



DOWNRIVER



winter camp VI

D-A SCOUT RANCH

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DECEMBER 27-31, 1982

The Downriver Chapter Winter Camp has become noted for being one of the most intensely enjoyable camping experiences possible. The Winter Camp program is designed chiefly to produce excitement and self-fulfillment in the lives of Arrowmen. An unsurpassed program of meals and events has been designed to meet this aim. All activities have been planned to enrich the program of the Order of the Arrow. Winter Camp will certainly help to Enlighten the principles of Scouting as Arrowmen engage in one of the top experiences of their lives.

WINTER CAMP RULES:

Although rules by necessity will be at a minimum, Winter Camp participants will be governed by such authorities as the Government of the United States and the Boy Scouts of America and their representatives. Participants will be expected to maintain reasonable hours of sleep while observing the rights of others. Adult outdoor tobacco smoking will be the only such respiratory infraction permitted. Since most equipment will be property of individuals or Scout troops, its respect will be mandated, with damage fees being assessed for misuse. Other rules while usually at a minimum, may be issued by the chapter leadership to preserve the the health and well being of the group and camp.

INDIVIDUAL RESPONSIBILITIES:

The intensity of the Winter Camp experience requires much cooperation from each participant. Since the chapter owns very little of the necessary equipment, members will be expected to bring their fair share of the group needs. Arrowmen will be expected to share in the duties of the encampment. Members will be expected to help with transportation to and from Winter Camp as needed. All members will be expected to participate with seriousness, yet joy, in the events at camp.

PERSONAL EQUIPMENT:

Personal equipment brought to Winter Camp should include: several changes of clothing, body maintenance articles, sleeping equipment, Scout uniform, Christmas decorations, Scout knife, personal silverware and cup, toy weapon for Murder Game, board game for gamefest, Display for carnival, and a baseball glove for the softball game.