

Pirates, Princess, and Mermaid Camp

July 8, 2022

We by royal decree welcome you to Camp Oh-Da-Ko-Ta!

Camp Rules:

- Absolutely No fireworks allowed in camp
- All cars must be parked in the designated parking lot
- No alcoholic beverages will be permitted in camp
- No fires or open flames in tents
- Closed-toed shoes must be worn at all times- except on the beach
- Catch and release fishing policy
- Buddy system is to be used at all times while in camp

Three Harbors Council is not responsible for any lost or stolen property

Program	Description	Location
The Archer	Archery	Archery Range
Mermaid Grotto	Aquatics	Admin Field
Medieval Fair	Stations of skill	Pioneer Village
Castle Construction	Recycling	Fort Dakota
Mermaid Shells	Nature	Ridge Field
Pirate Challenge	obstacle course	Pines trail
The Armory	BB Guns	BB range
Protecting Grotto	Rock throwing	Rock throwing range
Treasure map	Orienteering	Ridge Field
Dressed for the Ball	Neckerchief slides and neckties	Ridge field
Prince's Coat of Arms	Recycling	Ridge field
Feeding the King	Fishing	Davy Jones

Meals

Friday Cracker Barrel - Pirate Treasure Nachos

Saturday Breakfast- Princess Pancakes and sausage

Saturday Lunch- Land lover meatball subs

Saturday Dinner- Fish of the Sea fish and chips

Saturday Cracker Barrel- Royal sunday bar

Sunday Breakfast- Pirate gold cereal, Princess yogurt, Merpeople doughnuts, Walk the plank
French toast

All meals include milk, fruit, and vegetables. Menu subject to change

Friday

- 6:00 check in - Stapelkamp pavilion
 - Set up campsites
- 7:45 parent meeting - Dining Hall
 - Camp wide games (youth)- Ridge Field
- 8:00 Cracker Barrel- Dining Hall
- 8:15 Range safety talk - Dining Hall
- 10:00 Quiet time

Saturday

- 8:00 flags- Ridge field
- 8:15 Breakfast- Dining Hall
- 9:30- 10:45 open program
 - The Archer - Range
 - The Armory - Range
 - Dressed for the Ball- Range
- 10:50 self guided program (Ranges will be closed to family camp to allow Webelo Camp to shoot)
 - Feeding the King- equipment outside of Davy Jones cabin
 - GaGa ball - Stapelkamp field
 - Fort Dakota- Stapelkamp field
 - Medieval fair - Front side of Dining Hall
- 12:00 Lunch - Dining Hall
- 1:00- 1:30 Quiet time
- 1:30-3:15 Open program
 - Castle Construction - Ridge Field
 - Mermaid Grotto - Admin Field
 - The Armory- Range
 - Feeding the King - Davy Jones
- 3:30 -5:00 open program
 - Princes Coat of Arms- Ridge Field
 - The Archer - Ranges
 - Medieval fair - Front of Dining Hall - self guided after 4pm
- 5:00- 6:00 Quiet time
- 6:00 Dinner- Dining Hall
- 7:15 Flag- Ridge field
- 7:30 Scouts Own - Chapel
- 8:00 Cracker Barrel - Dining Hall
- 8:30 campfire - Firebowl

Sunday

- 8:00 Flags - Ridge Field
- 8:15- 9:00 Breakfast
- 9:00-10:45 Open Program
 - Mermaid Shells - Ridge Field
 - Pirates Challenge - Pines
 - The Armory- Range
 - Protecting the Grotto - Range
 - Feeding the King - Davy Jones
 - Medieval Fair - Front of Dining Hall
 - Treasure Map- Ridge Field



CAMP
OH-DA-KO-TA

Camp Oh-Da-Ko-Ta

Three Harbors Council • Boy Scouts of America
3363 Dyer Lake Road • Burlington, WI 53105

Created 06-2015 • Revised 05-2021 J. Hauser

General Camp Rules

- Trading post is located on the west side of the administration building
 - Please stay out of buildings/areas your group has not rented
 - NO FISHING in the fenced swimming beach at the aquatics area
 - NO SMOKING except behind the pump house at the dining hall
 - Speed limit is 10 MPH on all camp roads
- Please refer to full camp rules posted in all buildings and areas*

Map Legend

- Road
- Trail
- Check-in, Campmaster & Trading Post
- Flag Field
- AED / First Aid
- Private Property
- Restricted Area
- Latrine
- Campsite
- Firewood Storage
- Emergency Shelter

