



Crossroads of America Council 2008 Summer Camps

Ransburg Scout Reservation and Camp Krietenstein

Crossroads of America Council
Boy Scouts of America
1900 North Meridian Street
PO Box 1966
Indianapolis, IN 46206-1966

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Permit No. 633

Krietenstein

We are proud to share the fun and outdoor adventure of Camp Krietenstein with you. Camp Krietenstein has a long tradition of providing Scouts with a more personal summer outdoor experience. Our goal is to serve Scouts and Leaders with flexibility to maximize their success at summer camp.

The Crossroads of America Council provides Scouts with many choices. Camp Krietenstein provides a variety of activities so every Scout has fun and earns advancement. We are especially proud of our Eagle Quest program for newer Scouts. Our excellent staff stands ready to work with you to ensure everyone has a rewarding summer.

Thank you in advance for placing your trust in Camp Krietenstein. We are eager to serve you and hope this flyer will help you prepare your summer camp plans. We are committed to being the BEST!

Camp Living

The camp consists of 7 campsites. Some of our campsites have different numbers of platforms each with its own unique character. Many troops have their favorite site that they return to each year. Some enjoy changing each year. Camp Krietenstein provides quality equipment and a prepared campsite for each troop in camp. It is important to complete the equipment request and return it to Camp Krietenstein at least two weeks in advance of your stay in camp. This will allow us to prepare your campsite prior to your arrival.

Each campsite comes fully equipped with the following items:

1. Wall tents on elevated platforms to allow for good air circulation
2. Sleeping pads
3. Dining fly
4. Picnic table
5. Latrine with running water, toilet paper, and cleaning supplies
6. Flag pole with American flag
7. Shovel, rake, broom, and hose available at the latrine
8. Additional equipment is available to be checked out from the camp Quartermaster



Camp Fees (Early Birds by May 2nd)

Program	In Council (discounted)		Out of Council	
	Early Bird	Regular	Early Bird	Regular
Main Campsites	\$175	\$185	\$200	\$210
Provisional Scout	\$185	\$195	\$210	\$220
Second Week of Camp	\$150	\$150	\$170	\$170
Required Adults	\$ 60	\$ 60	\$ 70	\$ 70
Additional Adults	\$ 80	\$ 80	\$ 85	\$ 85
Daily Leaders (Meal Fee)	\$ 17	\$ 17	\$ 17	\$ 17

2008 Camp Krietenstein Camp Dates

Session 1	June 8 – June 14
2	June 15 – June 21
3	June 22 – June 28
4	June 29 – July 5
5	July 6 – July 12
6	July 13 – July 19



Phone and Address

Scouts Name

Campsite / Troop Number

Camp Krietenstein Boy Scout Camp

6445 East Co. Rd. 575 North

Centerpoint, Indiana 47840

Camp Krietenstein Emergency

Phone Number (812) 986-2300

Food Service

Camp Krietenstein has employed exceptional food service personnel to provide quality meals for Scouts and leaders. A licensed dietician has reviewed the menus for balanced nutrition. In the event the youth wishes to invite guests to dine with your troop at camp, meal tickets can be purchased at the Trading Post. **Please purchase these tickets two days prior to the arrival of your guests.** A \$6.00 fee will be charged per meal.

Camp Program Opportunities

Camp Krietenstein's 177 acres are located near Poland, Indiana, nestled in a scenic Indiana hardwood forest. The camp offers a variety of opportunities for troops, patrols, and individual Scouts.

Camp provides a traditional Boy Scout summer camp experience with full dining hall service and wall tents on elevated platforms in each campsite. We have an option where units may use their own tents and equipment in selected campsites. Our provisional Scout program provides the opportunity for individual Scouts and patrols to attend camp if they cannot attend with their troop or they wish to enjoy camp for additional weeks. The camp will assist with providing leadership for these Scouts while they are in camp.

Merit Badges

Merit Badges are important at Camp Krietenstein, but keep in mind there are many other activities in camp that are beneficial for Scouts. Sometimes "hanging out" in the campsite is just fine for a Scout.

Our advancement opportunities are on the following page. We have qualified staff that adheres to the requirements of merit badges as listed in the merit badge pamphlets. We are flexible and will provide the opportunity to schedule other merit badges your troop may need.

Krietenstein 2008 Activity Schedule
Badges and requirements subject to change after 1-1-08

Aquatics	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Swimming		•			•		Pass the swimmer's test
Lifesaving			•				Swimming Merit Badge
Rowing	•				•		Pass the swimmer's test, shoes you can get wet
Canoeing		•		•			Pass the swimmer's test, shoes you can get wet
Instructional Swim		•					For non-swimmers and beginners
Mile Swim (Conditioning)	6 am						Pass the swimmer's test
BSA Lifeguard			•				CPR, age 14+, must be strong swimmer, shoes you can get wet
Open Swim/Boating						•	Bring a buddy
Ecology	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Environmental Science	•		•	•			3e, 4b, recommended for age 13+
Nature (M-W)	•						5
Mammal Study (Th-F)	•						4a, b, c, d, e, f, or g
Astronomy						•	6, Night hikes required
Forestry					•		
Geology		•					
Reptile & Amphibian Study						•	8
Soil & Water Conservation		•		•			
Fish & Wild Life			•				
Fishing			•				
Archaeology				•			7a, b
Weather					•		
Insect Study		•					
Bird Study							Arrange with Ecology Director
Outdoor Skills/Health/Safety	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Camping		•			•		Proof of 4b,9a,b,c (a lot of written work can be done at home)
Wilderness Survival	•			•			5
Pioneering		•			•		None
Cooking			•			•	Additional time required (may vary)
Backpacking		•			•		10, 11a, b, c
Orienteering	•			•			
Personal Fitness		•			•		1a, b, 8
Hiking							5, 6, 7
Emergency Preparedness		•			•		1, 8a, b, c
First Aid	•			•			
Safety			•			•	1, 4, 5
Eagle Quest	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Tenderfoot	•			•			
2 nd Class		•			•		
1 st Class			•			•	
Handicraft Activity	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Leatherwork		•	•		•	•	Projects cost \$4-\$20 (Scout choice of project)
Woodcarving (T-F)		•	•		•	•	Age 13+, Totin Chip, Project cost \$5.00 payable at Trading Post
Basketry		•	•		•	•	Project cost \$6.00
Art		•	•		•		
Model Design	•			•			
Shooting Sports	9:00	10:00	11:00	2:00	3:00	4:00	Pre-requisites and paperwork
Rifle Shooting					•		1 st Class and up (with permission from Scoutmaster)
Shotgun Shooting	•	•					age 13+, 1 st class & up (with permission) \$5.00 for 25 shells payable at Trading Post
Rifle Free Shoot						•	
Shotgun Free Shoot			•				
Archery	•	•		•	•		
Archery Free Shoot			•			•	

Ransburg Scout Reservation

Ransburg Scout Reservation is the premier Scout camp in the Midwest. Nestled in the rolling hills of southern Indiana, the camp has several miles of shoreline on Indiana's largest freshwater lake, Lake Monroe. The beauty of the hardwood trees and lakefront create one of Scouting's most beautiful settings. Ransburg has 624 acres of secluded land and is surrounded by the Hoosier National Forest.

Camp Living

The camp consists of 38 campsites, each with its own unique character. Many troops have their favorite site that they return to each year. Some enjoy changing each year. Most campsites are furnished with 8 spacious tents setup on permanent platforms. Additional tents and platforms are provided as needed. Each Scout and adult will be provided with a mattress and cot. Each campsite has 3 picnic tables, with dining flies around the campsite. A primitive outdoor latrine, a washstand, flagpole, camp tools and a propane lamp provides Scouts with their own home for the week. Three shower houses are conveniently located around camp near campsites. Remember, a Scout is clean.



08 Camp Dates

Week 1	June 8 - 14
2	June 15 - 21
3	June 22 - 28
4	June 29 - July 5
5	July 6 - 12
6	July 13 - 19
7	July 20 - 26
8	July 27 - Aug 2
9	August 3 - 9

Check-In 1:00 p.m. Sunday

Check-Out 10:00 a.m. Saturday

Fees

All camp fees (early bird by May 2nd) are transacted through a Council Service Center, or by mail at Crossroads of America, Boy Scouts of America, P.O. BOX 1966, Indianapolis, IN 46206-1966.

Program	In Council (Discount)		Out of Council	
	Early Bird	Regular	Early Bird	Regular
Main Camp	\$180	\$190	\$205	\$215
Adventure Point	\$155	\$165	\$180	\$190
Provisional Scout	\$190	\$200	\$215	\$225
Second Week of Camp	\$155	\$155	\$180	\$180
Required Adults (1to8 ratio)	\$ 60	\$ 60	\$ 70	\$ 70
Additional Adults	\$ 80	\$ 80	\$ 90	\$ 90
Daily Leaders (Meal Fee)	\$ 18	\$ 18	\$ 18	\$ 18

Fee Schedule (dates due to Council)

March 7 th	50% fee due
May 2 nd	Workerships due
	Early Bird final fees due
	Health Forms due

All fees are paid through your troop camp coordinator.



Food Service

Our dining hall serves great food in a family style setting. Seconds are served at most meals. A salad bar is available for lunch and supper. Breakfast will have hot food along with cold cereal. Six Scouts, an adult leader, and a staff member will fill most tables. Special mealtime programs will round out your dining experience. Believe it or not, many kids come to camp just for out great food.

Camp Program

Ransburg has a tremendous variety of programs so that the brand new Scout and the most experienced Scout will each find some neat challenges to try.

New Scouts – will want to participate in Eagle Quest, our program that helps new Scouts learn skills to earn Tenderfoot, 2nd class, and 1st class ranks. A merit badge in handicraft, scoutcraft, or aquatics will round out your experience. An instructional swim time is available daily from 2:00 – 3:00 p.m. Eagle Quest has a different emphasis each day, so Scouts can choose which days they want to come.

Older Scouts – try Project COPE and our climbing tower, or sailing on one of our Sunfish sailboats, each named after a point of the Scout Law. Or how about horseback riding; or water skiing; or mountain biking; or earning your Firecrafter rank? There is lots of stuff for you to do. The Venture Program is a weeklong program that gives older Scouts a taste of it all. The popular Ransburg Rendezvous (a black powder shoot) and the Continental Tie and Lumber program will be offered for older Scouts this year.

Venturers – will have an opportunity to work on the Bronze, Gold, Silver, or Ranger Awards and two weeks of Venture Camp – July 27th through August 2nd and August 3rd through August 9th.

Merit Badges – are offered in the Nature Center, Handicraft area, Scoutcraft area, Ransburg Ranch, Archery and Rifle Ranges, Climbing Tower, Sports area and the Waterfront. See the Activity Schedule. Scouts are encouraged to consider walking distances when planning their schedule.

Open Program Times – We desire for a Scout to experience new things at camp, even if it doesn't earn him a badge. Just for fun try rifle shooting, archery, free swim, free boating, mountain biking, horse trail rides, crafts – **just for the fun of it!** Camp is more than just advancement.

Evening Program – From our opening to our closing campfire, the evenings are packed with special fun games, ceremonies and action to "WOW" any Scout. Be ready for something different – it will be here for you.

RANSBURG SCOUT RESERVATION

What to Bring

- Complete Boy Scout uniform (for evening meals, campfires, and flag lowering)
- Clothes, underwear and socks for at least six days
- Jacket, sweater or sweatshirt
- Swimming trunks
- Comfortable hiking boots, athletic shoes, and if the Scout is planning to work on any boating merit badges, he will need a pair of shoes that can be worn in the water. Scouts working on Horsemanship Merit Badge or plan on taking a trail ride will need shoes with a $\frac{3}{4}$ inch heel.
- Poncho or raincoat
- Belt
- Backpack, duffel bag, or foot locker
- Water bottle or Canteen
- Sleeping bag or blanket and a small pillow
- Toilet kit (toothbrush, towel, soap, comb, etc.)
- Notebook, pencil, pen, and Scout Handbook
- Suntan lotion and insect repellent (non-aerosol)
- Flashlight with extra batteries
- Watch, first aid kit, camera, sewing kit, religious materials
- Folding pocketknife (Scouts are encouraged to bring a pocketknife with a locking blade. Blades cannot be more than 3 inches long.)
- Long pants (jeans) and a long-sleeved button-down shirt are necessary for the clothes inflation requirement of Swimming Merit Badge. Long pants are also required to ride horses.
- Medical Form and prescription medication in its original container



Trading Post

Check out our Trail's End Trading Post where you can purchase Scout items, crafts, advancement items, candy, soda, T-shirts and Ransburg memorabilia. Many troops keep a troop bank for safekeeping of monies.

Special Programs

Adventure Point – A Unique “lone troop” experience in a secluded area of camp. The troop plans its own program with some staff help. Meals are cooked by the troop. Food is provided by the camp or by the troop. There is an aquatics program and shooting sports program available to the troop.

Ranger Program – The Ranger Program includes elements of some of Ransburg's high adventure program opportunities. Also, scouts will be able to work on the Outdoor Bronze and Ranger awards for the BSA's Venture Program. This program is suitable for Venture Patrols and Venturing Crews.

Firecrafter – Ransburg and Krietenstein are the only camps to offer this camp rank system. All Scouts who get to “Firecrafter” have accomplished a serious feat. Camp and Woodsman must be earned at camp before the Firecrafter Rank can be earned.

Campsite cooking option – If your troop would like the main camp program with traditional campsite cooking, try Outpost or Hilltop campsites. They have a shelter in the campsite with refrigeration. Food is delivered to the campsite for troop or patrol cooking. Some troops provide their own food.



Phone and Address

Let your parents know where you will be.
Maybe they will even drop you a letter:

Scout's Name

Campsite and Troop #

Ransburg Scout Reservation

7599 E. Waldrup Creek Rd.

Bloomington, IN 47401

(812)837-9423 Emergency Phone only

(812)837-9397 Fax



Ransburg 2008 Activity Schedule
Merit badges and Pre-Requisites are subject to change after 1-1-08

New Scouts	9:00	10:00	11:00	2:00	3:00	4:00	Pre-Requisites and paperwork
Swimming	•		•	•			Pass the swimmer's test
Rowing	•	•	•				Pass the swimmer's test
Instructional Swim		•					For non-swimmers and beginners
Nature (M-W)	•	•	•	•	•		
Mammal Study (Th-F)	•	•	•	•	•		3
Camping	•		•	•	•	•	4b, 5e, 7b, 9abc
Wilderness Survival	•	•			•		
Eagle Quest – Tenderfoot	•			•			
2 nd Class		•			•		
1 st Class			•			•	
Leatherwork	•	•	•	•			Projects cost \$5 - \$15
Basketry			•	•	•	•	3 Projects plan on \$25-\$27 total
First Aid	•	•	•	•	•		1, 2b
Art						•	\$15 Fee payable at the Trading Post
Experienced Scouts	9:00	10:00	11:00	2:00	3:00	4:00	Pre-Requisites and paperwork
Lifesaving	•		•	•			Swimming Merit Badge
Canoeing	•		•	•			Pass the swimmer's test
Environmental Science	•	•	•	•	•		3e, 4 recommended for age 13 and older
Astronomy				•			4c, 6, Night Hikes Required
Reptile & Amphibian Study	•	•				•	
Soil & Water Conservation					•	•	
Archaeology				•	•		4, 5
Bird Study						•	Requires early morning hike
Weather		•	•				8, Night Hike Required
Forestry	•		•			•	
Emergency Preparedness		•	•	•			1, 2c, 8b,c
Pioneering	•		•	•	•		
Woodcarving	•	•	•		•	•	Totin' Chip, Projects cost \$4 - \$7
Metalwork	•	•			•		\$10 shop cost payable at the Trading Post
Indian Lore (M-W)	•			•			Projects cost \$10-\$20
Fingerprinting (Th-F)	•			•			
Space Exploration		•	•		•	•	Project costs \$17
Personal Fitness (M-W)	•	•	•	•			8, 9
Sports (Th-F)	•	•	•	•			3, 4, 5
Athletics (M-W)	•	•	•				
Animal Science (M-W)	•			•	•		6 (except Horse and Sheep option, they will be covered at camp)
Veterinary Med. (Th-F)	•			•	•		9
Older Scouts	9:00	10:00	11:00	2:00	3:00	4:00	Pre-Requisites and paperwork
Small Boat Sailing			•		3:30•		Pass the swimmer's test
Motorboating(M-W)	•	•	•	•			Pass the swimmer's test, Age 13+
Water Sports	•	•	•	•			Swimmer, Age 13+, \$5.00 fee , must pass swimmer's test
BSA Lifeguard				•			CPR, snorkeling BSA, Age14+
Orienteering				•			1 map needed, \$3 cost
Rifle Shooting	•			Practice	Open Shoot		1d,f,h,i,2e, \$5 ammo fee
Shotgun Shooting	•			Practice			1a,d,f,h,i,2e, age 13+, \$12 reload charge
Archery	•		•	Practice	Open Shoot		4b, c
Horsemanship	•				Trail Ride	Trail Ride	2, 5, 6, 7 and \$20 fee, Age 13+, long pants, ¾" heeled boots (no age restriction on trail rides, \$6 fee for rides)
Climbing Merit Badge	•	•	•	•		Free Climb	Age 13+, Class III Physical
COPE Course (M-F)		•			•		Age 13+ (by Jan 1 st)
Venture Program (M-F)				•			Age 14+, recommended for Venture Patrols and Crews
Camp Activities	9:00	10:00	11:00	2:00	3:00	4:00	Pre-Requisites and paperwork
Open Aquatics					3:30•	•	Bring a buddy
Boardsailing – Kayaking					•	•	Pass the swimmer's test
Mile Swim (Conditioning)	•						Pass the swimmer's test
Canoe Trek (by troop or patrol)	•					•	See the Aquatics Director
Troop swim	•					•	See the Aquatics Director
Firecrafter Ranks	Open Program (Scouts can come during normal program time to work on any of the three ranks.)						Must be completed at camp, and can be worked on in the troop campsite also.
Paul Bunyan Award					•	•	
Totin' Chip					•	•	
Firem'n Chit					•	•	
Mountain Biking					•	•	Must be 13, at least 5 ft tall
Basketball, Volleyball Tourn.					•	•	
Ransburg Wrangler Award				•			Horsemanship MB, Age 13+, long pants, ¾"heeled boots, \$20 fee