Where to Go Camping
Golden Empire Council
Amangi Nacha Lodge

BOY SCOUTS OF AMERICA®
GOLDEN EMPIRE COUNCIL®
Dear Reader,

The Amangi Nacha Lodge of the Order of the Arrow, Boy Scouts of America, Golden Empire Council 47 has prepared this “Where to go Camping Guide” as a service to units in our council. This guide will give you a multitude of options for local places to go camping. In addition, the guide provides you tips regarding trip planning, standard equipment, safety measures and many other topics.

The main purpose of this guide is to provide you a consolidated listing of information regarding localamping opportunities. These include areas suitable for short and long term camping, hiking, canoeing, cycling, horseback riding, boating and many others. In addition to local camping opportunities high adventure information is also included in this guide. There is information on fees, rules of use, facilities, and contact information.

There is also a section of the guide devoted to various camping tips and tricks. You probably know many of these already, but we hope you found some unique ideas to share with you to help you and your unit. Also, there’s a part outlining how to use the Guide to Safe Scouting to make sure all your trips are safe and fun.

Each year this guide will be updated and distributed to all the Scoutmasters and Cubmasters in the council. There is also an electronic form of the guide available (Insert link here). This guide is constantly a work-in-progress and we need your help. If there is any place your unit or you go camping and you think should be added to guide, then just feel free to contact the Lodge Chief or respectively the Lodge Vice Chief of Camping. As the officer of this position is changes yearly, you can find their contact information at amanginacha.org. The only way we can make the guide better in later editions is with your help.

Yours in Cheerful Service,

Connor Ganaway
2018 Lodge Vice Chief of Camping
Amangi Nacha Lodge
Golden Empire Council
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1. Safe Scouting

   a. Guide to Safe Scouting

The Guide to Safe Scouting is an overview of Scouting policies and procedures gleaned from a variety of sources. For some items, the policy statements are complete. Unit leaders are expected to review the additional reference material cited prior to conducting such activities.

All participants in official Scouting activities should become familiar with the Guide to Safe Scouting (download found here >> Guide to Safe Scouting) applicable program literature or manuals, and be aware of state or local government regulations that supersede Boy Scouts of America practices, policies, and guidelines.

   i. Safe Swim Defense

The Safe Swim Defense (online reference is here >> Aquatic Safety) is the program that defines the requirements for swimming activities. All BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean.

   The acronym for the Safe Swim Defense is PDQBALLS; Personal Health Review, Discipline, Qualified Supervision, Buddy System, Ability Groups, Response Personnel (Lifeguards), Lookout, and Safe Area.

   ii. Safety Afloat

The Safety Afloat (online reference is here >> Safety Afloat) is the program that defines the requirements for boating activities. BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Cub Scout activities afloat are limited to council, district, pack, or den events that do not include moving water or float trips (expeditions). Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships. Parasailing (being towed airborne behind a boat using a parachute), kite-surfing (using a wakeboard towed by a kite), and unit-level recreational use of personal watercraft (small sit-on-top motor boats propelled by water jets) are not authorized BSA activities.
iii. Youth Protection

True youth protection can be achieved only through the focused commitment of everyone in Scouting. It is the mission of Youth Protection volunteers and professionals to work within the Boy Scouts of America to maintain a culture of Youth Protection awareness and safety at the national, regional, area, council, district, and unit levels.

The Boy Scouts of America takes great pride in the quality of our adult leadership. Being a leader in the BSA is a privilege, not a right. The quality of the program and the safety of our youth members call for high-quality adult leaders. We work closely with our chartered organizations to help recruit the best possible leaders for their units.

The adult application requests background information that should be checked by the unit committee or the chartered organization before accepting an applicant for unit leadership. While no current screening techniques exist that can identify every potential child abuser, we can reduce the risk of accepting a child abuser by learning all we can about an applicant for a leadership position—his or her experience with children, why he or she wants to be a Scout leader, and what discipline techniques he or she would use.

More Information can be found at https://www.scouting.org/training/youth-protection/

2. Camping Code of Conduct

From a Cub Scout’s first hike in a local park to the thrill of our High Adventure bases, from our backyard to the backcountry, our outdoor ethics guide us to be responsible outdoor citizens — protecting our natural world for generations to come and being considerate of other visitors. Scouting has a long, proud tradition of conservation service to the nation.

Building upon this foundation, the Cub Scout, Boy Scout, Venturing, and Sea Scout programs all include outdoor stewardship, care for the environment, and Leave No Trace as part of their programs. At the Boy Scout level, youth are encouraged to take leadership positions in encouraging proper outdoor ethics using the principles of Leave No Trace. Many Venturing crews have similarly adapted Leave No Trace principles to guide their outdoor recreation activities. Through the Outdoor Code and Leave No Trace, we can take responsibility for our own impacts. We can provide leadership to those around us to reduce their impacts by making good choices. Together, we can preserve and conserve our rich environmental heritage.

Scouts and Venturers who embrace the Outdoor Code and the principles of Leave No Trace often find that they wish to give back and help protect the environment that has given them so much.
Some may find that they are “wild with love for the green outdoors—the trees, the tree-top singers, the wood-herbs, and the nightly things that left their tracks in the mud,” in the words of Ernest Thompson Seton, the first Chief Scout. These Scouts and Venturers have begun to feel what Aldo Leopold called the “Land Ethic.” The Land Ethic extends our concern beyond our fellow Scouts and Venturers, our families and friends, and even humanity itself to the entire environmental community of which we are a part—the deserts, forests, fish, wildlife, plants, rocks, oceans, and web of life encompassing them—what Leopold called “the Land.”

Outdoor ethics is not just for youth. Adult volunteers are encouraged to seek training in basic outdoor skills and even take specialized courses to learn Leave No Trace skills. Many councils have Outdoor Ethics advocates who provide leadership to their local units in learning and practicing good outdoor ethics.

a. “Leave No Trace” Policy
The Leave No Trace principles might seem unimportant until you consider the combined effects of millions of outdoor visitors. One poorly located campsite or campfire may have little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone’s responsibility.
The Seven Principles of Leave No Trace are Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife, and Be Considerate of Other Visitors.

3. Camping Tips and Tricks
   a. Camping Equipment
      i. Personal Gear
      Personal Gear (online reference from the Boy Scout Handbook >> Personal gear) for camping can be defined as gear only being used by yourself. Personal gear may include what you wear and carry.

      ii. Troop / Patrol Gear
      Troop or Patrol Gear (online reference from the Boy Scout Handbook >> Group gear) for camping can be defined as gear that is shared by the group you’re camping. This gear is typically kitchen, tent, and latrine.

      iii. Local Outdoor Gear suppliers
         1. REI (https://www.rei.com/)
b. Cooking

i. Planning a menu

When planning a menu for a camping trip, it can first very extremely helpful to organize your information shown in the image below. The image details how what you will be eating your each meal of the camping trip. Often the best way to plan for a camping trip menu is to brainstorm with those you will be camping with at least two weeks in advance. During the brainstorming process, it may be difficult to think of specific meals for each day however it can be simplified if you are able to understand the type of meal to be prepared. So plan around the activities of the trip itself. So if it is a snow camping trip, then you will only prepare hot meals or it is a hiking trip then ready to go meals might be the answer. In addition to the menu itself, it can be helpful to make a grocery or ingredients list to easily identify what food items are needed for the menu.

ii. Creating a Duty Roster

While planning for a menu and gear list, it also important to assign roles to individuals for the camping trip. While the roles may vary from each campout to the next some example roles that will be needed are cooks, fire marshals, and cleanup. Where the cooks prepare the meals, the fire marshals are in charge of creating and maintain a fire for the campout, and cleanup where individuals are responsible for the cleaning the gear used in preparation of the meal.

iii. Setting up a Kitchen in the Outdoors

Before you leave for you camping trip, creating a list of the gear needed to prepare your meals can be useful. In doing this you can find out what meals you can prepare and what meals you can not prepare. Once at the camping site, first your unit should decide the best location for your kitchen. While the location can vary from campsite to campsite, some qualities to look for include a flat surface, shaded area, away from any bodies of water and areas of sleeping. If you will be cooking hot meals make sure the stove is out of rear of flammable substances. If you
have the resources, it is optimal to have a table for preparation and a table for cleaning dishes and utensils. For cooking gear to can either store it in a gear tote box stored under the end of one of the tables or in a patrol box. For cold food storage, place the ice chests in an accessible location to the stove. For dry food, store in the appropriate storage box or bear proof container if the campsite provides it. For trash, make sure you have a clearly mark trash can or bag.

iv. Importance of Sanitation
A scout is clean after all, so sanitation when cooking on a campout is crucial! Some items to check before prepare a meal: check the expiration date on the food, the food is properly stored to prevent and diseases or wildlife, make sure all cooking gear and utensils are properly cleaned, and most importantly that the cook is clean as well. Having dirty hands is the easiest way to spread germs.

c. Local Scout Shop Locations
   i. Sacramento
      1. 251 Commerce Cir, Sacramento, CA 95815
      2. (916) 649-1800
      3. Business Hours:
         a. Sunday: Closed
         b. Monday: 9am - 6pm
         c. Tuesday: 9am - 6pm
         d. Wednesday: 9am - 6:30pm
         e. Thursday: 9am - 6pm
         f. Friday: 9am - 6pm
         g. Saturday: 10am - 4pm
   
   ii. Chico
      1. 3881 Benatar Way d, Chico, CA 95928
      2. (530) 809-0400
      3. Business Hours:
         a. Sunday - Tuesday: Closed
         b. Wednesday: 11am - 6pm
         c. Thursday: 11am - 6pm
         d. Friday: 11am - 6pm
         e. Saturday: 10am - 2pm
d. Backpacking

i. Planning a Trip
When planning a backpacking trip, a good start is to have a schedule. After choosing the area the trip will be in, your unit should have a route planned and a backup plan ready. The schedule should be a rough outline showing the distance and where each stop during the trip may be. Always take into consideration those going on the trip of their ability level, whereas a beginner should probably either go on a shorter and easier trip or have the trip modified for them. The scout motto is “Be Prepared”, which especially applies to backpacking as anything can happen just like a camping trip at a campsite.

ii. Types of Backpacks
There are two main types of backpacks which are classified by their structure. These types are internal frame and external frame. While it is up to the personal preference, most will choose an internal pack for a backpacking trip. The internal backpack provides a form-fitting shape and a single big pocket accessible from the top. These packs are often used when the trail is more rugged and varies in elevation giving more support. External Frames can be used for trips where the trails are generally flatter and more smooth. These packs can hold more weight, and be organized as it has more compartments. These packs are also more widely used in non-backpacking trips.

e. Basic Scoutcraft Skills
The most basic Scoutcraft Skills can be categorized into five groups. These groups are Leadership, Citizenship, Fitness, First Aid, and Aquatics. Below are general statements about the group as there is too much information to fit here. More information can always be found inside the Scouting Handbook.

i. Leadership:
Leadership begins with leading yourself and continues with leading others. Scouting will show you how. By knowing where you are headed, you can develop confidence in your abilities and do what is right.

ii. Citizenship:
As a scout you’ve promised to do your duty to your country and to be loyal, helpful, obedient, and brave. The words are easy to say, but how do you live them out?

iii. Fitness
Whenever you recite the Scout Oath, you promise to keep yourself physically fit, mentally awake, and morally straight. That’s Scouting’s idea of fitness - fitness of your body, and fitness of your mind, and fitness in making moral decisions.

iv. First Aid:
First aid has always been important to the Boy Scouts of America. It is part of being a good citizen. Learning first-aid skills is a way to put into action the Scouting ideal of doing a Good Turn.

v. Aquatics:
Swimming is much more than fine way to spend a few hours on a hot afternoon. It is an important skill that will serve you well through your life.

4. High Adventure Camping
Nobody offers more exhilarating or a wider variety of high adventure for young people than the Boy Scouts of America. Through high adventure experiences, The Boy Scouts of America leaves lasting memories with youth and fosters development in character and leadership.

Challenge yourself at Scouting’s High Adventure Bases. From the aquatic adventures of Florida Sea Base to the canoeing or winter camping challenge of Northern Tier, from the backpacking expeditions at Philmont Scout Ranch to the adventure sports programs at The Summit Bechtel Reserve, these experiences will shape you and teach you about yourself. Will you answer the call?

Information about the different High Adventure Programs can be found at https://www.scouting.org/high-adventure-bases/

5. Where to Go Camping
a. State Parks
Information about the different california state parks can be found at https://www.parks.ca.gov/. Reference the list of state parks at wikipedia >> https://en.wikipedia.org/wiki/List_of_California_state_parks
b. National Parks
List of the 28 National Parks in California can be found here >>
https://www.nps.gov/state/ca/list.htm. Other information available at this website includes Alerts & Conditions, Basic Information, Calendar, and Maps specific to each park.

c. California BSA Councils & Camps
i. Alameda Council - Alameda
   1. (510) 522-2772

ii. California Inland Empire - Redlands
   1. (909) 793-2463
   3. Boseker Scout Reservation

iii. Golden Empire - Sacramento
   1. (916)-929-1417
   3. Camp Lassen - 21359 Scout Rd, Forest Ranch, CA 95942
   4. Camp Winton - 40800 State Highway 88 Pioneer, CA 95666
   5. NCAA - 15356 Oregon Hill Rd. Dobbins, CA 95922

iv. Greater Yosemite - Modesto
   1. (209) 545-6320
   3. Camp John Mensinger - Forest Rte 4N07, Twain Harte, CA 95383
   4. Camp Warren McConnell - 1760 Livingston Cressey RD, Livingston, CA 95334

v. Long Beach Area- Long Beach
   1. (562) 427-0911
   3. Camp Tahquitz - San Bernardino National Forest, 41631 CA-38, Angelus Oaks, CA 92305
4. Long Beach Sea Base - 5875 Appian Way, Long Beach, CA 90803

vi. Greater Los Angeles Area- Los Angeles
1. (213) 413-4400
2. https://www.glaacbsa.org/
3. Cherry Valley - Cherry Cove, Avalon, CA 90704
4. Hubert Eaton Scout Reservation - 29485 Hook Creek Rd, Cedar Glen, CA 92321

vii. Los Padres - Santa Barbara
1. (805) 967-0105
3. Rancho Alegre - Los Padres National Forest, 2680 CA-154, Santa Barbara, CA 93105

viii. Marin - San Rafael
1. (415) 454-1081
3. Marin Sierra - 40990 State Hwy 20, Nevada City, CA 95959
4. Camp Tamarancho - Iron Springs Fire Rd, Fairfax, CA 94930

ix. Mount Diablo Silverado - Pleasant Hill
1. (925) 674-6100
3. Herms - 100 James Pl, El Cerrito, CA 94530
4. Linblad -
5. Wolfeboro - Forest Service Road 7N02, Arnold, CA 95223

x. Orange County - Santa Ana
1. 714-546-8558
xi. Pacific Skyline - Foster City
   1. 650-341-5633

xii. Piedmont- Piedmont
   1. 510-547-4493

xiii. Redwood Empire - Santa Rosa
   1. 707-546-8137

xiv. San Diego-Imperial - San Diego
   1. 619-298-6121

xv. San Francisco Bay Area - San Leandro
   1. 510-577-9000
   3. Rancho Los Mochos
   4. Royaneh
   5. Wente Scout Reservation

xvi. San Gabriel Valley - Pasadena (Merging Council)
   1. 626-351-8815
   3. Cherry Valley
   4. Holcomb Valley
   5. Trask Reservation

xvii. Sequoia Council - Fresno
   1. 559-320-2100
   3. Chawanakee - Sierra National Forest, 43485 Dinkey Creek Rd, Shaver Lake, CA 93664
   4. David Wortman - 56651 Eshom Valley Road Badger, CA 93603

xviii. Silicon Valley Monterey Bay - San Jose
1. 408-638-8300
3. Chesebrough
4. Hi-Sierra
5. Pico Blanco

xix. Southern Sierra - Bakersfield
   1. 661-325-9036
   3. Kern

xx. Ventura County - Camarillo
   1. 805-482-8938

xxi. Verdugo Hills - Glendale
   1. 818-243-6282
   3. Silver Fir
   4. Verdugo Oaks - Angeles National Forest - San Gabriel Mountains National Monument, 38001 Golden State Hwy, Castaic, CA 91384

xxii. Western Los Angeles County - Van Nuys
   1. (818) 785-8700
   3. Camp Josepho - Santa Monica Mountains National Recreation Area, 3000 Rustic Canyon Rd, Pacific Palisades, CA 90272
   4. Camp Emerald Bay - 1 Cove Rd, Avalon, CA 90704
   5. Camp Whitsett - Sequoia National Forest, Forest Rte 22S82, Kernville, CA 93238

d. Nevada BSA Councils & Camps
   i. Nevada Area -Nevada City
      1. 775-787-1111
3. Camp Fleischmann
   e. High Adventure Camps
      i. Philmont

Philmont Scout Ranch is the Boy Scouts of America’s largest National High Adventure Base. Born in 1938 as Philturn Rocky Mountain Scout Camp, Philmont has become a bustling center for high adventure and training. It covers 140,177 acres of rugged mountain wilderness in the Sangre de Cristo range of the Rocky Mountains in northeastern New Mexico. Philmont has a unique history of ancient Native Americans who chipped petroglyphs into canyon walls, Spanish conquistadors, who explored the Southwest long before the first colonists arrived on the Atlantic coast, the rugged breed of mountain man such as Kit Carson, who blazed trails across this land, the great land barons like Lucien Maxwell who built ranches along the Santa Fe Trail and miners, loggers and cowboys. All left their mark on Philmont.

Philmont Scout Ranch operates 35 staffed camps and 55 trail camps across the rugged terrain that ranges in elevation from 6,500 to 12,441 feet. More than 1 million Scouts, Venturers, and Advisors have experienced the adventure of Philmont since its first camping season in 1939. Most activities take place during the summer, but Philmont also offers programs during the offseason such as Autumn and Winter Adventure. Throughout its existence, conscientious attention to low-impact camping techniques and diligent wildlife and forestry conservation work has helped maintain Philmont’s wilderness.

In addition to providing an unforgettable adventure in backpacking across miles of rugged, rocky trails, Philmont Scout Ranch offers programs that feature the best of the Old West—horseback riding, burrow packing, gold panning, chuckwagon dinners, and interpretive history—with exciting challenges for today such as rock climbing, mountain biking, and sport shooting. It’s an unbeatable recipe for fast-paced fun in the outdoors.

ii. Northern Tier

Northern Tier is the Boy Scouts of America’s gateway to adventure in the Great Northwoods. In the summer, Scouts from Northern Tier’s three wilderness canoe bases explore millions of acres of pristine lakes, meandering rivers, dense forests and wetlands in Northern Minnesota, Northwest Ontario and Northeast Manitoba. Northern Tier crews paddle in almost 6 million acres of exclusively canoe-access wilderness from the Boundary Waters Canoe Area Wilderness (BWCAW) of Minnesota to the Atikaki Provincial Park of Manitoba. Trips range in length from 6-14 days and usually include between 50-150 miles of wilderness travel.
In the winter, Northern Tier is home to the Okpik Cold Weather Camping program, the BSA's premier winter high adventure program. Fall trips are also available.

All trips are fully outfitted and provisioned. A highly trained staff member, called an Interpreter, accompanies all crews on their trek.

All participants must be age 14 by the time they arrive at Northern Tier OR have graduated from the 8th grade and be age 13 by the time they arrive.

iii. Sea Base
The Florida National High Adventure Sea Base is a unique Scouting program that offers aquatics programs found nowhere else. Whether your interests lie in sailing, scuba diving, rustic camping on an undeveloped barrier island, fishing or a combination of all, this is the place for your Troop, Team, Crew, Sea Ship or Explorer Post. The Sea Base serves around 13,000 participants annually.

The Sea Base began in the early 1970's as a local program in the Florida Keys called the Florida Gateway to High Adventure under the guidance of Sam Wampler, a professional Scouter from the South Florida Council. It offered primarily sailing programs using local marinas and chartered boats sailing to the Bahamas and back. As the idea caught on and grew, it joined the high adventure offerings of the National Council of the BSA along with Philmont Scout Ranch and the Northern Tier High Adventure Base. In 1979 the Sea Base acquired a permanent facility on Lower Matecumbe Key and when this opened for Scouts in 1980 it was renamed the Florida National High Adventure Sea Base. As the popularity of this program grew, scuba diving was added and in 1984 the BSA received the gift of Big Munson Island from Homer Formsby. This undeveloped island offered tremendous program potential as an outpost for primitive camping, Robinson Crusoe style. During this time period the sailing program concentrated on sailing around the fabulous Florida Keys. New sailing programs were started that originated and ended in Marsh Harbour in the beautiful Abaco Islands of the Bahamas.

Sea Base programs continued to excite the imagination of Scouts and Scouters and as attendance grew the need for a second facility was obvious. Thanks to the generosity of J. Porter Brinton of Greenwich, CT, the Brinton Environmental Center opened in 2001 making the Sea Base even better. The Sea Base has continued to add and upgrade facilities and programs to meet the needs of Scouts.

Sea Base now operates 15 different adventures out of four locations: two in the Florida Keys, one in the US Virgin Islands, and one in Marsh Harbour, Bahamas. Coral Reef Sailing, Sea Exploring Adventure, STEM Eco-Adventure, Scuba Adventure, Scuba Certification, and Live Aboard Scuba Adventure operate in the Florida Keys at Mile Marker 73.8 at Sea Base on Lower Matecumbe Key located 75 miles south of Miami. Out Island Adventure, Keys Adventure and
Florida Fishing programs operate in the Florida Keys on Summerland Key at Mile Marker 23.8 at the Brinton Environmental Center located 125 miles south of Miami (Summerland Key - MAP). (Key West, the southernmost point in the Keys, Florida and the continental United States, is located at Mile Marker zero.) Bahamas Adventures and Bahamas Tall Ship Adventures operate out of the Bahamas Sea Base in Marsh Harbour, Abaco, Bahamas, located about 100 miles east of Fort Lauderdale. Sea Base St. Thomas Adventures operate out of St. John, USVI.

Scouting's most complete aquatic facility offers a variety of water activities from scuba diving to sailing "Tall Ships". All of our participants have the opportunity to swim, snorkel, and fish among the most beautiful coral reefs in the northern hemisphere.

iv. The Summit

Situated in the wilds of West Virginia, The Summit is a training, Scouting, and adventure center for the millions of youth and adults involved in the Boy Scouts of America and anyone who loves the outdoors. The Summit Bechtel Reserve is also home to the National Scout Jamboree and the Paul R. Christen National High Adventure Base which complements the three existing bases: Philmont Scout Ranch, Northern Tier and Florida Sea Base.

Get ready for the next century of Scouting. With incredible facilities and amazing outdoor programs, The Summit is a place that takes Scouts and Venturers to the limits of what they think they can do, and then pushes them further.

The Summit is more than just a place for Scouts; it’s where future leaders are shaped.

The Summit story began in 2007 when BSA leadership began looking for a permanent location for the National Scout Jamboree, which had been held at Fort A.P. Hill, Virginia since 1981 as well as seeking another high adventure base for the large number of Scouts who are wait-listed at the other three high adventure camps every year. A committee in charge of site selection and project planning was created. The committee named the new venture Project Arrow, chaired by Jack D. Furst. Plans for Project Arrow grew to include not only a venue for the Jamboree, but also for a summer camp, a high adventure base, and a leadership center, all housed on the same contiguous property.

More than 80 sites in 28 states were visited over an 18-month span and inspected as possible locations for the new venue. The top fifteen sites were visited and in October 2008 the list was cut to three sites: Saline County, Arkansas; Goshen, Rockbridge County, Virginia; and the New River region of West Virginia. In February 2009 Arkansas was cut from the list, leaving Virginia
and West Virginia. On August 4, 2009, the BSA announced it was no longer considering the Virginia site as the permanent host of the National Jamboree and was looking into the feasibility of the West Virginia site hosting the National Jamboree as well as the leadership and high adventure programs.

On Wednesday November 18, 2009, the BSA announced that it had chosen the West Virginia site, known locally as the Garden Ground Mountain property, as the future home of The Summit.

One of the deciding factors for Project Arrow in choosing the West Virginia site was its adjacency to New River Gorge National River. More than 13 miles of the property borders the park, giving Scouts and Scouters access to more than 70,000 acres of managed wilderness beyond the Summit property.

But this was merely the beginning. The Summit story would not have been possible without generous donations and support from those with an interest in the tools Scouting provides young people to prepare them for life.

6. Order of the Arrow
   a. Order of the Arrow Description

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults.

As Scouting’s National Honor Society, our purpose is to: Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition, Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout’s experience, in the unit, year-round, and in summer camp, Develop leaders with the willingness, character,
spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation, and Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

**Beginning February 1, 2019**, unit elections will be permitted in Scouts BSA, Venturing and Sea Scout units. The new Order of the Arrow membership requirements are as follows:

i. Be a registered member of the Boy Scouts of America.

ii. Have experienced 15 nights of camping while registered with a troop, crew, or ship within the two years immediately prior to the election. The 15 nights must include one, but no more than one, long-term camp consisting of at least five consecutive nights of overnight camping, approved and under the auspices and standards of the Boy Scouts of America. Only five nights of the long-term camp may be credited toward the 15-night camping requirement; the balance of the camping (10 nights) must be overnight, weekend, or other short-term camps of, at most, three nights each. Ship nights may be counted as camping for Sea Scouts.

iii. At the time of their election, youth must be under the age of 21, hold the Scouts BSA First Class rank, the Venturing Discovery Award, or the Sea Scout Ordinary rank or higher, and following approval by the Scoutmaster, Crew Advisor or Sea Scout Skipper, be elected by the youth members of their unit.

iv. Adults (age 21 or older) who meet the camping requirements may be selected following nomination to and approval by the lodge adult selection committee.

The national chief and vice chief are Arrowmen elected to one-year terms by the section chiefs during the annual national planning meeting. They serve as members of the national Order of the Arrow committee, providing the opinion of youth Arrowmen on national OA policy. They also serve as the presiding officers for the national OA event. They are advised in their responsibilities by the national OA committee chairman and the Order of the Arrow National Director. The professional adviser is the Order of the Arrow Associate Director, a national professional Scouter.
b. Amangi Nacha Lodge

In 1992, the Buttes Area Council, Golden Empire Council and the Mount Lassen Area Council merged as a result of Western Region reorganization. The new Council was given the name of "Golden Empire Council". The council's headquarters was established in Sacramento, California, with field offices established in: Redding, California; Chico, California; and Marysville, California.

As a result of this merger, the national office of The Order of the Arrow dictated that the new council would have until January 1, 1993 to merge the 3 lodges. Wil Conner was named as the Lodge Adviser for the new lodge. To prepare for the upcoming merger, Wil Conner, lodge adviser, drew up five merger agreements. Each merger agreement was distributed to the individual lodges (Kowaunkamish Lodge, Mayi Lodge and Tehama Lodge). Each lodge was given time to review the agreements before scheduling a meeting. Several meetings were held where the agreements were discussed and plans were made to hold a work fellowship at Beale Air Force Base to approve and accept the merger.

The work fellowship was scheduled for October 1992 with Matt Conner selected as the Fellowship Chairman and Frank Glick was appointed as the Fellowship Adviser. The fellowship was later rescheduled for December 11, 12, 13, 1992 due to arising conflicts with schedules, facilities and planning. Frank Glick designed and ordered a patch for the fellowship. It served as a reminder of the three lodges that were merging and the formation of the new lodge #47.

One hundred fifty scouts and scouters converged on Beale Air Force Base to take part in the new lodge's first fellowship. Mayi Lodge served as the host lodge. After several meetings on Friday night and Saturday morning, a merger agreement was announced and approved by the three existing lodge council of chiefs. It detailed out a one-year plan to integrate the three lodges into one "super lodge." Each of the existing lodges would be renamed as tribes, with the tribe chiefs serving with the elected lodge chiefs to form the lodge council of chiefs. Each tribe would be further broken down into chapter and the chapters had the opportunity to divide into clans. The clans would service the rural areas where travel distances would prohibit membership from participating in chapter events.

(N/A) Was selected as the Kowaunkamish Tribe Adviser, Richard Lozano was selected as the Mayi Tribe Adviser and Bob Nelson was selected as the Tehama Tribe Adviser.
One of the major concerns addressed at the fellowship was the distribution of the existing lodge's funds and how to fund the new lodge. It was agreed that each of the existing lodges would give a portion of their funds to the new lodge. The existing lodges would keep the funds in a chapter account for their membership's use. All money would be controlled through the lodge adviser for finance.

Saturday night of the fellowship the first lodge officers were elected. Each of the existing lodges would have a block of votes they could cast in any way they saw fit. P.T. McEwen, Section W3B Chief, Wil Conner, Lodge Adviser and Jim McDaniel, Section W3B Adviser were present to officiate the election.

Brian Osterhout was elected as the first lodge chief. Dan Householder was elected as the Vice-Chief for Program. Coady Pruett was elected as the Vice-Chief for Communication. Ketan Patel was elected as the Lodge Secretary/Treasurer. The lodge council of chiefs were convened on Sunday morning and the by-laws were approved.

The council of chiefs set future meeting dates and elected to extend the period for nominations for lodge name, newspaper name and totem.

In January, the lodge council of chiefs elected to name the new lodge "Amangi Nacha" with the Quail as the totem. The newspaper was named "Se-Kah-Ke Squawks." Gerry Albright was named as the first adviser. It was a bi-monthly newspaper printed at Herburger Publishing in Galt, California.

The lodge printed two press runs of the flap. The S-1 was a fundraiser flap. It was larger than the general press run and was limited in its production. The S-3 was a general issue flap to be worn by all members.

Will Conner appointed his advisers to help him serve the lodge. They were: Bob Nelson, Administration Adviser; Frank Glick, Trading Post Adviser; Matt Conner, Newspaper Adviser; Craig Tanner, Inductions Adviser; and Bill Rogers, Camping Adviser.

The lodge held its first officer training in 1993 at Camp Pollock. It was called the "Takachsin." The training was modeled after the Mayi Lodge's "Takachsin" program and the National Leadership Seminar outline.

Adam Craig was elected as the second lodge chief at the fellowship held at Beale Air Force Base and Doug Wacker was appointed as the Lodge Program Adviser.
On August 28, 1994, the lodge Council of Chiefs voted to change the lodge by-laws and restructure the lodge. The tribe system was discontinued. This was done to "bring the chapters closer" to the lodge and facilitate the process. The lodge was now composed of 13 chapters. Doug Wacker was selected as the next Lodge Adviser in October 1995. Also in October 1995 Greg Frith was elected as the lodge chief. Bob Nelson was appointed as the Lodge Finance Adviser and Larry Frith was appointed as the Lodge Program Adviser.

In October 1996, Josh Ramsey was elected as the lodge chief and Bob Nelson was named as the new Lodge Adviser.

In October 1997 Jeff Allen was elected as the lodge chief with Bob Nelson continuing as Lodge Adviser.

In October 1998, Carl Krigbaum was elected as the lodge chief, with Bob Nelson continuing as Lodge Adviser.

Then in October 1999, Lewis McCrary was elected as the current lodge chief, and Larry Frith was named the new Lodge Adviser.

Source:
http://www.amanginacha.org/about/history