret that caffeine keeps our unit leaders going during their week-long stay at camp! For your convenience, coffee and tea are available every morning beginning at 7:00 AM and throughout the day in the dining hall. Stop by and fill up your cup to keep up with those Scouts all day long!

LEADERS SOCIAL & SCOUT LEADER COOK-OFF

On Thursday at 8:00 PM, we will be hosting a special event, the Leaders Social & Cook-off in the Lakefront Pavilion. The Leaders Social will offer a fantastic opportunity for leaders to unwind, socialize, and share some quality time with our esteemed camp administration. It promises to be a delightful gathering filled with camaraderie and good cheer! You will also have the chance to showcase your cooking prowess, and as the culinary battle heats up, only one unit can walk away with the prestigious Camp Karoondinha Scout Leader Cook-off apron! This year's theme is **Backwoods Breakfast Battle!** *Everything breakfast, but cooked outdoors—skillet scrambles, hash, cinnamon rolls, breakfast pizzas.*

UNIT LEADER ACHIEVEMENT AWARD

The Camp Karoondinha Unit Leader Achievement Award, a.k.a. Scoutmaster Merit Badge, recognizes the tremendous contribution adult leaders make to the camp and the Scouts in attendance. To qualify for the award, an adult leader will complete a variety of tasks during their week-long stay at camp. These tasks may include things like general upkeep around camp, assisting in program areas and/or the kitchen, and more!

UNIT LEADER STEP CHALLENGE

Get ready for an energizing challenge during each week of our summer camp! We are thrilled to announce the Steps Challenge for Leaders, an exciting opportunity for all our leaders to showcase their walking prowess and lead by example. Starting Sunday at 6:00 pm and concluding on Friday at 12:00 pm, participants will be tracking their steps throughout the week. The leader who records the most walking steps during this period will be honored with the prestigious Camp Karoondinha Step Master Award. It's a chance to not only stay active and healthy but also inspire others through their dedication to fitness. So put on your walking shoes and get ready to step up for the challenge of a lifetime! Let's see who will claim the title of Step Master for each week of camp!

SESSION ASSISTANCE

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge – or offer one not on the schedule – please e-mail the Program Director (amandaklebo@gmail.com). They will discuss details such as prerequisites, material needs, session times and capacity. The adult must be an approved merit badge counselor in the council to offer a merit badge opportunity to Scouts. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

Also, adults are needed to help with transportation for field trips for the Older Youth Program sessions. Please contact the Program Director for more information.

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2026 PROGRAM SCHEDULE

	PERIOD 1 Monday - Thursday 9:00 - 10:05 AM	PERIOD 2 Monday - Thursday 10:15 - 11:30 AM	Open Program Monday - Thursday 11:35 - 12:00 PM	PERIOD 3 Monday - Thursday 1:15 - 2:20 PM	PERIOD 4 Monday - Thursday 2:30 - 3:35 PM	PERIOD 5 Monday - Thursday 3:45 - 4:50	Open Program Monday - Thursday 4:55 - 5:15 PM	PERIOD 6 Friday 9:00 - 12:00 PM
Aquatics (Lake)	Kayaking Small Boat Sailing Swimming (M-F)	Canoeing Rowing Swimming (M-F)	Open Program Instructional Swim Mile Swim	Stand Up Paddleboard Swimming (M-F AM)	Canoeing Rowing ARC Lifeguard (Pd 4 & 5) Lifesaving	Kayaking Small Boat Sailing	Open Program	Stand Up Paddleboard Swimming (M-F) Mile Swim
Aquatics (Pool)	Bird Study Geology Kseration	Environmental Science Nature	Open Program	Plant Science Reptile & Amphibian	Environmental Science Nature	Reptile & Amphibian Geology	Open Program	Fish & Wildlife Mgmt Mile Swim
Ecology	Game Design Leatherwork	Photography Woodcarving	Open Program	Bakery Photography	Game Design Woodcarving	Art Pottery/Sculpture	Open Program	Textile
Handicraft	First Aid Archeology Rifle Shotgun	Emergency Preparedness Archeology Rifle Shotgun	Open Program	First Aid Archeology Rifle Shotgun	Emergency Preparedness Archeology Rifle Shotgun	First Aid Archeology Rifle Shotgun	Open Program	Fire Safety Advanced Archery Pistol
Health & Safety	Archeology Rifle Shotgun	Archeology Rifle Shotgun	Open Program	Sign, Signals, and Codes	Wilderness Survival	Orientation	Open Program	Scouting Heritage
Range Activities	Geocaching Camping	Fishing Pioneering	Open Program	Chemistry Electronics Engineering Home Repairs	Paul Butyan	Composite Materials Engineering Model Design & Building	Open Program	Scouting Heritage
Scoutcraft	Animation Drafting Woodworking	Architecture Energy Space Exploration	Open Program	Graphic Arts Robotics Woodworking	Graphic Arts Robotics Woodworking	Composite Materials Engineering Model Design & Building	Open Program	Animation Programming
STEM	Welding	Plumbing	Open Program	Home Repairs	Electricity	Fram Mechanics	Open Program	Animation Programming
Trades	Welding	Plumbing	Open Program	Home Repairs	Electricity	Fram Mechanics	Open Program	Animation Programming
Trail-to-Eagle	Tenderfoot	Second Class	Open Program	Tenderfoot	Second Class	First Class	Open Program	Animation Programming
Trail-to-Philmont	Weeklong Program							

PREREQUISITIES & “BE PREPARED”

Prior to coming to camp, it is necessary for each scout to complete or be prepared to complete the work on selected requirements for most merit badges (MB). Those requirements are categorized into one of two categories:

1. Prerequisite requirements (complete before camp) and
2. “Be Prepared” requirements (do or prepare before camp). The expectations for those two categories are described below.

Scouts are strongly encouraged to use the current merit badge pamphlet for the MB as a resource to prepare for completion of all requirements. The pamphlets are available from another scout, a troop library, the council’s scout store, and on-line download (at scoutshop.org). Prior to attending camp, the Scout must review the most current requirements for each MB available at this link.

PREREQUISITE REQUIREMENTS

Before the scout attends camp, the expectation is for the scout to complete the requirement. The scout must bring evidence of completion, such as a card or certificate (like for the Totin’ Chip), certification from the SM, or, in many cases, initials of a MB counselor on a blue card for the requirement.

If the scout has not completed the requirement before camp it may prevent the scout from participating further in that MB activity at camp. In select cases, at the discretion of the MB counselor, when the scout has not completed the requirement before camp and are allowed to still participate in that MB activity, they will not be able to complete that requirement and will receive a partial completion of requirements for the MB.

“BE PREPARED” REQUIREMENTS

Before the scout attends camp, the expectation is for the scout to do the work to prepare to complete the requirement. It is required homework. This helps the scout prepare for the best experience. Examples of such requirements are:

- research,
- learn the required information,
- take notes,
- prepare something in writing,
- visit a place or location.

Thus, the scout is prepared to perform the final step at camp to complete a requirement by “showing their stuff” to the counselor. The preparation is so that the scout can demonstrate to his counselor upon arrival at camp, without any additional time or instruction, that he is able to meet the requirement as stated, such as being able to:

- Verbally discuss
- Verbally explain
- Verbally describe
- Present the required information (such as a list)
- Submit information in writing
- Provide a drawing, sketch, plan, etc.

If the requirement states “with counselor’s approval”, the scout must obtain the SM’s approval, instead of a counselor, that what the scout plans to do will meet the requirement (this applies only to the “Be prepared” requirements for camp). The Scout may want to bring their work on some or all “Be prepared” requirements in writing to camp to use for any discussion required to complete the requirement and reduce the time needed for the scout to complete the requirement at camp.

In most cases, if the scout is not prepared to complete the requirement upon arrival, they will not be able to complete that requirement and will receive a partial completion of requirements for the MB. In some cases, if the scout is not prepared, at the discretion of the counselor, the scout may be allowed to do the work during camp to prepare for completion of the requirement and make special arrangements for completion of the requirement at camp.

RATING

The rating for each merit badge is the suggested minimum rank for a scout to register for that merit badge to ensure the scout has the knowledge, skills, physical abilities, and/or maturity to be able to successfully complete the requirements for that merit badge. Exceptions may be approved by the unit leader during the pre-camp discussion to review the Scout’s merit badge choices before registration, if the unit leader determines that the Scout possesses the knowledge, skills, physical abilities and/or maturity to be able to successfully complete the requirements for that merit badge.



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	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special Instructions
AQUATICS				
Canoeing	First Class	Rqmt: 2 [complete BSA swimmer test]	MB requirements must do or prepare before camp to "show your stuff" at camp without any additional instruction or training	Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Kayaking	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Lifesaving	Life	Rqmt: 2a (Swimming MB)		
Rowing	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Small Boat Sailing	First Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Swimming	Tenderfoot	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
ECOLOGGY				
Bird Study	Tenderfoot		Rqmt: 1, 5, 8b, 11, 13	Rqmt 9: will do a
Environmental Science	Star		Rqmt: 1, 2, 6	Rqmt 3: will do d
Fish and Wildlife Management	Second Class		Rqmt: 4, 8	
Geology			Rqmt: 6	Rqmt 4: will do 6
Nature	Second Class			Rqmt 4: will do b, c, e, g, and h
Plant Science	Second Class		Rqmt: 5, 6, 7	Rqmt 8: will do c, c6
Reptile & Amphibian Study	First Class		Rqmt: 8	Rqmt 8a: bring a log of activity in maintaining the animal and pictures. Rqmt 8b: bring a log of visits, record the required information, and pictures. Bring water shoes.

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special Instructions
		MB requirement prerequisites - must complete before attend camp and bring proof of completion	MB requirements must do or prepare before camp to "show your stuff" at camp without any additional instruction or training	
HANDICRAFT				
Art	Second Class		Rqmt: 6, 7	Rqmt 6: bring a list of the pieces of art viewed at the location and some pictures of the visit.
Basketry	Second Class			
Game Design	Second Class		Rqmt: 1, 2, 8	
Leatherwork	Tenderfoot	[if selected: 5b]	Rqmt: [if selected: 5a, 5c or 5d]	
Photography	First Class	Rqmt: 1b	Rqmt: 8	Rqmt 1b: watch the video. Rqmt 4: will do a, b, or d (c only if have DSLR). Bring a DSLR, if possible - preferably Nikon or Canon.
Pottery	Tenderfoot		Rqmt: 7c and 8	
Sculpture	Tenderfoot		Rqmt: 3	
Textile	Second Class		Rqmt: 6	
Woodcarving	Tenderfoot	Rqmt: 2a [Totin' Chip - bring card]		Rqmt 3: will do c, d, or e
HEALTH & SAFETY				
Emergency Prep	Star		Rqmt: 2, 3, 8b, 9, 10	Rqmt 8b: bring the actual personal pack to camp and bring pictures of the contents of the family kit laid out on display. Rqmt 3: if select 3a, bring copy of the home safety checklist used for the inspection (a suggested checklist is available at susquhannabsa.org/resident-camp). Completion of First Aid MB is a requirement to complete this MB.
Fire Safety	Second Class	Rqmt: 11	Rqmt: 6a, 6b, 12, 13	Rqmt 11: bring pictures of your visit, including the different types of fire truck, and write a summary of the prevention activities in your community.
First Aid	First Class		Rqmt: 2, 15	Rqmt 2: bring pictures of the contents of the kit laid out on display.

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special Instructions
RANGE ACTIVITIES				
Archery	First Class		Rqmt: 1	
Rifle Shooting	First Class		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
Shotgun Shooting	Star		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
SCOUTCRAFT				
Camping	First Class	Rqmt: 7, 8c, 8d	Rqmt: 2, 4, 5e, 9	Rqmt 7, 8c, 8d: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp. Rqmt 5e, SM must provide certification in writing of completion. Rqmt 9a: bring a list signed by the SM of camping nights showing the dates, locations, and if slept in a tent or under the sky. Rqmt 9b: annotate on the list for 9a during which camping experience an additional activity was completed and what activity. Rqmt 9c: bring certification in writing from the landowner or land managing agency that a conservation project was performed and what project. Bring a back pack. Rqmt 10: SM must provide certification in writing of completion.
Fishing	Second Class	Rqmt: 10	Rqmt: 6a, 7, 8	
Geocaching	First Class	Rqmt: 1, 7		For rqmt 1a determine likely hazards and come to camp prepared to explain what stated in the rqmt. For rqmt 1b review the first aid and prevention for the types of injuries or illnesses that could occur and come to camp prepared to discuss. Rqmt 8: will do c.
Orienteering	First Class	Rqmt: 7, 8, 9	Rqmt: 1	Rqmt 7, 8, 9: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp.
Pioneering	Star		Rqmt: 2 - learn and practice doing the whipping, tying the knots, and tying the lashings specified in this rqmt.	Be proficient in tying the knots required for Tenderfoot, Second Class, and First Class and the lashings required for First Class.
Scouting Heritage	Second Class		Rqmt 5, 6, 9	Rqmt 4: will do c. Rqmt 5: complete all but the presentation before attending camp, come prepared to give the presentation at camp. Rqmt 6: Bring the collection or pictures of the collection to camp.
Signs, Signals & Codes	First Class		Rqmt: 7	Rqmt 7: SM must provide certification in writing of completion.
Wilderness Survival	First Class		Rqmt: 4, 10	Rqmt 5: bring the actual personal kit to camp.

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special Instructions
SCIENCE & TECHNOLOGY				
Animation	Second Class		Rqmt: 1a, 1b, 4a, 5	Rqmt 3: will do c
Architecture			Rqmt: 1 & 5	
Chemistry	First Class		Rqmt: 6 & 7	Rqmt 7: come prepared to explain and discuss what you learned; if did a visit, bring pictures of visit. Bring a 2 liter bottle that is empty & clean. For rqmt 4b & 6, prepare a written answer for each and bring the written answer to camp.
Composite Materials	Second Class		Rqmt: 4b and 6	
Drafting	Second Class		Rqmt: 7	
Electronics	First Class		Rqmt 6	
Energy	Second Class		Rqmt: 1a, 4, 5, & 8	Rqmt 4: use worksheet available on website
Engineering	First Class		Rqmt 1, 8, & 9	Rqmt 6: will do a, d, e, and possibly c
Graphic Arts	First Class		Rqmt: 7	Rqmt 4: will do c. Rqmt 6: will do c or d.
Model Design & Building	Second Class		Rqmt: 6	
Programming	First Class	Rqmt: 1a	Rqmt: 1b, 2 & 6	Rqmt 1a: watch the video.
Robotics	Star		Rqmt: 1, 2, 3, 6, 7	
Space Exploration	Second Class		Rqmt: 5, 8	
Woodwork	First Class		Rqmt 1	

Table Waiter Schedule

Table waiters should report to the dining hall 15 minutes early to prepare tables. Waiters should plan to stay for up to 15 minutes after the meal.

	Breakfast 8:00 AM Waiters 7:45 AM	Lunch 12:30 PM Waiters 12:20 PM	Dinner 6:00 PM Waiters 5:45 PM
Sunday			Grab & Go Meal NO WAITERS NEEDED
Monday			
Tuesday			
Wednesday			
Thursday			
Friday			
Saturday			

Unit: _____

Camp Karoondinha 🌲 2026 Resident Camp

Camp Karoondinha 2026

Camp Picture Order Form



Unit Number (pack, troop or crew) _____ Name _____

Session Attended (please select one)

_____ Cub / Webelos Camp (June 27 - July 2)

_____ Scouts BSA Camp (July 5 - July 11)

Number of prints you are ordering _____ X \$10.00 = Total Amount Due \$ _____

Total Paid \$ _____

Payment Method Used _____ Cash _____ Credit Card _____ Check # _____

In the event that your order must be mailed, please provide your full mailing address below and contact information

Street Address _____ Apt. No. _____

City (Town) _____ State _____ Zip _____

Phone Contacts () _____ - _____ / () _____ - _____

Emails _____ / _____

Please provide any notes or comments to accompany your order:

Guidelines for Cub Scouts and Scouts BSA Summer Camp Inspectors

The following information is for all Unit Leaders and Campsite Inspectors.

TENTS:

- ★ Neat and orderly - tent flags should be rolled up and secured, if possible (weather permitting). Some tents will be missing ties; points will not be taken off for this reason. Flaps should not be tossed or folded back over the tent roof (should be rolled inwards).
- ★ Bedding (sleeping bags, pillows, blankets) should be in neat arrangement on the cots.
- ★ Clothing should be folded neatly on top of the bedding, hung inside the tent on a rope, or stored in packs or baggage under the cot.
- ★ Outriggers and tent poles are not clotheslines. Do not use them as such.
- ★ Litter should not be present in tents. A scout is clean!

FIRE PROTECTION:

- ★ Fire tools should be stored near the fire ring with easy access. This makes a good pioneering project.
- ★ The campfire area should be neat and free of litter. This is outdoor camping and natural materials are all around us. Points should not be taken off if a leaf or two is around. All combustible materials should be at least 10 feet away from the fire. The fire should have a minimal amount of ashes associated with a clean campfire from the night before. A campfire can be set for the next campfire. If it has unburnt or partially burnt wood in the fire ring, it should be cold if no one is in camp.

TROOP & PATROL EQUIPMENT:

- ★ All camping equipment should be stored away and clean.
- ★ Duty rosters need to be filled out and posted (waiter and fire guard).

AX YARD (OPTIONAL FOR CUB SCOUTS)

- ★ The ax yard should be set up away from the campsite. It must be the full swing of an ax around all areas. It should be marked or easily recognized. Saws and axes should be stored properly.

CAMPSITE/HEALTH/SAFETY

- ★ The first aid kit should be visible to an observer.
- ★ Washing facilities should be clean and neat.
- ★ Camp gadgets should be encouraged in the campsite. Use of lashings should be visible. Tool holders, towel racks, tables, gateways, etc. lashed from rope or twine are examples of camp gadgets.
- ★ No more than one vehicle is allowed in the campsite unless authorized by Camp Administration. Any vehicle in the campsite should have a parking pass prominently displayed on the dashboard.

BONUS

- ★ Service projects can be done within sites (removal of rocks, spreading of stone, etc.)
- ★ Service projects for the betterment of camp as a whole are available (replace roofs, reline trails, construction projects, etc.). Please ask the Camp Commissioner or Camp Director for guidance.

Camp Karoondinha Daily Campsite Inspection

This should be done as early in the day as possible, *before the Commissioner arrives*. If the SPL is unavailable, he/she is responsible for delegating the job to someone else. The Commissioner will then visit the site and review the score given by the SPL.

CAMPSITE	Possible Points	Mon	Tues	Wed	Thurs	Fri	Total
Tents							
1. Neat & orderly	15						
Total	15						
Fire Protection							
1. Campfire area properly cleared & secured	10						
2. Fire tools present & readily available	5						
3. Fireguard chart posted & filled out (daily)	5						
4. Fuel properly stacked & stored	5						
Total	25						
Troop & Patrol Equipment							
1. Equipment clean & properly stored	5						
2. Duty rosters posted & filled out	5						
3. Camp schedule posted	5						
4. Troop & American flags displayed	10						
Total	25						
Ax Yard (Optional for Cubs)							
1. Ax yard properly laid out & marked	5						
2. Tools properly stored	5						
Total	10						
Campsite/Health/Safety							
1. Campsite neat & free of litter & debris	10						
2. First Aid Kit in camp & visible	5						
3. Camp gadget (one per day)	5						
4. No more than one vehicle in campsite (w/ sign)	5						
Total	25						
Bonus							
1. Campsite service project (optional)							
2. Campwide service project (optional)							
Total							
Grand Total	100						
Total with Bonus							



SILVER BAY HONOR CAMPER FORM

Directions: Scout – Have your PL initial the requirements as you complete them. Turn in the form when completed to your SPL, who will turn it in to the Program Director no later than lunch on Friday. A certificate will be issued to the patrol at the end of the camp week.

- _____ 1. With your patrol, set personal, written goals for your week at camp, including activities and advancement. Achieve at least 75% of your goals.
- _____ 2. Participate in an Evening Program Activity.
- _____ 3. Participate in the Scouts' Own Service.
- _____ 4. Earn at least three merit badges or complete the requirements to advance one rank.
- _____ 5. Participate in an open program at one of the camp program areas.
- _____ 6. Help a Scout in your troop meet a rank advancement requirement.
- _____ 7. Do one of the following:
 - Shoot a quarter-sized five-round grouping at the rifle range.*
 - Shoot a score of 20 at the archery range.*
 - Create a nature journal/sketch book.
 - Make a nature craft project (with items found around camp).
 - Attend Polar Bear Plunge at least once, and open swim, or open boating.
- _____ 8. Participate in a camp approved service project.

Silver Bay Scout Camp was the site of one of the first American Scout camps, located on the shores of Lake George in upstate New York. In 1910, inspired by the success of the scouting movement in England, the Boy Scouts of America organized a pioneering camping event to test their new programs and ideas for American boys. A diverse group of scouts from various regions and backgrounds gathered to participate in outdoor activities such as hiking, camping, knot-tying, survival skills, and team-building exercises. The camp emphasized leadership, responsibility, and self-reliance, laying the foundation for the rapidly growing Scout movement in the United States.

Unit # _____ SPL _____

Scout's Name _____

Program Director's Signature: _____

Camp Karoondinha ★ 2026 Resident Camp

SETON HONOR PATROL FORM

Directions: PL – Have your SPL initial the requirements as your patrol completes them. Turn in the form when completed to your SPL, who will turn it in to the Program Director no later than lunch on Friday. A certificate will be issued to the patrol at the end of the camp week.

- _____ 1. Functions as a patrol during your week of camp using the Patrol Method. Have your Senior Patrol Leader sign that the patrol has done so.
- _____ 2. Create a patrol flag to bring with you when you travel as a patrol.
- _____ 3. Meet as a patrol on Sunday night to discuss your patrol's program for the week and have individual members set personal goals.
- _____ 4. Post a duty roster, made by the patrol, and approved by the Senior Patrol Leader, listing the duties of each of the patrol members during the week.
- _____ 5. Participate as a patrol in all troop activities determined by the troop's junior leaders (SPL, ASPL, PL's, etc.) such as troop shoots, troop swims, improvement projects, etc. Invite your site guide to participate in the activity. Have your SPL sign that at least 50% of your patrol participated in each activity.
- _____ 6. Participate as a patrol in the Scouts' Own service with at least 50% of your patrol in attendance.
- _____ 7. At least 50% of your patrol must participate in at least one program:
 - At least one evening activity.
 - Order of the Arrow Call-Out Ceremony
 - Knotmaster Program
 - Perform in a skit or song at the Friday night campfire.

Ernest Thompson Seton, co-founder of the Boy Scouts of America (now Scouting America) was a renowned naturalist, artist, and author who contributed greatly to the development of the Boy Scouts. He wrote the Woodcraft Manual, which became a fundamental part of early BSA programming, emphasizing skills like tracking, survival, and camping. Seton also founded the Woodcraft Indians, a group for boys that incorporated Native American traditions and outdoor skills, which merged with the Boy Scouts in its formative years.

Unit # _____ SPL _____

Patrol's Name _____

Program Director's Signature: _____

Camp Karoondinha ★ 2026 Resident Camp

BADEN-POWELL HONOR UNIT FORM

Directions: SPL - Have your Scoutmaster initial each requirement as it is completed. Turn this form in to the Program Director no later than lunch on Friday. A certificate will be issued to the patrol at the end of the camp week.

- _____ 1. 50% of the patrols in your troop must earn the Seton Honor Patrol Award.
- _____ 2. Show that your unit maintains a safe and healthy campsite by earning points on the commissioner daily visitation according to the following guidelines:
 - Tuesday – 40 points or more
 - Friday – 60 points or more
- _____ 3. Create a small (no more than one foot square) centerpiece for each of your troop's dining tables that are somehow indicative of the membership of your patrol or troop.
- _____ 4. Participate in an Evening Program activity.
- _____ 5. Have 100% Scout and leader participation in the camp evaluation process. The forms must be turned in to the Program Director by 5:00 PM on Friday.
- _____ 6. Build a troop gateway to your site (must be removed prior to departing camp).
- _____ 7. Unit serves as a service unit at least once during their stay.
- _____ 8. Unit is represented by at least 1 youth leader at all SPL meetings (daily after lunch).
- _____ 9. Unit participates an activity such as a campfire, fishing, cracker barrel, etc. with another unit.
Guest Unit # _____ Activity _____
- _____ 10. Participate in a camp service project with at least 50% of your troop for an hour or more during the week.

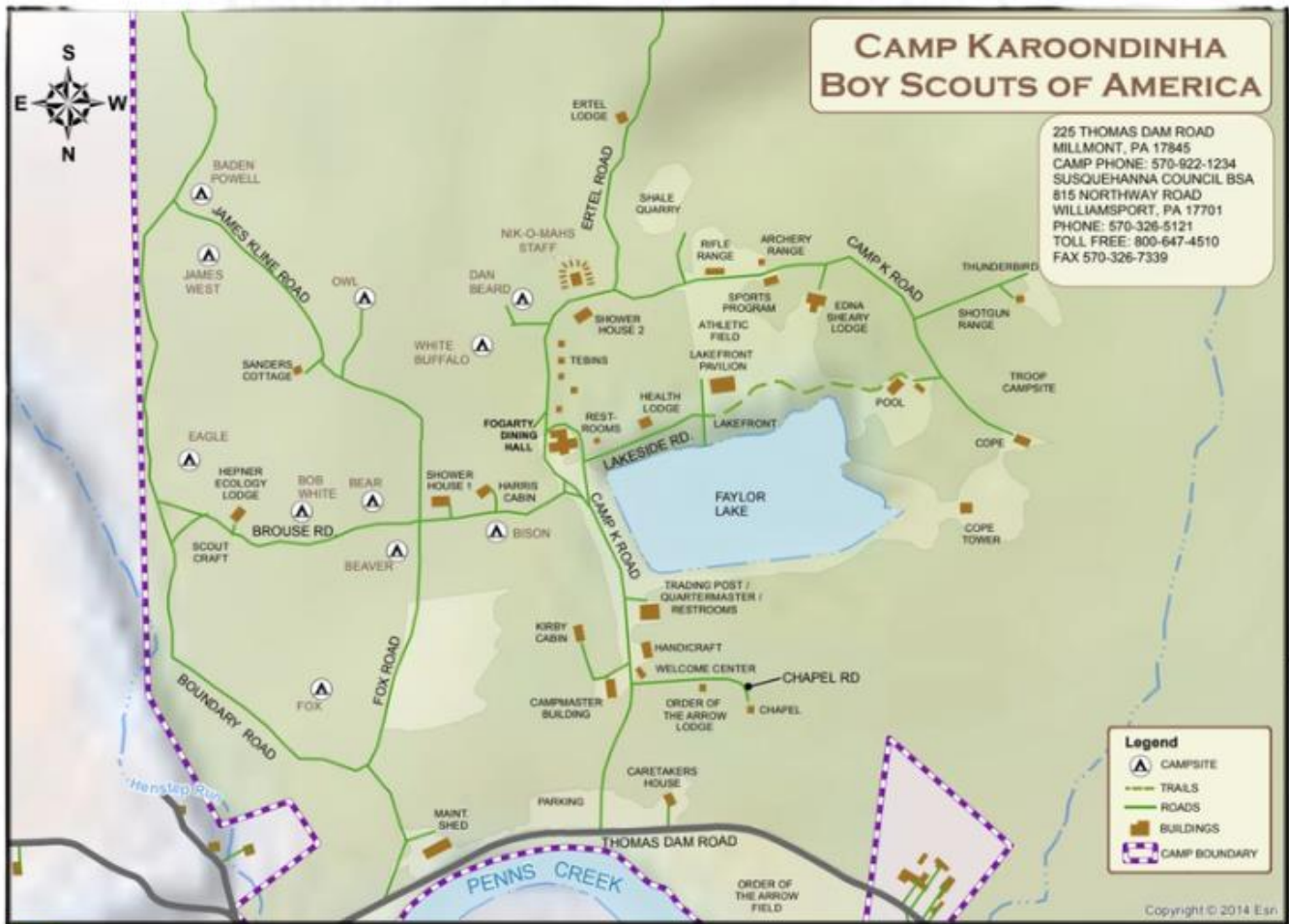
Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys that began the Scouting movement. It would "offer instruction in the many valuable qualities which go to make a good citizen equally with a good Scout."

Unit # _____ SPL _____

Patrol's Name _____

Program Director's Signature: _____

Camp Karoondinha ★ 2026 Resident Camp



LDG MAP COMPLIMENTS OF UNION COUNTY GIS DEPARTMENT AND LARSON DESIGN GROUP, WILLIAMSPORT, PA

1 inch = 400 feet 0 100 200 400 600 800 Feet

JUNE 2023



EST. 1933

CAMP

KAROONDINHA

SCOUTING AMERICA SUSQUEHANNA COUNCIL

Camp Karoondinha
225 Thomas Dam Rd
Millmont, PA 17845
Phone: 570.922.1234

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815 Northway Rd
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Phone: 570.326.5121 • Fax: 570.326.7339