



HEART OF AMERICA COUNCIL
BOY SCOUT RESIDENT SUMMER CAMP
PROGRAM GUIDE



2018 BARTLE





WELCOME TO THE CAMPING SEASON

Welcome to the camping season! We are very excited about this camping season and sincerely hope you and your units are as well.

The primary purpose of camp is for Scouts to have FUN! While advancing in rank and Merit Badges are undoubtedly important aspects of the camping experience, we must ensure that our Scouts have the opportunity to engage in as many programs that they will enjoy. Makeup day is designed to help our Scouts get caught up when they miss because they were experiencing other activities and programs at camp.

With all of the program upgrades the last few summers, it is VITAL that your unit takes time to discuss program offerings with its Scouts and allows them to make choices based on current offerings. The days of simply “dusting off” the traditional schedule your unit may have developed for first and second year campers is gone. **Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.**

This guide contains important information about Merit Badges and Outpost Programs, and it includes all prerequisite worksheets. Changes made after this document’s publication will be shared on Day 1 at the 4:00 leaders meeting.

If you have any program questions in advance of camp, please contact me at cmwinfrey@gmail.com

Your’s in Scouting,

Charles Winfrey
Assistant Reservation Director – Program



HRB PROGRAM ADDITIONS & CHANGES

| Page | Description |
|------|--|
| 5. | All Merit Badge Lotteries are gone. Limits are set in Award Scan. |
| 11. | Athletics Merit Badge limit set at 24 per class - 8 per camp. |
| 11. | Advance Sailing limit set at 18 per class - 6 per camp. |
| 12. | Climbing Merit Badge limit set at 36 per class - 12 per camp. |
| 12. | Canoeing Merit Badge limit set at 30 per class - 10 per camp. |
| 15. | Kayaking Merit Badge limit set at 18 per class - 6 per camp. |
| 17. | Rowing Merit Badge limit set at 9 per class - 3 per camp. |
| 18. | Small Boat Sailing Merit Badge limit set at 18 per class - 6 per camp. |
| 18. | Sports Merit Badge limit set at 24 per class - 8 per camp. |
| 19. | Water Sports Merit Badge limit set at 6 per class - 2 per camp. |
| 19. | Swimming Merit Badge limit set at 55 per class |
| 20. | Trail to First Class requirements updated to new Scout Manual |
| 26. | Wilderness First Aid - New Training |

Worksheets are available at www.MeritBadge.org

About the H. Roe Bartle Scout Reservation

The H. Roe Bartle Scout Reservation is located on 3700 acres near Osceola, MO and is less than a 2-hour drive from the Kansas City metropolitan area. The Reservation also has direct access to Truman Lake.

We welcome Out of Council Troops! During the last few summers we hosted Scouts and Troops from Arkansas, Colorado, Illinois, Iowa, Florida, Georgia, Louisiana, Massachusetts, Michigan, Oklahoma, Oregon, Texas, Wisconsin; and as far away as Australia, Mexico, Pakistan, the United Kingdom!

If you are a unit interested in camping at the H. Roe Bartle Scout Reservation for the first time, please contact the Reservation Director, Alan Sanders, at Alan.Sanders@scouting.org for additional information.



TABLE OF CONTENTS

| | |
|---|-------|
| I. GENERAL PROGRAM INFORMATION | 4 |
| Earning Merit Badges..... | 4 |
| Swim Check and Improving Swimming Ability | 6 |
| First Class Trail Overview | 6 |
| Lakefront Program..... | 7 |
| Daily Schedule | 8 |
| II. MERIT BADGE PROGRAMS | 9 |
| Merit Badge Schedule (The Grid) | 9-10 |
| Merit Badge Details..... | 11-19 |
| III. RANK ADVANCEMENT PROGRAMS | 20 |
| First Class Trail Program | 20-21 |
| STEM NOVA & SUPERNOVA Award Info | 22 |
| IV. PATROL ACTIVITY PROGRAMS | 23 |
| Patrol Activities Available..... | 23-24 |
| V. LEADER TRAINING PROGRAMS | 25 |
| Available Programs and Schedule/Calendar | 25-28 |
| Outdoor Leader Skills Training Handout for Participants | 29 |
| VI. NIGHTLY EVENING PROGRAMS | 30 |
| Nightly Camp Program Offerings | 30 |
| Lodge Specific Offerings..... | 30 |
| VII. OUTPOST PROGRAMS | 31 |
| General Information and Registration..... | 31-33 |
| Outpost Programs Available..... | 34-40 |
| Outpost Program Request Worksheet | 41 |
| Blank Merit Badge Record Sheet | 42 |



GENERAL PROGRAM INFORMATION

ADVANCEMENT IN CAMP

The opportunity for a boy to spend time in a Scout summer camp is a very important part of his life, and it should stand out as a key experience in his development. Do not make rank and merit badge advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that no boy can advance beyond the rank of Tenderfoot Scout if he does not have a hiking and camping experience as a member of his patrol and troop. It is, therefore, important that individual boys, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

Keep in mind as you make your program plans that they should include activities for the patrol and troop as well as the individual boy. Camp provides the best atmosphere for building patrol and troop teamwork, but be alert to the needs of each boy and do not over schedule his time. Allow him the opportunity to have time for what he wants to do: whittle, hike, sit and watch the clouds, or whatever.

The buddy system should be used by the scouts during all activities.

EARNING MERIT BADGES AT CAMP

1. Working on merit badges is especially enjoyable when Scouts work together.

The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award and in the book *Boy Scout Requirements*, available at Scout shops and council service centers. When a Scout and his leader decide on a merit badge the Scout would like to earn at camp, please follow these steps:

The unit leadership signs the scouts up online. Specific instructions were provided to unit leadership at the Leader Orientation meetings in March. When you receive your unit's sign-on ID and password, you will then be able to sign your scouts up for Merit Badge classes

- a. Access the "Award Scan Award Management System" at "<https://www.awardrecords.net>"
- b. Click on "Login" and enter your ID and password
- c. For additional details click on "Help"
- d. Click on "Enroll"
- e. Then click on "Classes"

4.

- Before camp, the scout should obtain the merit badge booklet, familiarize himself with the requirements, and complete any prerequisites listed in order to compete the badge at camp.
- At camp the counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them so that he can get the most out of the experience.
- The Scout shows up for class, completes the requirements, and meets with his counselor whenever necessary until he has completed the badge.
- The Scout brings pencils, pens and paper for appropriate reports.

The advancement program allows the Scout to move ahead in his own way and at his own speed. Rather than competing against others, he challenges himself to go as far as his ambition will carry him. The rate of advancement depends upon his interest, effort, and ability.

2. The Scout must meet the requirements

as stated — *no more and no less*. Furthermore, he is to do exactly what is stated. If it says, "Show or demonstrate," that is what he must do. Simply discussing the skill or concept is not enough. The same thing holds true for such words as "make," "list," "in the field," and "collect, identify, and label."

On the other hand, we cannot require more of a Scout than stated. Counselors must not, for example, say, "I want to be sure you really know your stuff, so instead of the 20 items in your collection, you must have 50 to get my signature." They can suggest, encourage, and help the Scout to get 50 things, but they must not require it.

With instruction and discussion, however, we can go beyond the requirements with the Scouts. He probably will welcome our willingness to share knowledge well beyond the requirements, and counselors will make a sincere contribution to him by doing so. The Scout does not have to show his knowledge of those things beyond requirements.

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put his knowledge to work is the important thing in life. Working with the Scout can give him career guidance. Many merit badge subjects acquaint a Scout with the job opportunities in various fields.



EARNING MERIT BADGES

continued

In these cases, the merit badge work serves as an exploration of an adult work experience. This might show him whether or not he has the interest or ability along such lines.

3. Group Instruction

Frequently the skills of a subject can be taught to several Scouts at one time. This has a time advantage for the counselor. However, completing the requirements must always be done on an individual basis. A Scout may not qualify for merit badges by just being a member of a group that is instructed in skills.

Scouts must qualify by personally satisfying their merit badge counselor that they can meet all the requirements. This may be hard to do in a group. When one Scout in a group answers a question, that can't possibly prove all the other group members know the answer. Then each Scout learns at his own pace. No Scout should be held back or pushed ahead by his association with a group. So remember — we can coach more than one at a time, but only one Scout at a time can satisfy a counselor that he has met the requirements. Scout leaders are encouraged to help their Scouts prepare for merit badge classes.

Not all requirements for merit badges offered at camp can be completed at camp. When requirements are done at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor review with the Scout that he can demonstrate his understanding. For requirements done before camp, Scouts are advised to bring evidence of completion of projects with them to camp. For example, camping merit badge requires a Scout to have 20 days and 20 nights of camping. A note from a Scout leader certifying the required 20/20 is less satisfactory than the Scout providing a log of his camping experience. Notes attesting to completion are less satisfactory than evidence

like photos, logs, journals, drawing, etc. Physical evidence and the Scout's personal knowledge displayed during the counseling enable the counselor to make certain that the Scout has met the requirements. Please prepare your Scouts by helping them "show their stuff" to the camp merit badge counselor.

4. Rank and age requirements

Rank and age requirements are not negotiable. It is to the Scouts advantage and personal growth that the leaders advise them of such instructions and not try to put a Scout in an area in which he is not qualified. All merit badges follow the requirements as printed in the current edition of the Boy Scout Requirements. HOAC sets some age limitations for some program areas. Scouts must be of age by August 31, 2018.

To work on a merit badge, a Scout

- a. May sign up for a badge at any time before noon on Day 6 of his session by asking his unit leader sign him up online. Internet access is available at the Program Center and in the dining hall of each respective camp.
- b. May ask for any instructional assistance that he believes necessary to his success in the badge.
- c. May interview for completion of the badge at any time during the session by making an appointment with the counselor.
- d. May use partially completed Merit Badge records from the previous camping season.

5. Merit Badge Registration

Registration for all merit badges will continue to be done online. Space is limited for some merit badges.

Records will be available online and updated frequently. Leaders are encouraged to check these records regularly. Individual conferences with counselors/directors may be arranged. It is not necessary for Scouts to sign up for all four-class periods. Leaders should remember that scouts need time for non-merit badge activities.



6. Helpful Hints for Leaders

Feel free to bring supplies, materials, and tools for any merit badge work. Please review the prerequisites and restricted items for all merit badges. Help your Scouts by distributing merit badge work sheets. The Scouts need to remember to bring pen, pencils and paper for class work and reports.

7. Copies of Forms and Records

The camp does not provide copies or print outs of unit merit badge records nor badge lodge record sheets. This information is available digitally online at the Program Center and each Dining Hall. There is a blank universal merit badge lodge record sheet in the appendix for your use. Please copy and customize this sheet for your unit needs.

8. Additional Merit Badge Offerings

Your troop probably has several leaders coming to camp who are Merit Badge counselors. Ask them to bring their materials and offer those badges to the Scouts “next door” or around the camp!! Help expose Scouts to Merit Badges they otherwise wouldn’t get. Talk with your commissioner staff to get a class or two organized.

SWIM CHECK

In 1908, Lord Baden-Powell wrote, “Every boy should learn to swim, I’ve known lots of fellows pick it up the first try, others take longer...” An important aspect of advancement at camp is helping Scouts improve their swimming ability. At camp check-in, all Scouts will report to the pool to present physicals and for the swim check. The swimming ability of all Scouts and leaders must be evaluated before they can take part in any aquatics activity, per BSA policy. There are three classifications (bands) of swimming skills: non-swimmer (white), beginner (red), and swimmer (blue). All Scouts must have a swim band.

The check consists of:

1. Jump feet first into water over your head in depth.

2. Swim 75 yards or meters in a **strong** manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
3. Then swim 25 yards or 25 meters using an easy, resting backstroke.
4. The 100 yards or 100 meters must be swum continuously and include at least one sharp turn.
5. After completing the swim, rest by floating as motionless as possible.

Scouts and Scouters fulfilling all the above requirements wear a blue swimmer band.

Scouts and Scouters who can only jump in water over their head, swim 50 feet, and make one sharp turn, wear a red beginner band.

Scouts and Scouters who cannot complete the beginner requirements, or Scouts who choose not to swim, will wear a **white** band.

Scouters who do not take the swim test will not have a swim band. However, full-time and part-time leaders need to understand that some aquatics and Lakefront programs will require a blue swimmer band. See appropriate Pool, Lakefront and Outpost Program sections of this Program Guide.

TRAIL TO FIRST CLASS PROGRAM

This program has been developed for Scouts who have not yet earned the rank of First Class. This program will emphasize “hands on” activities so Scouts can master their outdoor skills.

The focus of the First Class Trail Program is based on the Tenderfoot through First Class requirements. Not all of these requirements can be completed at camp, and the program is not designed for a Scout to earn all ranks to First Class in one session. **Scouting skills are primarily taught at the Scoutcraft Lodge in each respective camp, but the requirements are tested and signed off by your leadership back in the troop.** Troop guides and assistant Scoutmasters for new Scouts are encouraged to attend and assist with instruction and supervision.

Additional details for the Trail to First Class Program are on the following pages.



LAKEFRONT OVERVIEW AND RULES

LAKEFRONT PROGRAM

General Information

The Lakefront staff wants to offer your troop the best possible Lakefront experience. Our goal is to provide each Scout with a top quality learning experience that he can remember for life. One key responsibility of that goal is safety. To provide a quality and safe program for the large number of people who use the Lakefront, some general policies are needed:

Lakefront Rules

1. All Scouts must have a swim tag. A swim tag does more than just display the skill level - it tells the Lakefront staff that the Scout is physically fit to participate in aquatic activities. All activities require Scouts to be a swimmer (blue band). All boating badges: Canoeing, Water Sports, Sailing, Kayaking, motorboating, and Rowing, require a swimmer band and Lifesaving merit badge. (Emergency Preparedness is not a substitute.) Personal Flotation Devices (PFD's) must be used at all times when on or near the water.
2. For Fishing Merit Badge, bring pictures or letter confirming fish caught, cleaned and cooked. Scouts and Scouters should wear appropriate swim wear and lake shoes that can get wet.
3. Due to state law, Scouts in Motor Boating Merit Badge must be 14 years of age prior to operating the boat. Each boater needs state certification in motorboat handling. This certification - "Missouri State Water Patrol Boating Safety Education Card" - requires operators to carry their card and have a valid photo ID with them while operating a motorized vessel on any Missouri waterway.
4. Patrol fishing is open to any boy with any color swim band, but all participants must provide their own fishing equipment. Each patrol must bring at least one adult per ten boys for supervision of canoeing or fishing. Adults must stay with their scouts on the shore. Please sign up with the camp Program Director ahead of time.
5. The Lakefront is off limits to everyone after dark and whenever a Lakefront Director is not present.
6. Dock space is not available for personal boats.

Merit Badge Registration

To participate in Lakefront merit badges, the Scout must have a swimmers tag (blue wrist band). Any scout that shows up without a swimmers tag will forfeit his spot in the class. Sign-up for Canoeing, Rowing, Kayaking, Motorboating, and Small Boat Sailing will use the following procedure:

1. Troops will register Scouts online for Merit Badges **THEY HAVE NOT ALREADY EARNED.**
2. One third of all available spots are assigned to each camp.
3. Scouts who were verified must be at the first day of class on time, or the slot may be given to another Scout who is trying to get into the badge.
4. Scouts who do not get a verified spot should have a leader contact the Merit Badge Administrators at the Program Center on Day 1 to check on available openings from the other camps.

Fishing Requirements

The Bartle Scout Reservation has many opportunities to fish and work on the Fishing merit badge. If a Scout registers for the Fishing merit badge, he will need to provide rod and reel (or use one of ours if available.)

When recreational fishing, please use the following guidelines:

1. Scouts may fish when accompanied by unit adults between the hours of 8:30 am to 11:30 am and 1:30 pm to 4:00 pm. The adults must be in sight of the Scouts at all times. The adults must be swimmers. Anyone near the water is required to wear a PFD. Bring your own fishing gear. Adults (16-64) must have a valid Missouri fishing license if they are fishing.
2. Fishing below the Point is not allowed.
3. Please inform the Lakefront Director prior to the activity.



SCHEDULE AND ACTIVITIES



DAILY SCHEDULE

| | |
|-----------------|--|
| 7:00 am | Reveille |
| 7:15 am | To the Colors - Flag is raised - KP Call |
| 7:30 am | Breakfast |
| 7:50 am | Lifesaving participants leave after 60-second KP |
| 8:30 am | Merit Badges and Scouting Skills |
| 9:30 am | Merit Badges and Scouting Skills |
| 10:30 am | Camp Scoutmaster Meeting |
| 10:30 am | Troop Swim - Patrol Activities |
| 11:00 am | Lunch Outpost Programs |
| 11:40 am | KP Call |
| 12:00 Noon | Lunch |
| After Lunch | Senior Patrol Leaders Council |
| 12:45 - 1:45 pm | Rest Period |
| 2:00 pm | Merit Badges and Scouting Skills |
| 3:00 pm | Merit Badges and Scouting Skills |
| 4:00 pm | Troop Swim - Patrol Activities |
| 4:30 pm | Dinner Outpost Program |
| 5:00 pm | Staff and Leaders Swim |
| 5:40 pm | KP Call (no KP on Day 4) |
| 5:45 pm | Flag Retreat |
| 6:00 pm | Evening Meal (Day 4 at 5:30 pm) |
| 7:00 pm | Troop Activities |
| 8:00 pm | Evening Programs |
| 8:30 pm | Warrior and Brave Ceremonies (Days 6 & 8) |
| 9:45 pm | Call to Quarters (All Scouts in Campsite) |
| 10:00 pm | Taps - Lights Out, All Scouts in Tents |



MERIT BADGE SCHEDULE

| Merit Badge | # of Days | See Notes Below | 8:30 | 9:30 | 2:00 | 3:00 |
|--|-----------|-----------------|-------------------|------|----------------|------|
| COMMUNICATIONS LODGE AT SAWMILL | | | | | | |
| Communications | 6 | D,N,O | X | X | X | X |
| Signs, Signals and Codes | 6 | A,N,O | | | X | X |
| Scouting Heritage | 3 | A,D,M,N,O | X | X | | |
| CLIMBING TOWER | | | | | | |
| Climbing | 3 | C,I,L,M | 8:30-10:30 | | 2:00-4:00 | |
| ECOLOGY/CONSERVATION | | | | | | |
| Astronomy (STEM) | 6 | D,N,O | X | | | X |
| Bird Study(STEM) | 3 | M,N,O | | | X | |
| Environmental Science (STEM) | 6 | N,O | X | X | X | X |
| Fish & Wildlife Management (STEM) | 3 | M,N,O | | X | | X |
| Forestry (STEM) | 6 | | X | | | |
| Geology (STEM) | 3 | M | X | X | | X |
| Mammal Study (STEM) | 3 | M | | X | X | X |
| Nature (STEM) | 6 | N,O | | X | | X |
| Reptile & Amphibian Study (STEM) | 6 | N,O | X | | | |
| Soil & Water Conservation (STEM) | 3 | M | X | | X | |
| Space Exploration (STEM) | 6 | A | | X | X | |
| Weather (STEM) | 3 | M,N,O | | | X | |
| HANDICRAFT | | | | | | |
| Art | 3 | L,M,N,O | | X | X | X |
| Basketry | 3 | L,M | X | X | | |
| Leatherwork | 3 | L,M | X | | X | X |
| Pottery | 3 | L,M,N | X | | | X |
| Sculpture | 3 | L,M | | X | X | |
| Wood Carving | 3 | L,M | X | X | X | X |
| LAKEFRONT | | | | | | |
| Advanced Sailing (activity) | 3 | C,D,F,G,H,L,M | | | 2:00-3:30 | |
| Canoeing (STEM) | 6 | C,F,G,H,L | 8:00-10, 10-11:30 | | 2-3:30, 3:30-5 | |
| Fishing | 3 | L,M,N,O | X | X | X | X |
| Kayaking | 3 | A,C,F,G,H,L,M | 8:30-10, 10-11:30 | | 2-2:30, 3:30-5 | |
| Motorboating (STEM) | 1 | D,F,G,H,J | 8:30-11:30 | | | |
| Paddle Craft Safety | 3 | E,F,U | | | 2:00-5:00 | |
| Rowing | 3 | C,F,G,H,L,M | 8:30-10, 10-11:30 | | 2-3:30, 3:30-5 | |
| Small Boat Sailing (STEM) | 6 | A,C,F,G,H,L | 8:30-10, 10-11:30 | | 3:30-5 | |
| Water Sports | 1 | C,D,F,G,H | 8:30-11:30 | | 2:00-5 | |

There are 45 merit badges offered at the H. Roe Bartle Scout Reservation, 7 of them are Eagle required merit badges.

NOTES - the following codes apply to the Merit Badges listed above:

A - Limited to 2nd year campers and above.
 B - First Class Scouts and above.
 C - Limited enrollment or special request.
 D - Fourteen (14) years of age or older.
 E - Sixteen (16) years of age or older.
 F - Must have Swimmers tag.
 G - Must have Swimming Merit Badge.

H - Must have Lifesaving Merit Badge.
 I - Thirteen (13) years of age or older.
 J - Needs Missouri certification in motorboat handling.
 L - Must be present on the first day of class.
 M - Two groups each session (3 days each).
 N - Needs previous work in order to complete at camp.
 O - Merit Badge worksheet available to be done before camp.

P - Overnight campout on either night 3 or 7 is required for Wilderness Survival. Called Braves should take the first 3 day session.
 S - Requires four hours of conditioning before day 8.
 T - Fitness Plan must be completed AFTER Merit Badge instruction.
 U - Offered last three days of session.



MERIT BADGE SCHEDULE

| Merit Badge | # of Days | See Notes Below | 8:30 | 9:30 | 2:00 | 3:00 |
|---|-----------|---|------------|------|------|------|
| MIC-O-SAY LODGE | | | | | | |
| Indian Lore | 3 | D,U | X | X | X | X |
| POOL | | | | | | |
| Instructional Swim (activity) | | | | | 1-2 | |
| Lifesaving | 6 | F,G,L | 8-9:30 | | | |
| Snorkeling BSA activity patch (for non-swimming merit badge scouts) | 3 | F | | X | | |
| Mile Swim (activity patch) | 5 | F,S | | X | | |
| Safe Swim Defense | 1 | Offered Day 6 during Instructional Swim | | | | |
| Safety Afloat | 1 | Offered Day 6 during Instructional Swim | | | | |
| Swim and Water Rescue | 3 | E,F,U | | X | | |
| Swimming and Snorkeling BSA (activity patch) | 6 | F | | | X | X |
| SCOUTCRAFT | | | | | | |
| Camping | 3 | A,M,N,O | X | | X | |
| First Aid | 6 | B,N,O | X | | X | X |
| First Class Trail (see pp. 7-9) | 7 | | 9:30-11:30 | | | |
| Geocaching (STEM) | 3 | A,B,M,N,O | | X | X | |
| Pioneering | 6 | B | X | | | X |
| Wilderness Survival | 3 | A,M,N,O,P | | X | | X |
| SHOOTING SPORTS | | | | | | |
| Archery (STEM) | 6 | A,L | X | X | X | X |
| Rifle Shooting (STEM) | 6 | A,C,L | X | X | X | X |
| Shotgun Shooting (Briley Creek) (STEM) | 6 | A, D, L | X | X | X | X |
| SPORTS & FITNESS (Davis Lodge) | | | | | | |
| Athletics | 6 | C,D,F,G,L,N,O | X | | X | |
| Personal Fitness | 6 | D,N,O,T | X | X | X | X |
| Sports | 6 | C,D,F,G,L,N,O | | X | | X |

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 U - Offered last three days of session.



MERIT BADGE DETAILS

| | |
|---|--|
| <p>ADVANCED SAILING Activity</p>  | <p>Times Offered: 2:00 pm-3:30 pm Location: Lakefront in Camp Lone Star. Prerequisites: Small Boat Sailing Merit Badge, 14 years old, Swimmer tag Advance Preparation: Review Sailing Merit Badge. Costs: None Helpful Hints: 3 day course to help refine sailing skills, Physically demanding activity, Space is limited. 18/classes, 6/camp</p> |
| <p>ARCHERY</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm Location: Camp Piercing Arrow and Camp Sawmill Archery Ranges. Prerequisites: For second-year campers and above. Must be present on first day of class for a safety presentation. Advance Preparation: Read merit badge pamphlet. Costs: \$3 — Pay at ORTC. Take receipt to class. \$3.00 arrows kits are available at each ORTC. Helpful Hints: All required supplies will be provided at the range. Please don't bring personal archery equipment to camp.</p> |
| <p>ART</p>  | <p>Times Offered: 9:30am, 2:00 pm, and 3:00 pm Location: Handicraft Lodge in each camp. Prerequisites: Requirement 6 cannot be completed at camp. Advance Preparation: Read merit badge pamphlet. Bring worksheet for requirement 6. Costs: \$2.00 program fee (paid at ORTC) includes all art supplies needed. (Please bring receipt to first class.) Helpful Hints: Great badge for younger campers. Two groups each session (3 class days each).</p> |
| <p>ASTRONOMY</p>  | <p>Times Offered: 8:30 am, 3:00 pm (and a night class – see merit badge counselor) Location: Ecology/Conservation Lodge in each camp. Prerequisites: 14 years of age and older. Advance Preparation: Read merit badge pamphlet. Requirements 4, 5, 6 & 8 A,B,C,D or E. Costs: None. Helpful Hints: Requires night class.</p> |
| <p>ATHLETICS</p>  | <p>Times Offered: 8:30 am and 2:00 pm, Sign up online and claim your slot after dinner on Day 1. Location: Davis Lodge in Camp Lone Star. Prerequisites: 14 years of age or older, swimmers tag, Swimming Merit Badge. Advance Preparation: Needs previous work done to earn badge at camp. See worksheet. Costs: None. Helpful Hints: Physically demanding merit badge. Space in limited. 24/classes, 8/camp</p> |



MERIT BADGE DETAILS

| | |
|--|--|
| <p>BASKETRY</p>  | <p>Times Offered: 8:30am and 9:30 am</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Helpful to read merit badge book.</p> <p>Costs: Basket and chair seat kits are available in the ORTC. Approximate range for basket kit is \$5 to \$6; seat kits are \$7.</p> <p>Helpful Hints: Requirement for three baskets makes this a costly merit badge in the \$15 to \$20 range. Two groups each session (3 class days each).</p> |
| <p>BIRD STUDY</p>  | <p>Times Offered: 2:00 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: See below.</p> <p>Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring your field observation notebook to camp. Req 5 requires work before coming to camp. Req 7: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Bring parent verification of Req 8.</p> <p>Costs: None.</p> <p>Helpful Hints: Begin now listing species seen in the wild. Bring your binoculars and bird guide. Two groups each session (3 class days each.)</p> |
| <p>CAMPING</p>  | <p>Times Offered: 8:30 am and 2:00 pm</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: See For second-year campers and above.</p> <p>Advance Preparation: Req. 3 needs previous work in order to complete at camp. Read merit badge pamphlet. Bring your "camping log" listing your 20 days and 20 nights. Complete requirements 5E, 7B, 8C, 8D, 9A, 9B, and 9C. Must have leader's signature for each requirement.</p> <p>Costs: None.</p> <p>Helpful Hints: Two groups each session (3 class days each).</p> |
| <p>CANOEING</p>  | <p>Times Offered: 8:30 -10:00 am, 10:00 – 11:30 am, 2:00 – 3:30 pm, 3:30 – 5:00 pm.</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Lifesaving Merit Badge. Must earn a blue swim band.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful Hints: Physically demanding badge; better for stronger Scouts. Limited space. 30/class, 10/camp</p> |
| <p>CLIMBING</p>  | <p>Times Offered: 8:30 - 10:30 am and 2:00 - 4:00 pm,</p> <p>Location: Climbing Tower.</p> <p>Prerequisites: Age 13</p> <p>Advance Preparation: Read merit badge pamphlet. Must have proper footwear and leather gloves (if possible). See Outpost Program.</p> <p>Costs: None.</p> <p>Helpful Hints: Limited enrollment. Two groups each session (3 class days each.) Limited space. 36/classes, 12/camp</p> |



MERIT BADGE DETAILS

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| <p>COMMUNICATIONS</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm</p> <p>Location: Communication Center in Camp Sawmill. Communication Center in Camp Sawmill.</p> <p>Prerequisites: Limited to scouts 14 years old and older.</p> <p>Advance Preparation: Read merit badge pamphlet. Needs previous work to complete at camp. Req. 1, 3, 5, 7 and 8. Bring documentation to camp.</p> <p>Costs: None.</p> <p>Helpful Hints: A badge completed by older Scouts.</p> <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm</p> |
| <p>ENVIRONMENTAL SCIENCE</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Previous work helpful in order to complete at camp. Read merit badge pamphlet. It would be easier to complete requirements 3E and 4 before camp. Bring evidence of their completion.</p> <p>Costs: None.</p> |
| <p>FIRST AID</p>  | <p>Times Offered: 8:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Limited to First Class Scouts and above. Requirements 1, 2d and 7 cannot be completed at camp.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> |
| <p>FISH & WILDLIFE MANAGEMENT</p>  | <p>Times Offered: 9:30 am and 3:00 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: Requirements 5 and 7.</p> <p>Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Requirements 5 and 7 need to be done before camp.</p> <p>Costs: None.</p> <p>Helpful Hints: 2 groups each session (3 class days each).</p> |
| <p>FISHING</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Requirement 9.</p> <p>Advance Preparation: Read merit badge pamphlet. Clean and cook one fish prior to camp. Bring picture or letter as proof.</p> <p>Costs: None. Scouts 16 and over must have a valid Missouri fishing license if they are fishing.</p> <p>Helpful Hints: Two groups each session (3 class days each). Bring pictures or records of fish previously caught. Bring your fishing equipment to camp. (Some available at camp.)</p> |



MERIT BADGE DETAILS

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| <p>FORESTRY</p>  | <p>Times Offered: 8:30 am Location: Ecology/Conservation Lodge at each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: None.</p> |
| <p>GEOCACHING</p>  | <p>Times Offered: 9:30 am and 2:00 pm Location: Scoutcraft Lodge in each camp. Prerequisites: Limited to 2nd year campers and up, and First Class Scouts and above. Advance Preparation: Read merit badge pamphlet. Do requirements 7, 8, 9 at home. Costs: None. Helpful Hints: None.</p> |
| <p>GEOLOGY</p>  | <p>Times Offered: 8:30 am, 9:30 am, and 3:00 pm Location: Ecology/Conservation Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Two groups each session (3 class days each).</p> |
| <p>INDIAN LORE</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm during the SECOND THREE DAYS OF MERIT BADGES. Location: Mic-O-Say Lodge in each camp. Prerequisites: : This merit badge is targeted for called warriors. Limited to Age 14 and above. Advance Preparation: Read merit badge pamphlet. Costs: Kits are available in the ORTC for \$10-\$20. Helpful Hints: MOS Braves to Warrior will complete many of the requirements.</p> |
| <p>INSTRUCTIONAL SWIM</p>  | <p>Times Offered: Daily from 1:00 pm to 2:00 pm Location: Pool in each camp. Prerequisites: None. Advance Preparation: None. Costs: None. Helpful Hints: Bring adults to help.</p> |



MERIT BADGE DETAILS

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| <p>KAYAKING</p>  | <p>Times Offered: 8:30 -10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm. Location: Lakefront in Camp Lone Star. Prerequisites: Second year campers and above. Lifesaving merit badge, must pass swimmers test before starting other requirements. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Physically demanding badge. Recommended for stronger Scouts. Limited space. 18/class, 6/camp. Two groups each session (3 class days each).</p> |
| <p>LEATHERWORK</p>  | <p>Times Offered: 8:30 am, 2:00 pm, 3:00 pm Location: Handicraft Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: Craft kits available at ORTC for a price ranging \$1-\$5. Helpful Hints: Great for younger campers. Two groups each session (3 class days each).</p> |
| <p>LIFESAVING</p>  | <p>Times Offered: 8:00 – 9:30 am Location: Pool in each camp Prerequisites: Swimming merit badge, first & second-class swim requirements must be done before rest of requirements. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Helpful to take CPR prior to camp. Physically demanding badge.</p> |
| <p>MAMMAL STUDY</p>  | <p>Times Offered: 9:30 am, 2:00 pm, and 3:00 pm Location: Ecology/Conservation Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Two groups each session (3 class days each).</p> |
| <p>MILE SWIM BSA ACTIVITY</p>  | <p>Times Offered: 9:30 am for class & see Pool Dir. for exact time to swim the mile. Location: Pool in each camp. Prerequisites: : Pass the swimmer test. Advance Preparation: Send a leader to count laps. Requires 4 hours of conditioning before Day 8. Costs: None. Helpful Hints: Great for Scouts who are also enrolled in Lifesaving Merit Badge as class meetings immediately after that Lifesaving.</p> |
| <p>MOTORBOATING</p>  | <p>Times Offered: 8:30-11:30 am. Location: Lakefront. Prerequisites: Must be at least 14 years of age. Lifesaving merit badge, pass swimmer test before starting other requirements. Must present evidence of completion of Missouri state-required training or Home State Certification and photo ID. (Must have photo ID with you). Advance Preparation: Read merit badge pamphlet. Costs: \$10.00 program fee (pay at the ORTC and bring receipt to first class). Helpful Hints: Multiple groups each session (1 class day each). You can earn this badge in one morning period. New group each class period.</p> |






MERIT BADGE DETAILS

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| <p>NATURE</p>  | <p>Times Offered: 9:30 am, 3:00 pm Location: Eco Lodge Prerequisites: Ecology/Conservation Lodge in each camp. Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Bring evidence (pictures, records, and log book) of completed projects. Costs: None. Helpful Hints: The camp ecology lodge offers requirements: 4a1; 4b1&2; 4c1, 2, 3; 4g1, 2; 4h1, 2.</p> |
| <p>PERSONAL FITNESS</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm Location: Sports & Fitness Davis Lodge in Camp Lone Star. Prerequisites: 14 years of age, requirements 7 and 8. Advance Preparation: None. Costs: None. Helpful Hints: Implementation of fitness plan cannot be completed at camp. Written plan will be completed, and then the Scout will need to execute the plan at home to complete the merit badge.)</p> |
| <p>PIONEERING</p>  | <p>Times Offered: 8:30 am and 3:00 pm Location: Scoutcraft Lodge in each camp. Prerequisites: First Class Scouts and above. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Troops can bring ¼" rope and natural fiber twine for participants.</p> |
| <p>POTTERY</p>  | <p>Times Offered: 8:30 am and 3:00 pm Location: Handicraft Lodge in each camp. Prerequisites: Requirement 7. Advance Preparation: Read merit badge pamphlet and complete Requirement 7. Bring worksheet to class. Costs: Program fee of \$2 (pay at ORTC) bring receipt to arts and crafts. Please pay before beginning the badge. Helpful Hints: Wear old clothing. Two groups each session (3 class days each).</p> |
| <p>REPTILE & AMPHIBIAN STUDY</p>  | <p>Times Offered: 8:30 am Location: Ecology/Conservation Lodge in each camp. Prerequisites: Requirement 8 cannot be completed at camp. Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Requirement 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed. Costs: None. Helpful Hints: None.</p> |



MERIT BADGE DETAILS

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| <p>RIFLE SHOOTING</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm. Location: Sawmill & Piercing Arrow rifle ranges. Prerequisites: Second year camper and above. Must be present on first day of class. Advance Preparation: Read merit badge pamphlet. Costs: \$6 – Pay at ORTC. Take receipt to class. Helpful Hints: 32 spots available/class, 16/camp in Sawmill and Lone Star.</p> |
| <p>ROWING</p>  | <p>Times Offered: 8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm. Location: Lakefront in Camp Lone Star. Prerequisites: Lifesaving merit badge. Must pass swimmers test before starting other requirements. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Physically demanding badge. Recommended for stronger Scouts. Limited space. 9/class, 3/camp.</p> |
| <p>SCOUTING HERITAGE</p>  | <p>Times Offered: 8:30 am and 9:30 am. Location: Communication Lodge Prerequisites: Must be 14 years of age. Requirements 4, 5, 6. Advance Preparation: Read merit badge pamphlet. Bring paper and pencil. Costs: None. Helpful Hints: Commissioner staff can help with requirement 8.</p> |
| <p>SCULPTURE</p>  | <p>Times Offered: 9:30 am and 2:00 pm. Location: Handicraft Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: \$3 Program Fee for all materials (pay at ORTC). Bring receipt to first class. Please pay before beginning the badge. Helpful Hints: Wear old clothing. Two groups each session (3 class days each).</p> |
| <p>SHOTGUN SHOOTING</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm. Location: Briley Creek - attend class period of choice. Prerequisites: : Limited to 2nd year campers and up. 14 years and older. Must be present on first day of class. Advance Preparation: Read merit badge pamphlet. Costs: \$25 payable at any ORTC. Take receipt to class. Helpful Hints: Called Warriors should take 8:30 or 2:00 class.</p> |
| <p>SIGNS, SIGNALS & CODES</p>  | <p>Times Offered: 2:00 pm and 3:00 pm. Location: Communication Lodge. Prerequisites: Must be a Second Year Camper or above. Requirements 7, 9a, 9c & 10 cannot be completed at camp. Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring evidence (picture or other records) of completed project. Costs: None. Helpful Hints: None.</p> |



MERIT BADGE DETAILS

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| <p>SMALL BOAT SAILING</p>  | <p>Times Offered: 8:30 -10:00 am, 10:00-11:30 am, 3:30-5:00 pm. Location: Lakefront in Lone Star. Prerequisites: Second year campers and above. Lifesaving merit badge and must pass swim check before starting other requirements. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Limited space. 18/class, 6/camp</p> |
| <p>SNORKELING BSA Not a Merit Badge</p>  | <p>Times Offered: 9:30 am. Location: Pool in each camp. Prerequisites: Pass the swimmer test. Advance Preparation: None. Costs: None. Helpful Hints: Offered with Swimming Merit Badge. Non merit badge participants sign up with pool director on day 2.</p> |
| <p>SOIL & WATER CONSERVATION</p>  | <p>Times Offered: 8:30 am, 2:00 pm. Location: Ecology/Conservation Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Two groups each session (3 class days each).</p> |
| <p>SPACE EXPLORATION</p>  | <p>Times Offered: 9:30 am and 2:00 pm. Location: Ecology/Conservation Lodge in each camp. Prerequisites: : Limited to second-year campers and above. Advance Preparation: None. Costs: Rocket kits available in ORTC, \$10 to \$20 range. Helpful Hints: None.</p> |
| <p>SPORTS</p>  | <p>Times Offered: 9:30 am and 3:00 pm. Sign up online and claim your slot after dinner on Day 1. Location: Davis Lodge in Camp Lone Star. Prerequisites: 14 years of age or older, requirements 4 and 5, swimmers tag, Swimming Merit Badge. Advance Preparation: Needs previous work done to earn badge at camp. Costs: None. Helpful Hints: Physically demanding merit badge. Limited space. 24/class, 8/camp</p> |



MERIT BADGE DETAILS

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| <p>SWIMMING</p>  | <p>Times Offered: 2:00 pm and 3:00 pm. Location: Pool in each camp. Prerequisites: Complete Second and First Class swimming requirements before doing other requirements. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful Hints: Physically demanding badge. Limited Space 55 per class.</p> |
| <p>WATER SPORTS</p>  | <p>Times Offered: 8:30-11:30 am and 2:00-5:00 pm. Location: Lake front in Camp Lone Star. Prerequisites: 14 years of age, Lifesaving Merit Badge, Swimmer Band before starting any other requirements. Advance Preparation: Read merit badge pamphlet. CPR Training before camp is useful. Costs: \$20 – pay at any ORTC and take receipt to class. Helpful Hints: Physically demanding badge. You can earn this badge in one morning or one afternoon period. New group each class period. Limited space. 6/class, 2/camp</p> |
| <p>WEATHER</p>  | <p>Times Offered: 2:00 pm. Location: Ecology/Conservation Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet. Bring “weather instruments” you have made to camp. Bring evidence of completing Requirement 9 and 10 to class. Costs: None. Helpful Hints: None.</p> |
| <p>WILDERNESS SURVIVAL</p>  | <p>Times Offered: 9:30 am and 3:00 pm. Overnight campout on Day Three or Seven. Location: Scoutcraft Lodge in each camp. Prerequisites: Second year campers and above. Needs previous work in order to complete at camp, requirement 5. Advance Preparation: Read merit badge pamphlet. May bring “survival kit” to camp. Costs: None. Helpful Hints: Called Braves should do first session. A sleeping bag, ground cloth, canteen and flashlight are required for the overnight.</p> |
| <p>WOODCARVING</p>  | <p>Times Offered: 8:30 am, 9:30 am, 2:00 pm and 3:00 pm. Location: Handicraft Lodge in each camp. Prerequisites: Totin’ Chip card required. Advance Preparation: Read merit badge pamphlet. Bring a good carving knife. Costs: Woodcarving kits available in ORTC. \$1.00 to \$3.50 range. Helpful Hints: Two groups each session (3 class days each).</p> |



TRAIL TO FIRST CLASS PROGRAM

This program will be led by the Scoutcraft Counselor with assistance from the Ecology staff and the Commissioner staff. The Scoutcraft Lodge in your camp will be the headquarters, but the activities may take you to other locations. Troop Guides and Assistant Scoutmasters should accompany your First Class Trail campers in order to assist them in the skills development. **Scouts do not have to attend every session.** They can just take advantage of the skills they need by going to the days those skills are covered.

There are THIRTEEN separate sessions in which activities are grouped. One session is from **9:30 am to 10:30 am** each day, and the second session begins at **10:30 am to 11:30 am** each day at the Scoutcraft Lodge (unless otherwise noted). If your troop swim conflicts with any of the 10:30 am sessions, then attend the 4:00 pm swim on those days. The full schedule is on the following page (9).

Day A 9:30 Scout

- 4A. Demonstrate how to whip and fuse the ends of rope. Scout
- 8. Use the EDGE method to teach the square knot. Tenderfoot

Day A 10:30 Tenderfoot

- 3D. Demonstrate how to tie the following knots and describe the uses: square knot, two half hitches and taunt-line hit.

Day B 9:30 Second Class

- 3C. Demonstrate proper care, sharpening, and use of a knife, saw, and axe. Describe when they should be used.

Day B 10:30 First Class & Second Class

- 3B. Demonstrate how to tie the following knots and describe the uses: timber and clove hitches. First Class
- 2C. Demonstrate how to tie a bowline knot and describe several ways it can be used. Second Class

Day C 9:30 First Class

- 3A. Discuss when and where not to use lashings.
- 3C. Demonstrate by joining two or more staves using square, shear, and diagonal lashings.

Day C 10:30 Second Class

- 4. Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) in your community. Meet at the Ecology Lodge

Day D 9:30 Tenderfoot

- 4A. Demonstrate how to help a person who is choking. Demonstrate first aid for the following: simple cuts and scrapes, blisters on the hand and foot, minor (thermal heat) superficial or first degree burns or scalds, bites or stings of insects and ticks, venomous snakebite, nosebleed, frostbite and sunburn.

Day D 10:30 First Class

- 7A. Demonstrate how to bandage a sprained ankle and for injuries on the head, upper arm, and collarbone.
- 7B. Demonstrate how to transport a person from a smoke filled room, and a sprained ankle for at least 25 yards by yourself and with one other person
- 7C. Identify the five most common signals of a heart attack. Explain the steps (procedure) of cardiopulmonary resuscitation

Day E 9:30 Second Class

- 3G. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.

Day E 10:30 First Class

- 3D. Demonstrate how to find directions during the day and night without using a compass.

Day F 9:30 Second Class

- 6A. Demonstrate first aid for the following: object in the eye; bite of a suspect rabid animal; puncture wounds from a splinter, nail and fishhook; serious burns (partial thickness, or second degree) heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation **Day F 9:30 Second Class**



TRAIL TO FIRST CLASS PROGRAM

Day F 9:30 Second Class, continued

6B. Demonstrate action for “hurry” cases of stopped breathing, serious bleeding, and ingested poison.

Day F 10:30 Tenderfoot

4B. Identify local poisonous plants. Explain how to treat for exposure to them. Meet at Ecology Lodge.

Day G 9:30 Tenderfoot, Second Class and First Class

5A. Explain the importance of the “buddy system” as it relates to person safety on outings and in the neighborhood. Tenderfoot

5C. Explain the rules of safe hiking, both on the highway and cross-country during day and night. Tenderfoot

5A. Explain what precautions must be taken for a safe swim Second Class

9B Describe what a bully is and how to respond Second Class

6B. Explain what precautions must be taken for a safe trip afloat. First Class.

Trail to First Class Program Schedule

Depending upon your session, the Trail to First Class Program offerings will be on the following days. Remember, if a 10:30 session overlaps with your troop swim, accompany your Scouts to the Trail to First Class at 10:30 and attend troop swim at 4:00.

| Session | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 | Day 8 | Day 9 |
|---------|-------|---------------|---------------|-------|-------|---------------|---------------|-------|
| 1 | A | B | C | D | E | Visitor's Day | F | G |
| 2 | A | B | Visitor's Day | C | D | E | F | G |
| 3 | A | B | C | D | E | F | Visitor's Day | G |
| 4 | A | Visitor's Day | B | C | D | E | F | G |
| 5 | A | B | C | D | E | Visitor's Day | F | G |



The Boy Scouts of America has recently introduced two new awards that Scouts can earn by demonstrating an interest and understanding in various STEM (Science, Technology, Engineering, and Mathematics) areas. Additional information on each of the NOVA and SUPERNOVA awards, including the requirements beyond the Merit

Badges can be found online at: <http://www.scouting.org/stem/Awards.aspx> There are 4 different NOVA awards and three different SUPERNOVA awards. If you are interested in earning any of these awards, information will be available Day 2 at the Ecology Lodge in each camp.

Shoot!

Start Your Engines!

Whoosh!

Designed to Crunch

SUPERNOVA

NOVA Award Merit Badges offered at Camp:

- Archery
- Astronomy
- Athletics
- Canoeing
- Motorboating
- Rifle Shooting
- Shotgun Shooting
- Small Boat Sailing

- Space Exploration
- Weather

NOVA Award Merit Badges offered at Camp:

- Astronomy
- Bird Study
- Environmental Science
- Fish & Wildlife Management
- Forestry
- Geocaching
- Geology
- Insect Study
- Mammal Study
- Nature

- Reptile & Amphibian Study
- Soil & Water Conservation
- Space Exploration
- Weather



PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director

ARCHERY RANGE

The archery ranges are available for shooting during patrol activity times (10:30 to 11:30 am and 4:00 to 5:00 pm). Reservations are to be scheduled through the Range Director.

CAMP WIDE ACTIVITIES

There are some camp wide activities scheduled in the evening. These could include treasure hunts or other activities, depending on the talents of the camp staff and other resources available. The evening of Warrior and Brave Ceremony there may be a scavenger hunt in your camp and Free Climb night six. The Senior Patrol Leaders Council generally plans the closing night campfire. Troops should be prepared with original skits or stunts, and songs, which they have practiced before camp to show off their talents and spirit. Scoutmasters should know what their unit is planning. **All troops should be seated in their camp's council ring by 8:00 pm on Opening Night, Call Night, and Closing Night campfires.**

DAVIS LODGE

The Davis Lodge in Camp Lone Star is now a staffed program area. Patrols may sign up for patrol activities at either the 10:30 am to 11:30 am slot or from 4:00 to 5:00 pm. Reservations are to be scheduled through the Lodge Director.

FISHING

The Lakefront is available for fishing during patrol activity times (10:30 to 11:30 am and 4:00 to 5:00 pm). Reservations are to be scheduled through the Lodge Director.

GEOCACHING

There are several locations around the reservation that you can seek out using your own Global Positioning System (GPS) device. We encourage you to find them, but please don't disturb them as we use them for merit badge instruction as well. This is a small group activity that is not staffed.

HIKING

Hiking on our reservation is encouraged but if your unit plans a hike to Iconium, Missouri, or other places off the reservation, a hike permit must be filed with the camp office. **OBSERVE GOOD HIKING PRACTICES BY NOT WALKING ON THE ROAD, STAYING ON THE TRAILS, AND STAYING OFF PRIVATE PROPERTY.** If the hike is after dark, reflective clothing must be worn and a good supply of flashlights is required.

PADDLE BOARDING

Patrols can now reserve their spot for stand-up Paddle Boarding at the Lakefront during Patrol Activity time. Space is limited to 8 - 10 Scouts. Reservations are to be scheduled through the Lodge Director. The activity may be canceled in extreme wind conditions for safety.

PATROL ACTIVITIES

Activities selected by patrol members are scheduled at the camp Senior Patrol Leaders Council meeting. Activities and procedures for patrol activity registration will be announced during camp arrival. Trek Safely will be taught on Day 6 and Leave No Trace will be taught on Day 5 as afternoon Patrol Activities at the Scoutcraft Lodge. Some of the other patrol activities include rifle shooting, archery shooting and Lake activities. (Lakefront activities require blue swimmer band).

PHYSICAL FITNESS AWARD

Any Scout interested in doing the foundation work for earning the Physical Fitness Award should be at the Davis Lodge at either 10:30 am or 4:00 pm during Patrol Activity time on Day 2. Most of the requirements can be completed at camp.

RESERVATION CAVE POLICY

Exploring caves can be a great adventure for some Scouts and can be done so if proper precautions are taken to ensure the safety of all involved. Any Scouts wishing to visit one of our many caves must be accompanied by at least two adults over 18 years of age and must have a hike permit filed with the camp office (ORTC) prior to leaving. For access to Up and Down Cave refer to the Outpost Programs section of this guide.



PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director

RIFLE RANGE

The rifle ranges will be open during patrol activity times, 10:30-11:30 am, and 4:00-5:00 pm for open shooting. Cost: \$2.00/25 rounds. Pay at the ORTC and take the receipt to the rifle range. Reservations are to be scheduled through the Lodge Director

STAFF PREVIEW PROGRAM

Scouts interested in exploring the prospect of serving on the camp staff in future years will have an opportunity to preview that experience during their session at camp. The staff-preview program will be led by the Program Director in your camp. Interested Scouts (ages 14-17) will meet with you camp Program Director at the designated time he announces during leaders meeting, Senior Patrol Leader meetings, and in the Dining Hall. Topics for training include effective

leading, how to apply for staff, tour of camp staff living quarters and how to prepare themselves for staff. The participating Scout will visit two or three program areas (at times of his choosing) during the rest of the session. All Scouts successfully completing the program will be recognized at the closing of the session.

STEM NOVA & SUPERNOVA AWARDS

Several merit badges that Scout can earn at camp support the various NOVA and SUPERNOVA awards. Additional information on these programs is available at the Ecology lodge in each camp at during Patrol Activity time on Day 2.

TROOP SWIM

Troops are assigned free swimming times depending upon the campsite in which they are camping. This may effect sign-up for when to request Outpost Programs.

| Camp | Times | | Campsites |
|----------------|----------|----------|--|
| | 1st half | 2nd half | |
| Lone Star | 10:30 am | 4:00 pm | Apache, Cherokee, Cheyenne, Kickapoo, Mohican |
| Lone Star | 4:00 pm | 10:30 am | Ponca, Ottawa, Pawnee, Seneca |
| Sawmill | 10:30 am | 4:00 pm | Sycamore, Elm, Spruce, Walnut, Hawthorn, Willow |
| Sawmill | 4:00 pm | 10:30 am | Maple, Oak, Locust, Hickory, Cedar, Buckeye |
| Piercing Arrow | 10:30 am | 4:00 pm | Long, Carson, Collins, Dodge, Fremont, Union |
| Piercing Arrow | 4:00 pm | 10:30 am | Laramie, Leavenworth, McHenry, McKenzie, Niagara, Osage, Scott |

WORLD CONSERVATION AWARD

You can earn this award by earning the following merit badges:

- Environmental Science or Sustainability
- Either Soil and Water Conservation or Fish and Wildlife Management
- Citizenship in the World
- Plus a three hour Service Project



ADULT LEADER TRAINING OPPORTUNITIES

Much of the training required by adult leaders is now available online. The online training courses can be accomplished via internet access at home or by using the computers in the Program Center at camp. Go to <https://my.scouting.org> to take the training online. (To set up an account you will need your BSA ID number. This is located on your membership card and your unit's official roster). To take supplemental training at camp, please register at www.AwardRecords.net or call the Program Center during Camp no later than 24 hours prior.

Online Training Courses

Youth Protection (available online only)
Climb On Safely (available online and at Bartle)
Safe Swim Defense (available online and at Bartle)
Safety Afloat (available online and at Bartle)
Trek Safely (available online and at Bartle)
Weather Hazards (available online only)

Training Courses Offered At Camp

CLIMB ON SAFELY

What: Participants learn about the Boy Scout methods of safe climbing and rappelling.
Who: Any adult leader.
When: Day 6 at 1:00 pm.
Where: Climbing Tower adjacent to the "Indian".

OUTDOOR LEADER TRAINING (OLS)

What: Participants will take part in a fun-filled two day overnight program of hands-on skills training in the outdoors, designed to help you master basic camp skills required for Tenderfoot to First Class.
Who: Must be 18 by Day 1 of the session. Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters.
When: Two sections each session. See Table Below. Begins at **8:30 am** on the first designated day.
Where: Pioneer Trails.
Register: Online when your troop registers for merit badges.

Preregistration is required. Additions and/or changes are due by 10:30 am the day prior to the class. Participants train in a patrol setting. **A list of required equipment to bring is listed on page 36 of this guide; this page should be distributed to all participants.** Participants should select a session that does not interfere with honorary call, work days and/or tribal duties as applicable. Participants will prepare and eat the following meals at the training site. Day 1: Lunch & Dinner, Day 2: Breakfast & Lunch.

Session 1: (A) Days 3 & 4 (B) Days 7 & 8
Session 2: (A) Days 5 & 6 (B) Days 7 & 8
Session 3: (A) Days 3 & 4 (B) Days 5 & 6
Session 4: (A) Days 3 & 4 (B) Days 5 & 6
Session 5: (A) Days 3 & 4 (B) Days 7 & 8

PADDLE CRAFT SAFETY

Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, Canoeing, and Kayaking Merit Badges and all adults. For adults, knowledge of canoeing is helpful, but not required. All participants must have the Blue swimmers tag, Safe Swim Defense, and Safety Afloat training (see below.) Paddle Craft Safety expands Safety Afloat training to include skills, as well as knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. This is a three-day course conducted at the Lakefront on Merit Badge Days 4-6 from 2:00 pm to 5:00 pm.

SAFE SWIM DEFENSE & SAFETY AFLOAT:

Safe Swim Defense is a required leader training for unit activities involving aquatic activities. This training is also a prerequisite for the Swim and Water Rescue and Paddle Craft Safety courses. This training is available online at the training website. It will also be offered during Instructional Swim in each camp on Day 6.

Safety Afloat is a required leader training for unit activities involving float trips. This training is a prerequisite for the Swim and Water Rescue and Paddle Craft Safety courses. This training is available online at the training website listed above. It will also be offered during Instructional Swim on Day 6. Confirmation of this training is required on local and national tour permits for trips involving boating, canoeing, or kayaking.



ADULT LEADER TRAINING OPPORTUNITIES

SCOUTMASTER/ASSISTANT SCOUTMASTER LEADER SPECIFIC TRAINING

What: A new Scoutmasters Introduction to BSA.

Who: Open to all adult leaders. Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters.

When: Scoutmaster/Assistant Scoutmaster Leader Specific training is offered during each session on Day 2.

Where: Catholic Chapel. (Please consider taking the bus to class as parking is not allowed on the road in front of the Chapel and parking in the lot behind the lagoon is very limited.)

SWIM & WATER RESCUE:

Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, Canoeing, and Kayaking Merit Badges and all adults. For adults, knowledge of lifeguard skills is helpful, but not required. All participants must have the Blue swimmers tag and Safe Swim Defense and Safety Afloat training (see above). Swimming & Water Rescue expands the awareness instruction provided by Safe Swim Defense and includes information and skill to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This is a three-day course conducted at the pool on Merit Badge Days 4-6 from 9:30 am to 10:30 am.

WILDERNESS FIRST AID 10 per Class

What: Wilderness First Aid Training for High Adventure.

Cost: \$35

Who: Must be 18 by Day 1 of session

When: 8:30 am - 4:00 pm, 2 days training.
Day 3, 4 / 5, 6

Must attend both days to complete training.
Lunch is at the training both days.

Where: Communications Lodge (Inside).

Legend for Calendar on the following page (29):

OLS-A or B = Outdoor Leader Skills. Open to all interested adults and Scouts 17 years old. However, those that may be called as Honorary Warriors later in the session have to register for this session in order to avoid conflicts with tribal activities. Starts at 8:30 am on first day with an overnight and finish the second day about 4:30 pm Training is held at Pioneer Trails. Both A and B are the same course, but A is offered near the beginning of the session, and B is offered near the end. Leaders that have tribal responsibilities and troop responsibilities earlier in the session should consider registration for Session B.

SM / ASM = Scoutmaster and Asst. Scoutmaster Essentials training. Two group each session from 8:30 -4:30 pm at the Catholic Chapel.

CB = Climb On Safely training. Held at the Climbing Tower Day 6 at 1 pm each session.

SA/SSD = Safety Afloat and Safe Swim Defense, held Day 6 at 1 pm

SWR = Swim & Water Rescue, Merit Badge Days 4-6 from 9:30-10:30 am at each pull. **MUST ATTEND ALL THREE DAYS TO EARN CERTIFICATION.**

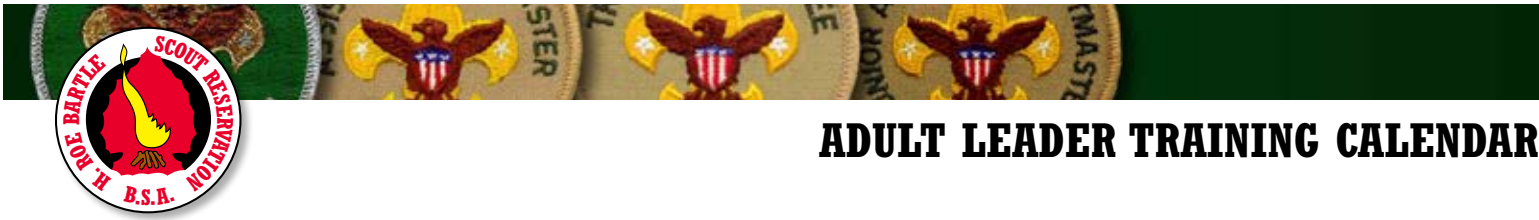
PCS = Paddle Craft Safety, Merit Badge Days 4-6 from 2 pm - 5 pm at the Lakefront. **MUST ATTEND ALL THREE DAYS TO EARN CERTIFICATION.**

WFA = Wilderness First Aid



ADULT LEADER TRAINING CALENDAR

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|----------------------------------|---|--|--|-------------------------------------|--|
| June 3 | June 4 | June 5 | June 6 | June 7 | June 8 | June 9 |
| | | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
| | | | SM/SA | OLS-A WFA-A | OLS-A WFA-A CALL NIGHT | PCS, SWR WFA-B |
| June 10 | June 11 | June 12 | June 13 | June 14 | June 15 | June 16 |
| Day 6 | Day 7 | Day 8 | Day 9 | Day 10 | Day 1 | Day 2 |
| VISITOR'S DAY WARRIOR CEREMONY | PCS, SWR OLS-B WFA-B | CB, PCS, SA/SSD, SWR OLS-B BRAVE CEREMONY | SM/SA | | | SM/SA |
| June 17 | June 18 | June 19 | June 20 | June 21 | June 22 | June 23 |
| Day 3 | Day 4 | Day 5 | Day 6 | Day 7 | Day 8 | Day 9 |
| VISITOR'S DAY | WFA-A CALL NIGHT | PCS SWR OLS-A WFA-A | CB, PCS, SA/SSD, SWR OLS-A, WFA-B WARRIOR CEREMONY | PCS, SWR OLS-B WFA-B | OLS-B BRAVE CEREMONY | SM/SA |
| June 24 | June 25 | June 26 | June 27 | June 28 | June 29 | June 30 |
| Day 10 | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 |
| | | SM/SA | OLS-A WFA-A | OLS-A WFA-A CALL NIGHT | PCS, SWR OLS-B WFA-B | CB, PCS, SA/SSD, SWR OLS-B, WFA-B WARRIOR CEREMONY |
| July 1 | July 2 | July 3 | July 4 | July 5 | July 6 | July 7 |
| Day 7 | Day 8 | Day 9 | Day 10 | | | Day 1 |
| VISITOR'S DAY | PCS/SWR BRAVE CEREMONY | SM/SA | | SESSION BREAK | SESSION BREAK | |
| July 8 | July 9 | July 10 | July 11 | July 12 | July 13 | July 14 |
| Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 | Day 8 |
| SM/SA 1:00pm | OLS-A WFA-A | OLS-A WFA-A CALL NIGHT | PCS, SWR OLS-B WFA-B | CB, PCS, SA/SSD, SWR OLS-B, WFA-B WARRIOR CEREMONY | | SM/SA BRAVE CEREMONY |



ADULT LEADER TRAINING CALENDAR

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--|-------------------------------------|---|-----------|----------------|----------------------------------|---------------------|
| July 15 | July 16 | July 17 | July 18 | July 19 | July 20 | July 21 |
| Day 9 | Day 10 | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 |
| VISITOR'S DAY | | | SM/SA | OLS-A WFA-A | OLS-A WFA-A CALL NIGHT | PCS SWR WFA-B |
| July 22 | July 23 | July 24 | July 25 | July 26 | July 27 | July 28 |
| Day 6 | Day 7 | Day 8 | Day 9 | Day 10 | | |
| VISITOR'S DAY WFA-B WARRIOR CEREMONY | CB, PCS, SA/SSD, SWR OLS-B | PCS, SWR OLS-B BRAVE CEREMONY | SM/SA | | | |





OUTDOOR LEADER SKILLS (OLS) TRAINING FOR ADULTS

PLEASE GIVE EACH PARTICIPANT A COPY OF THIS SHEET.

Outdoor Leader Skills training is offered as a two day course this summer at the H. Roe Bartle Scout Reservation. You will be training with other leaders that will bring a variety of skills to the course.

To be recognized as “Basic Trained” a Scoutmaster or Assistant Scoutmaster must complete: **“Youth Protection”, “SM/ASM Leader Specific Training”, and “Outdoor Leader Skills.”**

There is not an additional charge for training for Scouters registered for camp, but you will need to bring some additional equipment. For those that come to camp just for training (not Full or Part Time Leaders) you must pre-register by the deadline for each course and check in at Reservation Headquarters (RHQ) prior to 8:30 am with your current medical form and a fee of \$60.00 is required to be paid at that time.

The OLS training will take place in the Pioneer Trails area at camp. Pioneer Trails is a primitive camping site, so your list of equipment can be modified for the course at camp, but you should be able to identify the items a Scout needs to pack for an overnight camping trip (refer to your Scout Handbook). At a minimum please make sure you bring:

- Boy Scout Handbook
- Mess kit/including your own coffee cup
- Sleeping bag or bed roll
- Tent
- Ground cloth
- Flashlight
- Compass/pocket knife
- Comfortable chair
- Writing paper & pen
- Clean up kit (There are no showers.)
- Toothbrush, toothpaste, dental floss, comb or brush
- Personal extras (optional)
- Watch, camera, sunglasses, gloves, hat
- Water bottle
- Skit ideas

Training will be held at Pioneer Trails and will begin at 8:30 am on the first day and continue overnight until 4:30 pm the following day. If you have any physical limitations, special dietary or medical needs, we need to know this ahead of time so we can make sure we are able to accommodate your needs.

To eliminate congestion on the trail going into camp, please park your car outside the gate and or you can take the bus to Pioneer Trails. Be ready to report at 8:30 am with all of the gear you will need for the course. We will meet at the gate and walk into camp as a group. This will satisfy requirement number one which is to present yourself properly dressed for going on an overnight camping trip, showing the right way to pack and carry your gear. Pack your gear in a way that allows you to hike into camp. Remember we are only going for one over night.

The uniform for the training is the official field uniform (Class A), but participants will be able to change into the Boy Scout activity uniform (class B) for many of the activities. You will report in the official field uniform (Class A), but you are encouraged to have a class B shirt underneath to change once camp set up begins. The field uniform is required for flag ceremonies and a worship service

SIGN UP FOR THIS COURSE ONLINE WHEN YOU SIGN UP SCOUTS FOR MERIT BADGES. WE NEED YOUR NAME, TROOP NUMBER, SESSION, CAMP AND WHETHER YOU ARE TAKING SESSION A OR B (See page 33 of this guide.)

If you have any questions, please call at the H. Roe Bartle Scout Reservation Program Center and ask for the course director, David Allen. We are looking forward to an exciting and productive course, so please come prepared to learn and have fun!



NIGHTLY EVENING PROGRAMS

Day 1 - Opening Night Campfire in each camp

Day 2 - Campsite Campfires in each campsite

Day 3 - No scheduled activities

Day 4 - Call Night in each camp

Day 5 - Late Night at Ecology

Day 6 - Warrior Ceremonial,
BMX bike course and climbing tower will be open for those
not attending ceremonies.

Day 7 - Star Party at Ecology

Day 8 - Brave Ceremonial,

Day 9 - Closing Night Campfire in each camp





OUTPOST PROGRAMS OPTIONS

GENERAL INFORMATION

In an effort to become environmentally friendly, all units should bring their own “mess kits,” cups, and eating utensils to each Outpost Program. Wash and rinse water will be available at each program area.

The Outpost staff wants to help you provide your unit with the finest outdoor program available. In doing so, please remember some of the following hints when planning your activity.

1. All groups using the various Outpost programs must have one adult leader with them at all times, except the Cope Course.
2. If your unit is planning a special trip off the reservation (such as to Truman Dam, etc.) indicate if you need sandwiches, fruit, snacks, etc. 11:15 am the day before the Outpost occurs. If you are leaving your camp (Lone Star, Sawmill, or Piercing Arrow) you must file a hiking permit in your camp office (ORTC) before you depart. (This includes Iconium).
3. Any program additions, cancellations or changes in the number of participants must be made with the Outpost Program administrator (use the phone and call the Program Center) no later than 11:15 am two days before the scheduled Outpost (This does NOT apply to changes made on Day One of your session.) The dining hall and the Outpost Programs are NOT able to accommodate changes made later than the times indicated above; therefore your meal will be delivered to the program site. The Outpost Program administrator must be notified in person. The best time to call (or visit) is between 7:30 am and 11:15 am daily. Cancellations take spots from boys who would like to use those programs. Please be careful when planning and organizing to not over or under book reservations.
4. As indicated above, changes in your scheduled Outpost Programs may be made on Day One of your session by 7:15 pm with the Outpost Program administrator in person at the Program Center or by calling. Subsequent changes may be made at any time the office is open.
5. Please care for any equipment you are issued. We expect normal wear and tear. However, any unnecessary damage or loss of materials will result in your unit being charged the replacement cost.
6. This is a Boy Scout Camp! Get out into the Wilderness; get your Scouts away from your campsite. Learn the hiking trails of Osceola; put some OUTING back into SCOUTING! The Outpost Program staff is ready to assist you. Please feel free to notify us if we can help you plan your special camp programs.
7. Unit leaders are responsible for the discipline of their Scouts while attending Outposts where adult leadership is required.
8. Outpost programs will take place rain or shine, so dress accordingly.
9. Outpost Programs are NOT provided on Visitor’s Day except by special arrangement. Meals will NOT be served.



OUTPOST REGISTRATION

1. **Follow the steps below to register for all Outpost Programs via the automated Merit Badge sign up. When you receive your unit's sign-on ID and password, you will then be able to submit your application for Outpost Programs: (See worksheet on page 64 in advance of online registration.)**
 - a. Access the "Award Scan Award Management System" at <https://www.awardrecords.net>
 - b. Click on "Login" and enter your ID and password
 - c. For additional details click on "Help"
 - d. If you have already entered your units Merit Badge information, verify your unit's camp and session information.
 - e. Click on "Enroll."
 - f. Then click on "Outpost."
 - g. If this is the first time you have signed into the Outpost section, the first item is to verify or change your contact information, which days you do NOT want an Outpost program, and designate the maximum number of Outpost Programs you want for your unit.
 - h. Click on "New."
 - i. Enter your Outpost Program activity requests in the priority order that you would like them assigned, if the program is available. The order can be edited following all the input if you choose.
2. **Please remember to enter the number of called Braves and called Warriors.** We try to schedule around their activities, as called Warriors have dance practice, both called Braves and called Warriors have a work day, and they are not available at other times due to tribal obligations. Generally speaking, called Warriors are busy the first part each session and called Braves are busy the last part of each session. Mic-O-Say conflicts are as follows;
 - Day 2** - Warrior dance practice not available for lunch and supper
 - Day 3** - Warrior dance practice not available for lunch and supper
 - Day 4** - Warrior dance practice not available for lunch.
 - Day 5** - Warriors and Braves not available all day.
 - Day 6** - Warriors and Braves not available for supper.
 - Day 7** - Honorary Warriors and Honored Women not available for lunch and supper, Braves not available for supper.
 - Day 8** - Braves and Honorary Warriors and Honored Women not available for supper.
 - Day 9** - Braves not available for lunch.
3. Outpost Program requests will be submitted starting with your first choice and continue through your last choice. **To be in the lottery draw, your online application must be RECEIVED by 5 PM 14 days before your session begins. (1st Session = May 22nd; 2nd Session = June 1st; 3rd Session = June 11th; 4th Session = June 23rd; 5th Session = July 3rd.)** You may wish to fill program vacancies on Day One of your camping session, as there will be plenty of openings for programs. These requests may be made in person to the program administrator located at the H. Roe Bartle Program Center near Iconium.



OUTPOST REGISTRATION

4. If there are particular dinner or lunch program times that your unit does not want to attend outposts (see Troop swim schedule on Page 11), please indicate those times in the online system. The more program times you indicate, the less the chance of receiving your choice of programs.
5. Programs will be provided on Visitor's Day if requested by the unit. Meals will NOT be provided.
6. Your Outpost Program confirmation will be available the next day following "Draw dates" listed in #3 above. Changes can be made on Day 1 of your camp session with outpost program administrator:
 - a. Sign onto the "Award Scan Award Management System" just as you did in #1 above.
 - b. On the first screen after you click on "Outpost," click on "Report" at the bottom of the page, save the Excel spreadsheet of your Outpost Programs to any file you so choose on your computer.
7. It is also very important that you make note of dietary requests on the online Outpost request form.
8. Lunch meals will be rotated among three different menus. You will either have Cold Cut Sandwiches, Hamburgers, or Hot Dogs. Leaders are asked to help with preparing the meal.
9. If your unit requires special bus transportation for an Outpost Program, please contact one of the bus drivers or the Outpost Program administrator.





OUTPOST PROGRAMS OPTIONS

LAUNCH IT!

Great STEM activity that includes launching projectiles at targets with a catapult. This activity is done in three person teams and includes aiming, adjusting release points and launch tension.

- WHEN:** Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm Ends before 7:00 pm
No conflict with ceremonies or campfires.
- WHERE:** Behind Sawmill Rifle Range. Park in Sawmill parking lot and follow signs.
- HOW MANY:** 30 participants (1 adult for each 10 Scouts).

BMX BIKE COURSE

Challenging program for Scouts of all ages. This program allows Scouts the opportunity to race on the newly-constructed BMX bike course near the entrance to Camp Piercing Arrow.

- WHEN:** Lunch Program - Days 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 4, 5, 6 and 7. Dutch oven meal.
The BMX Bike Course will be an open program area on ceremony nights for Scouts not attending ceremony.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm
Ends before 7 pm No conflict with ceremonies or campfires.
- WHERE:** BMX Bike Course - located near the entrance to Camp Piercing Arrow.
- HOW MANY:** 20 participants including 1 adult for each 10 Scouts.

BRILEY CREEK TRAP & SKEET

Challenging program for your older Scouts (14 and up) Trap shooting with .20 gauge shotguns, Hunter and Gun Safety.

- WHEN:** Lunch Program - Days 4, 5, 6, and 7
Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 8, and 9. Dutch oven meal.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm
Ends before 7:00 pm No conflict with ceremonies or campfires.
- WHERE:** Briley Creek. About 1/2 mile down the hill past the "Indian."
Parking is located inside the first gate.
- HOW MANY:** 24 participants including 1 adult for each 10 Scouts.
All shooters must be 14 years of age or older.
- COST:** \$6.00 for each shooter. This pays for ammunition and supplies.
Pay at the ORTC and take your receipt with you to Briley Creek.



OUTPOST PROGRAMS OPTIONS

PADDLES

This is a lake adventure for your older Scouts. Scouts and leaders will participate in canoeing/kayaking/paddle boating on the lake. The outpost should last about 2 hours. A sack lunch will be provided. Everyone on the float trip must have a blue swimmer band. Inclement or windy weather may necessitate the program being canceled. The meals for the scheduled participants will then be available at the Lakefront.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, 8 and 9
Except Visitor's Day - Cold Sandwiches.

TIME: Lunch program - Starts at 11:00 am. Ends between 1:00 pm to 2:00 pm

WHERE: Meet at the Lakefront.

HOW MANY: 40 participants including at least 2 adults.

REQUIREMENTS: Swimmers blue bands, .

CLIFF HANGER

A challenging program for your older Scouts

A lunch or evening program of rock climbing, ice wall climbing and rappelling at the Climbing Tower.

WHEN: Lunch Program - Days 4, 5, 6, and 7-
Hamburgers, Hot Dogs, or Cold Sandwiches
Evening Program - Days 4, 5, and
Hamburgers, Hot Dogs, or Cold Sandwiches.

TIME: Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm Ends before 7:00 pm
No conflict with ceremonies or campfires.

WHERE: At the Climbing Tower near the "Indian."

HOW MANY: 18 participants including 1 adult for each 10 Scouts.





OUTPOST PROGRAMS OPTIONS

COWBOY ACTION

Cowboy Action is shooting single action .22 pistols and .22 lever action rifles and double barreled shotguns for Scouts 14 years and over. Safety training and instruction.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm
Ends before 7:00 pm No conflict with ceremonies or campfires.

WHERE: Lone Star/Sawmill Rifle Range.
Park in Sawmill parking lot and take path to range.

HOW MANY: 20 participants including 1 adult for each 10 Scouts.

COST: \$2.00 for each shooter.
Pay at the ORTC and take your receipt with you to the range.

CRATE STACKING/ZIPLINING

Great program for younger campers and older.

Participants will participate in the crate stacking activity and will also be using the zip line.

WHEN: Lunch Program - See availability chart under COPE.
Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - See availability chart under COPE.
Dutch oven meal.

TIME: Lunch Program - Arrive at 11:00 am, Ends before 1:00 pm
Evening Program only - arrive at 4:30 pm Ends before 7:00 pm
No conflict with ceremonies or campfires.

WHERE: At the Entrance to the COPE course. You will be escorted back to the events.

HOW MANY: 24 participants including 1 adult for each 10 Scouts.





OUTPOST PROGRAMS OPTIONS

MOUNTAIN BIKING

This program is located at the BMX building in Piercing Arrow and is great for Scouts of all ages. Participants will ride through the hills and forest of the H. Roe Bartle reservation.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 5, and 7. Dutch oven meal.
The BMX Bike Course will be an open program area on ceremony nights for Scouts not attending ceremony.

TIME: Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm
Ends before 7:00 pm No conflict with ceremonies or campfires.

WHERE: BMX Bike Course - located near the entrance to Camp Piercing Arrow.

HOW MANY: 20 participants including 1 adult for each 10 Scouts.

MOUNTAIN MAN RENDEZVOUS

This program is located at Frontier Town in Piercing Arrow, and is a great for Scouts of all ages. Please be prepared for a short hike (1/2 mile) through the woods to the shooting area.

Activities: Fire a black powder rifle. Eat a hearty mountain man dinner.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm Ends before 7:00 pm
Does not interfere with ceremonies or campfires.

WHERE: Frontier Town (Across from the BMX Bike Course in Piercing Arrow)

HOW MANY: Maximum 30 participants including 1 adult for each 10 Scouts.

SUPPER WITH SNAKES

Great program for campers of all ages - if you like snakes! Each year the Ecology staff collects different creatures for display, and to show off during Supper with Snakes, everything from Ringnecks to Rattlesnakes! The program is full of hands on learning about the snakes and of course, they have to be fed at some time, so come join us for a meal as we feed the snakes!

WHEN: Evening Program - Days 2, 3, 5, 6, 7, and 8.
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.

TIME: Evening Program only - arrive at 4:30 pm and ends before 7:00.
No conflict with ceremonies or campfires.

WHERE: At the Ecology Lodge in camp Piercing Arrow - just off the circle going into camp.

HOW MANY: 24 participants including 1 adult for each 10 Scouts.



OUTPOST PROGRAMS OPTIONS

TOP SHOT

This program is located in Piercing Arrow at the location of the old Campsite Fremont near the Piercing Arrow pool, and is a great for Scouts of all ages. Experience a new "Top Shot" style chalkball competition.

- WHEN:** Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm Ends before 7:30 pm
- WHERE:** Piercing Arrow, old Campsite Fremont (near the Piercing Arrow pool)
- HOW MANY:** 22 participants including 1 adult for each 10 Scouts.
- COST:** \$5.00 for each shooter. Pay at the ORTC and take your receipt with you to the range.

UP & DOWN CAVE

A challenging program for your older Scouts (Must be 13 years of age by date of participation) Spend the evening testing your skill at the Up and Down Cave under the direction of the Climbing Staff. (You may want to bring flash lights.)

- WHEN:** Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, 9
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.
Evening Program - Days 2, 3, 5, 7, and 8.
Hamburgers, Hot Dogs, or Cold Sandwiches.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm
Evening Program - arrive at 4:30 pm Ends before 7:00.
No conflict with ceremonies or campfires.
- WHERE:** Meet at the Climbing Tower. You will be escorted back to the cave.
- HOW MANY:** 10 participants including 1 adult for each 10 Scouts





OUTPOST PROGRAMS OPTIONS

| Day of Session | | | | | | | | |
|----------------|------|------|------|------|------|---|---------|---|
| Session | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | L Ld | L Ld | L Ld | L Ld | L Ld | V | C | R |
| 2 | L Ld | L Ld | V | L Ld | L Ld | | C, L Ld | R |
| 3 | L Ld | L Ld | L Ld | L Ld | L Ld | C | V | R |
| 4 | L Ld | V | L Ld | L Ld | L Ld | | C, L Ld | R |
| 5 | L Ld | L Ld | L Ld | L Ld | L Ld | V | C | R |

Legend

C = COPE Course, Lunch on the course

L = Crate Stacking/Ziplining noon program - lunch

Ld = Crate stacking/Ziplining evening program - dinner

R = Climbing Rock and rappelling at Cedar Bluff for those who attended the COPE Course

V = Visitor's Day - no programs at all

COPE COURSE

COPE

The COPE Course is a one-day program for Scouts and Adults. Participants will work on team building exercises on the various "Low Course" events prior to participation on the "High Course." The high course consists of Zip Line, two-wire traverse, vine walk, Giant's Ladder, and a few other events to challenge your physical and mental capabilities. **Participants will be provided lunch at the course and will return to their campsites in the late afternoon. The COPE Course is a physically intense program requiring good physical health. Completion of the COPE Course will allow for participation in climbing and rappelling at Cedar Bluff on designated days.**

AGE REQUIREMENT: Age 13 by date of participation.

CLOTHING: Long pants (NO sweats or nylon pants), boots or shoes (NO sandals or aqua Socks), leather gloves (if possible)

WHERE: The participants meet at the entrance to the COPE area. The entrance is located a couple hundred yards toward the RHQ past the Climbing Tower.

WHEN: All groups meet at 8:30 am on day 6 and will return at approximately 4:30 pm. Lunch is served on the course.

SIGN-UP: Sign up online or at the Program Center.



OUTPOST PROGRAMS REQUEST WORKSHEET

To be in the lottery draw, your **ONLINE** application must be **RECEIVED** by 5 PM 14 days before your session begins. (First Session = May 23rd ; Second Session = June 1st ; Third Session = June 11th ; Fourth Session = June 23rd ; Fifth Session = July 3rd).

Troop # _____ District _____ Which Session? 1 2 3 4 5 6 Camp? LS SM PA Campsite _____

Camp Scoutmaster's Name _____ Email (legible please) _____

Camp Scoutmaster's Address: _____ (City, State, Zip) _____

Phone Number (_____) _____ - _____ Number of Scouts Attending Camp ____ Number of Leaders Attending Camp ____

The **Priority** number and estimated number of **Called Braves** and **Warriors** are VERY IMPORTANT.

| Priority Order (1 to 13) | Outpost | Maximum Capacity | Request # of | | For Each Request, List # of | |
|--------------------------|---|---|--------------|---------|-----------------------------|-----------------|
| | | | Scouts | Adults | Called Braves | Called Warriors |
| | LAUNCH IT! | 30 | | | | |
| | BMX BIKE | 20 | | | | |
| | BRILEY CREEK GUN CLUB (14 YRS & OLDER) (\$6 per shooter pay at ORTC & take receipt) | 24 | | | | |
| | CLIFF HANGER (13 YRS & OLDER) | 18 | | | | |
| | CRATE STACKING/ZIPLINING | 24 | | | | |
| | PADDLES | 40 | | | | |
| | MOUNTAIN BIKING | 20 | | | | |
| | MOUNTAIN MAN VILLAGE | 30 | | | | |
| | SUPPER WITH SNAKES (EVENING ONLY) | 24 | | | | |
| | TOP SHOT (\$5 per shooter pay at ORTC & take receipt) | 22 | | | | |
| | COWBOY ACTION (\$2 per shooter pay at ORTC & take receipt) | 30 | | | | |
| | UP AND DOWN CAVE (13 YRS & OLDER) | 10 | | | | |
| N/A | (SEE INSTRUCTIONS) Special request on day _____ Meal OPTION (A, B, C, OR D _____) | Unlimited Specify: Lunch or Dinner | Enter # | Enter # | | |

The maximum number of Outpost Programs your unit wants is: _____

Circle days and times that your unit does NOT want Outposts scheduled:

Lunch Program Days: 2 3 4 5 6 7 8

Evening Program Days: 2 3 No Program 5 6 7 8

Do you want an evening program on Visitor's Day? Yes _____, No _____ (Meals are not available)



OUTPOST PROGRAMS OPTIONS

SPECIAL REQUEST

Does your unit need food for a hike, softball, special event, or a trip? We can help you out. You choose from the following options: (NOTE: ALL FOOD PACKED IN BULK-OPTIONS B, C AND D MUST BE COOKED BY THE UNIT) Please use troop equipment to cook these meals.

| Option A | Option B | Option C | Option D |
|-----------------|---------------|-------------------|-------------|
| (Sandwich Meal) | (Hot Meal) | (Hot Meal) | (Hot Meal) |
| 2 Sandwiches | Cheeseburgers | Foil Scout Dinner | Hot Dogs |
| Chips | Baked Beans | Salad | Baked Beans |
| Fruit | Chips | | Chips |
| | Fruit | | Fruit |

Units **may** be limited to one meal of Option B, C or D per session. Drinks and Cookies are provided. You must register to take either of these two options in the space marked "Menu Option" on the application. Units can take as many of Option A meals as needed. **All requests must be submitted before 5 pm on Day Two of your Troop's session.**

WHEN: Days 2 to 9 (Not available on any Visitor's Day)

TIME & WHERE: The requested food will be picked up by the unit at the Commissary: The food will be available about 10:30 am for lunch meals and 4:30 pm for dinner meals. Arrangements may be made for other times, if necessary.

HOW MANY: Any number, but 3 or more preferred.

UTENSILS: Each Unit must provide their own cooking gear including plates, utensils, cups, and foil. Coolers, dry boxes, and any other reservation equipment **MUST** be returned to the Commissary by 8:30 am





BOY SCOUTS OF AMERICA

The mission of the Boy Scouts of America is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

SCOUT OATH

*On my honor I will do my best
To do my duty to God and my country
And to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
Mentally awake, and morally straight.*

SCOUT LAW

A Scout is:
*Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent*



**NATIONAL
CAMP**
FULLY ACCREDITED

