



Outbound Program

INTRODUCTION

Camp Lakota's Outbound Program began in 2004 with four "historic" programs:

Voyageurs – set in 1704 when the French dominated the Great Lakes region and beyond from Montreal;

Rendezvous – set in 1804, just a year after Ohio was granted statehood but while this region was still "Indian Territory" with British presence at the Confluence, French voyageurs still traveling throughout the region, and frontiersmen moving through the area to trade with the Native Americans; and, finally,

The Sons of Daniel Boone and Woodcraft – arbitrarily set in 1904 – two of the precursors to the Boy Scouts of America.

The purposes of the Outbounds include:

- Exploring the trails and waterways of the area
- Exposure to the rich history of the locale – The Legend of Lakota
- A "break" from the routine of working on advancement requirements to experience another aspect of Boy Scout Resident Camp
- Opportunities to carry on some Merit Badge activity in a different arena
- An opportunity to meet Scouts from other areas of Black Swamp Area Council, as well as Scouts from out of Council
- An opportunity to get to know Staff members in a venue other than the program areas where they are normally seen

In 2005 the Outbound Program was expanded into a Camp program feature that every Scout, Adult Leader, and Staff Member is expected to participate in as part of the Lakota Experience. Experimentation has led to some programs becoming regular features while others change from year to year.

This year we have brought back a few outbounds from the past including the Cycling Outbound, the Kayak-Sa-Wac-Sa Outbound, and the Moviemaking Outbound. We have also added a few new outbounds including the Extreme Pioneering Outbound, the Great Lakota Mystery Outbound, the Motunui Island Outbound, and the Ultimate Gamer Outbound.

2022 OUTBOUND PROGRAMS

Brownsea Island: Nicoteh Outbound:

The **Brownsea Island: Nicoteh Outbound** is back from last year. It is required for all Nicoteh Scouts but is also open to Scouts of any age. If you are an ***Older Scout*** looking to develop your leadership skills or looking to complete one of your “teach this skill to a younger Scout” rank advancements, this outbound might be just right for you! On this outbound, you will become one of the Patrol Leaders for one of the Nicoteh Patrols. You will be given the choice between different Scout skills and will pick one to teach to the Nicoteh Scouts. Don’t worry, you won’t be alone. A Staff member will be assigned as the Troop Guide with each Patrol to guide you along the way and help develop your leadership skills. The ***Nicoteh Scouts*** will work on rank advancement, developing the Patrol Method, learning through playing games, and experience what it would have been like to be a part of Baden-Powell’s Great Experiment on Brownsea Island, the first Scout camp.

Cycling Outbound:

The **Cycling Outbound** is back this year from previous years! Scouts will leave from Lakota to complete a 50-mile bike ride. Scouts must bring a multi-speed bike and helmet to camp and be prepared to travel the above mileage. Requirement 7c #1 (Option A) will be completed for the Cycling Merit Badge. Bikes must be inspected by a Lakota Staff member prior to departure. *Scouts taking Cycling Merit Badge will have first preference on this outbound.* This outbound is not required for Scouts taking Cycling Merit Badge but highly encouraged so they can complete their merit badge. **This outbound is recommended for older Scouts.**

Extreme Pioneering Outbound:

The **Extreme Pioneering Outbound** is a new outbound this year for those Scouts who want to learn more about pioneering structures. On this outbound, Scouts will learn knots and lashings and uses for common camp gadgets. They will also have the opportunity to be creative and use teamwork to design and build fun structures. Ideas for structures include towers, bridges, and playground equipment. It is recommended, but not required, that Scouts have earned the Pioneering Merit Badge before participating in this outbound.

Great Lakota Mystery Outbound:

The **Great Lakota Mystery Outbound** is a new outbound this year that will allow Scouts to do their best sleuthing to solve The Great Lakota Mystery. Something on camp has gone missing and it’s up to the Scout detectives to solve the mystery. Scouts will work together to uncover various clues around camp and compile evidence to frame the correct suspect. Possible suspects include the Camp Director, Program Director, Commissioner, Business Manager, Ranger, and Health Officer.

Kayak-Sa-Wac-Sa Outbound:

The **Kayak-Sa-Wac-Sa Outbound** is back from last year. This outbound will allow Scouts to travel out of camp on the Auglaize/Maumee Rivers through the city of Defiance. A short stop along the river at the confluence will allow for a brief history lesson of the area and connections to the Meechaway Legend. **Scouts must pass the BSA Swimmer Test and are required to complete a Paddling Skills Test.** Over the course of their trip, the group will travel between 4-8 miles depending on the skill level of the group. **This outbound is recommended for older Scouts.**

Motunui Island Outbound:

The **Motunui Island Outbound** is a new outbound this year that will allow Scouts to dive into life on the Island of Motunui. This outbound will involve sailing, basket weaving, and coconuts. Sailing lessons will be given to those Scouts who are new to sailing but it is recommended for Scouts to have some sailing experience to get the most out of this outbound. There is a \$5.00 fee associated with this outbound to purchase a basketry kit for the Scout. Scouts must pass the BSA Swimmer Test to go on this outbound.

Moviemaking Outbound:

The **Moviemaking Outbound** is back this year from previous years! On this outbound, Scouts will break into groups to work on creating their own movie. They will write, direct, and star in their movie and work to edit it together. If there is time, the groups will watch their movies at the end of the day. *Scouts taking Moviemaking Merit Badge will have first preference on this outbound.* This outbound is not required for Scouts taking Moviemaking Merit Badge but highly encouraged so they can complete their merit badge.

Ultimate Gamer Outbound:

The **Ultimate Gamer Outbound** is a new outbound this year that will allow Scouts to create their own experience by playing their favorite games and creating new games together. A box of games will be provided for them to play but Scouts are encouraged to bring their favorite non-video games (board games, card games, large-group games, etc.) with them to camp to share with others. Scouts will also be broken into groups to create a new game to share and play with the other groups on the outbound.

Adult Leader Retreat:

The **Adult Leader Retreat** will be a little different this year, due to outbounds happening throughout the day on Wednesday. The retreat is an outbound for all adult leaders who come to Camp Lakota. It is an opportunity for the Camp Lakota Administration Team to show our appreciation of you who take your time away from work, family, and life to bring your Scouts to camp. Throughout this outbound, adult leaders will be able to craft their own experience by picking from various activities such as Euchre Merit Badge, Nap On Safely Training, Spoon Safety Training, or simply relaxing with their fellow adult leaders.

GENERAL EQUIPMENT LIST

- Water Bottle (*full, multiple preferred*)
- Mess Kit
- Long Pants
- Rain Gear
- Backpack (*to transport gear*)
- Pocket Knife

Additional Items for Water-Based Outbounds

- Swim Suit & Towel
- Extra Pair of Shoes (*that can get wet*)
- Waterproof Pouch for Personal Items (*Ziplock Bags*)
- Sunscreen

NOTE:
Some outbounds may have additional items that are required for the outbound, while other outbound programs may require less equipment. Additional information will be stated Sunday Evening following dinner at the Program Meetings.

Future Outbounds to Look Forward to:

Just like some of our Merit Badges are on a 3-year rotation, our outbounds are now on a rotation too. This is to encourage Scouts to try new things each year rather than going on the same outbound year after year. This ensures your Scout will always have a different experience each year that they are at Lakota.

- **Citizenship in the Universe Outbound**
- **Craftsmanship Outbound**
- **Experimentation Station Outbound**
- **Field Sports Outbound**
- **Frontier Fantasy Outbound**
- **Glengary Getaway Outbound**
- **Helmets and Harnesses Outbound**
- **Hiking Outbound**
- **Lakota History Outbound**
- **Lumber Jack and Jill Outbound**
- **Never Enough Nature Outbound**
- **Pirate Palooza Outbound**
- **Rocks Rock Outbound**
- **Survival School Outbound**