

H. Roe Bartle Scout Reservation

BOY SCOUT RESIDENT CAMP 2011 PROGRAM GUIDE

BUILDING

LIFETIME

MEMORIES

Camp Lone Star

Camp Piercing Arrow

Camp Sawmill



BOY SCOUTS  **OF AMERICA**

The following pages contain information, forms and worksheets to help you guide and prepare your Scouts for summer camp. **Please read this book.** Fulfilling your role as his leader will make his camp experience the memory of a lifetime. We have made every effort to make this document accurate. But, occasionally, changes have to be made after its publication.

Many of the campers on our reservation are enjoying their first summer as Boy Scouts. As former Cub Scouts their motto was to “Do Your Best.” Now as a Boy Scout they are to “Be Prepared.”

As leaders, we hope the young men in our charge can Do Their Best to Be Prepared for whatever lies ahead in their lives. The activities at scout camp can go a long way in training them for life’s emergencies.

Please note that this summer we are continuing to implement the computer Merit Badge record system. This year you will sign up for Merit Badges and Outpost Programs on-line and you will be able to access your troop’s records on-line. The system is designed to make your Advancement Chair’s life easier. Eventually, the new system will be compatible with the Troopmaster[®] record program.

See you at camp!

Ron Johnson
Reservation Program Director

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Asst. Reservation Program Director

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ADVANCEMENT OPPORTUNITIES AT CAMP

ADVANCEMENT IN CAMP

The opportunity for a boy to spend time in a Scout summer camp is a very important part of his life; it should stand out as a mountaintop experience in shaping his character. Don't make 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.

FIRST CLASS TRAIL PROGRAM

This program has been developed especially for Scouts who are on the trail to First Class. This program will emphasize "hands on" activities so Scouts can master their outdoor skills. **See details of this program on page 8.**

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 to "make" a Scout First Class in one session. Scouting skills are taught but requirements are tested by your leadership back in the troop.

The Scoutcraft Lodge will be headquarters for this program, but activities will take place at various locations in camp. Troop guides and assistant Scoutmasters for new Scouts are encouraged to attend and assist with instruction and supervision.

EARNING MERIT BADGES AT CAMP

I. **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 he would like to earn at camp, he must follow these steps:

The unit leadership signs the scouts up on-line. 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 "AwardScan 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 "Awards (MBs)."**
- Before camp, the scout should obtain the Merit Badge booklet, familiarize himself with the requirements, and complete those prerequisite requirements not offered 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.

Earning Merit Badges (Continued)

2. **The Scout is expected to 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. Just telling about it isn’t 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.

If the requirements as stated are the limits, what is there for the counselor to do other than help the Scout with the specifics of these requirements? Actually, we can go far beyond the requirements in our discussions with the Scout. 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. But it isn’t required. That’s the key. The Scout does not have to show his knowledge of those things beyond the 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. 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:** It is most important that we adhere to the limitations and requirements set in the various program areas. 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.

To work on a merit badge, a Scout:

- May sign up for a badge at any time during the session by asking his unit leader sign him up on-line? On-line access is available at the Program Center.
- May ask for any instructional assistance that he believes necessary to his success in the badge.
- May interview for completion of the badge at any time during the session by making an appointment with the counselor.
- May use partially completed Merit Badge records from the previous camping season.

NOTE: If qualified, we encourage units to use the resources of their troop leaders to assist and instruct when necessary.

Earning Merit Badges – Continued

Registration for all Merit Badges will be handled on-line. Units will now sign their scouts up for Rifle Shooting, Climbing, Shotgun Shooting, and all Lakefront badges **on-line before** camp. For these Merit Badges, selection will be by age with the older scouts getting into the Merit Badge class first. The scout or his leader must **claim** his spot after dinner the first night. The next scouts on the list then can claim open spots. These procedures will be explained in detail at the Leader Orientation meetings in March and at the first day Leader's Meeting.

Scouts taking Lifesaving will sign up on-line. **They will meet the Lifesaving Merit Badge counselor the first night right after dinner.**

It is not necessary for scouts to sign up for all six class periods. Leaders should remember that scouts need time for non-merit badge activities also.

Youth will still sign up for COPE after dinner on night one in their respective camps. A staff person from COPE will be there to handle all sign up and questions.

Records will be available on-line and updated frequently. Leaders are encouraged to check these records regularly. Individual conferences with counselors/directors may be arranged.

OPEN SESSIONS. Scouts planning to enroll in an open badge may sign up any day of the session up through noon on Day 6 of the session, unless otherwise directed. Open badges are not dependent on a formal sequence of presentations by the camp staff. Rather, the Scout is expected to submit projects as he completes them. Note that some open badges taught at the Arts & Crafts Lodge are NOT offered during every class period. Progress toward completion of the badge is the responsibility of the Scout.

5. **HELPFUL HINTS TO 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.
6. **COPIES OF FORMS and RECORDS.** The camp does not provide copies/print outs of unit Merit Badge records nor Badge lodge record sheets. This information is available digitally on-line at the Program Center. There is a blank universal Merit Badge lodge record sheet in the appendix for your use. Please copy and customize this sheet as your unit needs.
7. **HELP US INCREASE THE 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 TEST

Part of the camp check-in procedure is reporting to the camp pool for medical re-checks and to take the swim test. In accordance with BSA standards, the swimming ability of all Scouts and leaders must be evaluated before they can take part in any aquatics activity. There are three classifications of swimming skills: non-swimmer (white band), beginning swimmer (red band), and swimmer (blue band).

The test 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.

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

Those 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.

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

All **Scouts** must have a swim 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.

FIRST CLASS TRAIL PROGRAM

This program will be led by your camp’s commissioners with the assistance of the Scoutcraft 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 seven (7) separate sessions in which activities are grouped. These activities begin at 10:30 AM each day at the Scoutcraft Lodge and are grouped as follows:

- | | |
|--|---|
| <p>A. Woods tools and fire making – hands-on skill development Tenderfoot: 2nd Class Scout: Requirement 3c – care/sharpening of knife, saw, axe Requirement 3d – prepare tender, kindling, fuel Requirement 3e/3f – (see Scout Handbook)</p> | <p>E. Compass and map reading – (bring your compass along) Tenderfoot: 2nd Class Scout: Requirement 1a. – compass work/map symbols 1st Class Scout: Requirement 1 - Finding Directions Requirement 2 - Orienteering</p> |
| <p>B. Cooking – a demonstration with tasty samples Tenderfoot: 2nd Class Scout: Requirement 3g – plan a meal 1st Class Scout: Requirement 4a – plan a meal Requirement 4d – food handling, storage, disposal</p> | <p>F. Camping and outdoor activities Tenderfoot: Requirement 5 – Safe hiking rules Requirement 9 – use the buddy system 2nd Class Scout: Requirement 8a – safe swim defense 1st Class Scout: Requirement 7a – lashings usage Requirement 7b – camp gadget Requirement 9a – safety afloat</p> |
| <p>C. Plants and animals Tenderfoot requirement 11 – poisonous plants 2nd Class Scout requirement 6 – 10 wild animals 1st Class Scout: requirement 6 – 10 nature plants</p> | |
| <p>D. Ropes and knots – (bring a four-foot rope for practice) Tenderfoot: Requirement 4a – whip and fuse ends of a rope Requirement 4b – two half hitches and tautline hitch Requirement 4c – EDGE method to teach square knot 2nd Class Scout: 1st Class Scout: Requirement 7a – timber and clove hitch Requirement 8a – bowline</p> | <p>G. First Aid Tenderfoot: Requirement 12a - choking Requirement 12b – simple first aid 2nd Class Scout: Requirement 7a – “hurry” cases Requirement 7c – First Aid 1st Class Scout: Requirement 8b – bandages Requirement 8c – transport of injured Requirement 8d – heart attack signs, CPR</p> |

Depending upon your session, these activities will be offered on the following days:

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

SCHEDULES AND ACTIVITIES

Daily Schedule

| | |
|------------------|---|
| 7:00 AM | First Call – Reveille |
| 7:15 AM | To the Colors – Flag is raised – KP Call |
| 7:30 AM | Breakfast |
| 8:30 AM | Merit Badges and Scouting Skills |
| 9:30 AM | Merit Badges and Scouting Skills |
| 10:30 AM | Merit Badges and Scouting Skills, Camp Scoutmaster Meeting |
| 10:30 AM | Lunch Outpost Programs – Troop Swim – Patrol Activities |
| 11:40 AM | KP Call |
| 12:00 Noon | Lunch |
| After Lunch | Senior Patrol Leaders Council |
| 12:45 to 1:45 PM | Rest Period |
| 2:00 PM | Merit Badges and Scouting Skills |
| 3:00 PM | Merit Badges and Scouting Skills |
| 4:00 PM | Merit Badges and Scouting Skills – 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 Four) |
| 5:45 PM | Flag Retreat |
| 6:00 PM | Evening Meal (Days 4 at 5:30 PM) |
| 7:00 to 8:00 PM | Troop Activities |
| 8:00 PM | Evening Programs |
| 8:30 PM | Brave and Warrior Ceremonies (Day 6 & 8) |
| 9:45 PM | Call to Quarters (All Scouts in Campsite) |
| 10:00 PM | Taps – Lights Out, All Scouts in Tents |

Optional Activities

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 at the Camp Senior Patrol Leaders Council meetings.

BSA LIFEGUARD/AQUATICS SUPERVISION - BSA Lifeguard has been replaced by the Aquatics Supervision program for Paddle Craft Safety and Swimming & Water Rescue. (See Training section of this guide for further information.)

Troops planning aquatic activities must have “qualified” supervision. Completion of the Aquatics Supervision program meets this requirement, as stated on the Local Tour Permit #34426 and National Tour Permit #4419B. All participants must be at **least 16 years old**. **This program is available for leaders.**

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: \$2.50/25 rounds. Pay at the ORTC and take the receipt to the rifle range. Reservations are to be scheduled at the camp Senior Patrol Leader’s meetings.

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. (Lakefront activities require swimmer band).

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/or an egg drop and paper airplane glide from the climbing tower. 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.**

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.

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 prior to leaving. For access to Up and Down Cave refer to the Outpost Programs section of this guide.

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 at the porch of the dining hall at 1:00 PM on days 2 and 6 of your session. Topics for training include effective leading, how to apply for staff, tour of camp staff living quarters and how to prepare themselves for staff. This preview program still leaves ample time for a Scout to pursue his own advancement toward Eagle and participate fully in the Tribe of Mic-O-Say activities. The participating Scout will visit four or five program areas (at times of his choosing) during the rest of the session. They will learn a little about each area and get some “hands on” experience. All Scouts successfully completing the program will be recognized at the closing of the session.

WORLD CONSERVATION AWARD – You can earn this award by earning the following merit badges:

1. Environmental Science
2. Either Soil and Water Conservation or Fish and Wildlife Management
3. Citizenship in the World

GEOCACHING – Geocaching is an entertaining adventure game for global positioning stash (GPS) users. Participating in a cache hunt is a good way to take advantage of the wonderful features and capability of a GPS unit. We have set up a number of “waypoints” around each camp on your way to your final destination and prize. Try your hand at this exciting treasure hunt. Bring your own GPS unit or check out one of ours from the Osage River Trading Company where you will also get the directions for this activity.

HAM RADIO: Bartle's Amateur Radio station will be in operation again this summer, and it needs your help to stay on the air. The station is located in the Communications Center. It's available for operation from 10:30-noon, 4-6 PM and 7-9 PM on nights 2, 3, 5, 6, 7, and 8. Licensed operators may sign up night one right after dinner at the Communications Center. The schedule will be published the morning of Day 2. Visiting the station during operation will make a great patrol activity.

DAVIS LODGE: The use of Davis Lodge will be supervised by Commissioners. Two adult leaders from each troop will be responsible for supervision of their scouts. The lodge is available daily between 10:30 and 11:30 AM, 4:30 and 5:30 PM, and 7:00 and 9:00 PM nights 2, 3, 5, 6, 7, and 8. Units are responsible for leaving the area clean.

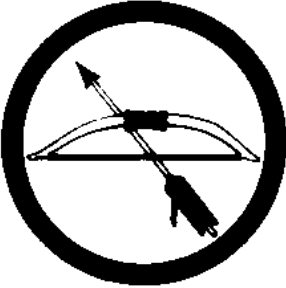


TROOP SWIM: Troops are assigned free swimming times depending upon the campsite in which they are camping. This may affect sign-up for Merit Badges and when to request Outpost Programs.





| <u>Camp</u> | <u>Times</u> | | <u>Campsites</u> |
|----------------|----------------------------|----------------------------|--|
| | <u>1st half</u> | <u>2nd half</u> | |
| 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 | Ft. Long, Ft. Carson, Ft. Collins, Ft. Dodge, Ft. Fremont, Ft. Union |
| Piercing Arrow | 4:00 PM | 10:30 AM | Ft. Laramie, Ft. Leavenworth, Ft. McHenry, Ft. McKenzie, Ft. Niagara, Ft. Osage, Ft. Scott |

Merit Badge Schedule (The Grid)





| Merit Badges | # of Days Scheduled | See Notes Below | 8:30 | 9:30 | 10:30 | 2:00 | 3:00 | 4:00 |
|--|---------------------|-----------------|--|-------------|-----------|----------------|-----------|------|
| ECOLOGY/CONSERVATION LODGE | | | | | | | | |
| Astronomy | 6 | D,N,O | | | | | X | |
| Bird Study | 3 | M,N,O | X | | X | | X | X |
| Environmental Science | 6 | N,O | X | X | X | X | X | |
| Fish and Wildlife Management | 3 | M,N,O | X | | X | X | | X |
| Forestry | 6 | | | | | X | X | |
| Geology | 3 | M | X | X | | X | X | X |
| Insect Study | 6 | A,N | | | X | | | X |
| Mammal Study | 3 | M | X | X | | X | X | |
| Nature | 6 | N,O | | X | | X | | |
| Reptile and Amphibian Study | 6 | N,O | X | X | X | | | X |
| Soil and Water Conservation | 6 | | | X | | | X | |
| Space Exploration | 6 | A | X | X | | X | | |
| Weather | 6 | N,O | | | X | | | X |
| SHOOTING SPORTS | | | | | | | | |
| Archery | 6 | A,L | X | X | | X | X | |
| Rifle Shooting | 6 | A,L | X | X | | X | X | |
| Shotgun Shooting (Briley Creek) | 6 | D,L | X | X | | X | X | |
| ARTS AND CRAFTS | | | | | | | | |
| Art | Open | N,O,U | X | X | | X | X | |
| Basketry | Open | U | | X | X | | X | X |
| Indian Lore | Open | U | X | | | | X | |
| Leatherwork | Open | U | | X | X | X | | X |
| Pottery | Open | N, U | | | X | | X | X |
| Sculpture | Open | U | X | X | | X | | |
| Wood Carving | Open | E,U | X | | X | X | | X |
| LAKEFRONT | | | | | | | | |
| Canoeing | 6 | C,F,G,H,K | 8:30-10:00 | 10:00-11:30 | 2:00-3:30 | 3:30-5:00 | | |
| Fishing | 3 | M,N,O | X | X | X | X | X | X |
| Kayaking | 3 | A,F,G,H,K,M | | | X | | | X |
| Motorboating | 3 | D,F,G,H,J,K,M | | | X | | | X |
| Rowing | 3 | F,G,H,K,M | 8:30-10:30 | | | 2:00-4:00 | | |
| Small-Boat Sailing | 6 | C,A,F,G,H,K | 8:30-10:00 | 10:00-11:30 | | 2:00-3:30 | 3:30-5:00 | |
| Water Sports | 3 | C,F,G,H,K,T | 8:30-10:30 | | | 2:00-4:00 | | |
| POOL | | | | | | | | |
| Lifesaving | 6 | F,G,L | 8:30-10:30 | | | | | |
| Swimming | 6 | F,I | | | | X | X | |
| Mile Swim (Patch) | 5 | F,S | See Pool Director | | | | | |
| Beginner's Swim (activity) | | | 1:00-2:00 | | | | | |
| CLIMBING TOWER | | | | | | | | |
| Climbing Merit Badge (13 yrs of age) | 3 | C,K,M | 8:30-10:30 | | | 2:00-4:00 | | |
| COMMUNICATIONS CENTER | | | | | | | | |
| Communications | 6 | A,N | X | X | | X | X | |
| Cinematography | 6 | A,D | X | | | X | | |
| Journalism | 6 | D,N,O | | | X | | X | X |
| Photography | 6 | A, C | | X | X | | | X |
| SCOUTCRAFT | | | | | | | | |
| Camping | 3 | A,M,N,O | X | | | X | | X |
| First Class Trail Program (see page 4) | 7 | | | | X | | | |
| Pioneering | 6 | B | X | X | | X | X | |
| Surveying | 6 | D,R | 8:30-10:30 (PA) | | | 2:00-4:00 (SM) | | |
| Wilderness Survival | 3 | A,M,O,P | | X | X | | X | |
| NOTES-the following codes apply to the Merit A – Limited to 2 nd 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 – Totin Chip required. F – Must have Swimmers tag. G – Must have Swimming Merit Badge. H – Must have Lifesaving Merit Badge. I – Must bring belt, long pants, and long sleeve button down shirt J – Needs Missouri certification in motor boat handling | | | Badges listed above: K – Sign up on-line; claim spot after dinner on Day 1. 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. P – Overnight campout on either night 3 or 7 is required. R – At Scoutcraft lodge in PA (mornings) and SM (afternoons) at water tower. S – Requires four hours of conditioning before day 8. T – Two campers from each camp (total 6) per class session. U – “Open” badges are NOT taught at all class periods. (See page 6 of this book for further information.) | | | | | |

Merit Badge Programs Available

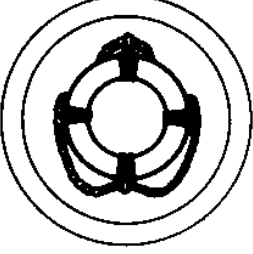



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| <p>ARCHERY</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Piercing Arrow and Sawmill Archery Ranges</p> <p>Prerequisites: For second year campers and above. Must be present on first day of class for a safety presentation. Read merit badge pamphlet.</p> <p>Advance Preparation: \$3.00 kits to make arrows are available at each ORTC.</p> <p>Costs: Please don't bring personal archery equipment to camp. All required supplies will be provided at the range.</p> <p>Helpful hints:</p> |
| <p>ART</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites: None. Attend session until requirements are completed.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$2.00 program fee (paid at ORTC) includes all art supplies needed. (Please bring receipt to first class.) Great badge for younger campers. Worksheet form in the appendix of this guidebook.</p> <p>Helpful hints:</p> |
| <p>ASTRONOMY</p>  | <p>Times Offered: 3:00 PM (and a night class – see merit badge counselor)</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: 14 years of age and older.</p> <p>Advance Preparation: Read merit badge pamphlet. Requirements 4c, 5b, 6, 7b.</p> <p>Costs: None</p> <p>Helpful hints: Requires night class. Worksheet forms are in the appendix of this guidebook.</p> |
| <p>BASKETRY</p>  | <p>Times Offered: 9:30 AM, 10:30 AM, 3:00 PM, and 4:00 PM</p> <p>Location: Arts and Crafts 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: New requirement for two baskets makes this a costly merit badge in the \$15 to \$20 range.</p> |


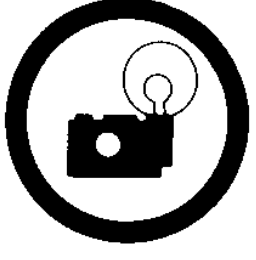



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| <p>BEGINNING SWIMMER INSTRUCTION</p>  | <p>Times Offered: Daily at 1:00 PM to 2:00 PM</p> <p>Location: Pool in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: None.</p> <p>Costs: None.</p> <p>Helpful hints: Bring adults to help.</p> |
| <p>BIRD STUDY</p>  | <p>Times Offered: 8:30 AM, 10:30 AM, 3:00 PM, and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: See below.</p> <p>Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Bring your field observation notebook to camp. Requirement 7: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Requirement 5 requires work before coming to camp. See worksheet in appendix. Bring parent verification of requirement 8.</p> <p>Costs: None.</p> <p>Helpful hints: Begin now to keep your list of 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, 2:00 PM, and 4:00 PM</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites: For second year campers and above.</p> <p>Advance Preparation: 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. Worksheets are provided in the appendix. 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. Sign up on-line and claim your spot on Day 1 after dinner.</p> <p>Location: Lakefront</p> <p>Prerequisites: Lifesaving Merit Badge. Must pass the swimmer test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is helpful. Bring certification if you have it.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding badge; better for stronger Scouts. Two groups each session (3 class days each.)</p> |




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| <p>CINEMATOGRAPHY</p>  | <p>Times Offered: 8:30 AM and 2:00 PM</p> <p>Location: Class meets at Communications building.</p> <p>Prerequisites: Limited to 2nd year campers and above and 14 years of age.</p> <p>Advance Preparation: Will want to read the Merit Badge booklet before taking the badge at camp. If requirement 3.a. has been completed prior to camp, bring evidence of completion.</p> <p>Costs: None</p> <p>Helpful hints: Bring your own digital camera.</p> |
| <p>CLIMBING</p>  | <p>Times Offered: 8:30 - 10:30 AM and 2:00 - 4:00 PM</p> <p>Location: Climbing Tower Sign up on-line and claim your spot after dinner on Day 1.</p> <p>Prerequisites: Age 13 — preferences given to oldest Scouts. Limited space.</p> <p>Advance Preparation: Read merit badge pamphlet. Must have proper footwear, long pants, and leather gloves (if possible). See Outpost Program section.</p> <p>Costs: None.</p> <p>Helpful hints: Limited enrollment. Two groups each session (3 class days each.)</p> |
| <p>COMMUNICATIONS</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Class meets at Sawmill behind Communication lodge. Counselor located at Communications building.</p> <p>Prerequisites: Limited to 2nd year campers and above.</p> <p>Advance Preparation: Read merit badge pamphlet. Needs previous work to complete at camp. Req. 1, 3, 5, and 8. Bring documentation to camp.</p> <p>Costs: None.</p> <p>Helpful hints: Tends to be an older Scout badge.</p> |
| <p>ENVIRONMENTAL SCIENCE</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 10:30 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. <u>Bring evidence</u> of their completion.</p> <p>Costs: None.</p> <p>Helpful hints: Worksheet forms are in the appendix section of this guidebook.</p> |





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| <p>FISHING</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 10:30 AM, 2:00 PM, 3:00 PM, and 4:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet. Clean and cook one fish prior to camp. Bring picture or letter as proof. (Do not need to eat the fish.)</p> <p>Costs: None.</p> <p>Helpful hints: Two groups each session (3 class days each). The fish aren't always biting at camp. Bring pictures or records of fish previously caught. Bring your fishing equipment to camp. (Some available at camp.) See worksheet in appendix.</p> |
| <p>FISH & WILDLIFE MGMT.</p>  | <p>Times Offered: 8:30 AM, 10:30 AM, 2:00 PM, and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: See below.</p> <p>Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Requirement 7 needs to be done before camp. Helpful to do wildlife blind before camp. (Req. 5)</p> <p>Costs: None.</p> <p>Helpful hints: Two groups each session (3 class days each). See Worksheet in appendix.</p> |
| <p>FORESTRY</p>  | <p>Times Offered: 2:00 PM and 3:00 PM</p> <p>Location: Conservation Lodge at each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: None.</p> |
| <p>GEOLOGY</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM, and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: Two groups each session (3 class days each)</p> |



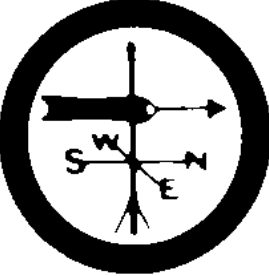


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| <p>INDIAN LORE</p>  | <p>Times Offered: 8:30 AM and 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Kits are available in the ORTC. \$10-\$20.</p> <p>Helpful hints: Mic-O-Say Braves becoming Warrior will complete many of the requirements. THIS BADGE IS ALSO OPEN TO SCOUTS NOT IN MIC-O-SAY.</p> |
| <p>INSECT STUDY</p>  | <p>Times Offered: 10:30 AM and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: Limited to 2nd year campers and above.</p> <p>Advance Preparation: Needs previous work in order to be completed at camp. Bring evidence of Requirement 7 (log, picture, etc.) Helpful to do insect scrapbook of 20 insects before camp (Requirement 4).</p> <p>Costs: None.</p> <p>Helpful hints: None.</p> |
| <p>JOURNALISM</p>  | <p>Times Offered: 10:30 AM, 3:00 PM, and 4:00 PM</p> <p>Location: Communications Center</p> <p>Prerequisites: Limited to 14 year old Scouts and above.</p> <p>Advance Preparation: Requirement 2a.</p> <p>Costs: None.</p> <p>Helpful hints: Worksheet available in appendix.</p> |
| <p>KAYAKING (not a merit badge)</p>  | <p>Times Offered: 10:30 AM and 4:00 PM. Sign up on-line and claim spot after dinner on Day 1. (See Lakefront section for Adult Kayaking information)</p> <p>Location: Lakefront</p> <p>Prerequisites: Limited to 2nd year campers and above. Must have Lifesaving Merit Badge. Must have swimmer band.</p> <p>Advance Preparation: Sign up on first evening.</p> <p>Costs: None.</p> <p>Helpful hints: Not a merit badge.</p> |
| <p>LEATHERWORK</p>  | <p>Times Offered: 9:30 AM, 10:30 AM, 2:00 PM, and 4:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Craft kits available at ORTC. Range \$1-\$5.</p> <p>Helpful hints: Great for younger campers.</p> |

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| <p>LIFESAVING</p>  | <p>Times Offered: 8:30 – 10:30 AM. Sign up on-line and claim your spot after dinner on Day 1.</p> <p>Location: Pool in each camp.</p> <p>Prerequisites: Swimming merit badge, first & second-class swim requirements must be done before rest of requirements.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: Helpful to take CPR prior to camp. Physically demanding badge.</p> |
| <p>MAMMAL STUDY</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: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: Two groups each session (3 class days each)</p> |
| <p>MILE SWIM (not a merit badge)</p>  | <p>Times Offered: See Pool Director (Do not sign up on-line for this activity.)</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Pass the swimmer test.</p> <p>Advance Preparation: Send a leader to count laps. Requires 100 yards of swimming before Day Eight.</p> <p>Costs: None.</p> <p>Helpful hints: None.</p> |
| <p>MOTOR BOATING</p>  | <p>Times Offered: 10:30 AM and 4:00 PM. Sign up on-line and claim your spot after dinner on Day 1.</p> <p>Location: Lafefront.</p> <p>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 and photo ID. (Must have photo ID with you).</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$10.00 program fee (pay at the Osage River Trading Company [ORTC]) Bring receipt to first class.</p> <p>Helpful hints: Two groups each session (3 class days each).</p> |

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| <p>NATURE</p>  | <p>Times Offered: 9:30 AM and 2:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>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.</p> <p>Costs: None.</p> <p>Helpful hints: The camp ecology lodge offers requirements: 4a1; 4b1&2; 4c1,2,3; 4g1,2; 4h1,2. See appendix for worksheet</p> |
| <p>PHOTOGRAPHY</p>  | <p>Times Offered: 9:30 AM, 10:30 AM, and 4:00 PM</p> <p>Location: Class meets at the Communications building.</p> <p>Prerequisites: Limited to Second Year campers and above.</p> <p>Advance Preparation: Will want to read the Merit Badge booklet before taking the badge at camp.</p> <p>Costs: None</p> <p>Helpful hints: Bring your own digital camera.</p> |
| <p>PIONEERING</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: First Class Scouts and above.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: ¼" rope for sale in ORTC (10 ft for \$1).</p> <p>Helpful hints: Troops can bring ¼" rope and natural fiber twine for participants.</p> |
| <p>POTTERY</p>  | <p>Times Offered: 10:30 AM, 3:00 PM, and 4:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet & complete Requirement 7.</p> <p>Costs: Program fee of \$2 (pay at ORTC) bring receipt to arts & crafts. Please pay before beginning the badge.</p> <p>Helpful hints: Wear old clothing.</p> |
| <p>REPTILE & AMPHIBIAN STUDY</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 10:30 AM, and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>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.</p> <p>Costs: None.</p> <p>Helpful hints: Worksheet form is in the appendix section of this guidebook.</p> |

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| <p>RIFLE SHOOTING</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Sawmill & Piercing Arrow rifle ranges</p> <p>Prerequisites: Second year camper and above. Must be present on first day of class.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: \$8 — Pay at ORTC. Take receipt to class.</p> <p>Helpful hints: None.</p> |
| <p>ROWING</p>  | <p>Times Offered: 8:30 AM to 10:30 AM and 2:00 PM to 4:00 PM. Sign up on-line and claim spot after dinner on Day 1.</p> <p>Location: Lakefront</p> <p>Prerequisites: Lifesaving merit badge. Must pass swimmers test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is helpful.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding badge. Recommended for stronger Scouts.</p> |
| <p>SCULPTURE</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, and 2:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$3 Program Fee for all materials (pay at ORTC). Bring receipt to first class. Please pay before beginning the badge.</p> <p>Helpful hints: Wear old clothing.</p> |
| <p>SHOTGUN SHOOTING</p>  | <p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, and 3:00 PM</p> <p>Location: Briley Creek - attend class period of choice.</p> <p>Prerequisites: 14 years and older. Must be present on first day of class.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$25 - Take receipt to class.</p> <p>Helpful hints: None.</p> |

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| <p>SMALL-BOAT SAILING</p>  | <p>Times Offered: 8:30 to 10:00 AM, 10:00 to 11:30 AM, 2:00 to 3:30 PM, 3:30 to 5:00 PM. Sign up on-line and claim spot after dinner on Day 1.</p> <p>Location: Lakefront</p> <p>Prerequisites: Second year campers and above. Lifesaving merit badge, must pass swimmers test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is desirable.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding badge. Recommended for stronger Scouts.</p> |
| <p>SOIL AND WATER CONSERVATION</p>  | <p>Times Offered: 9:30 AM and 3:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: None.</p> |
| <p>SPACE EXPLORATION</p>  | <p>Times Offered: 8:30AM, 9:30AM, and 2:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: Limited to 2nd year campers and above.</p> <p>Advance Preparation: None.</p> <p>Costs: Rocket kits available in ORTC, \$10 to \$20 range.</p> <p>Helpful hints: None.</p> |
| <p>SURVEYING</p>  | <p>Times Offered: 8:30-10:30 AM (Piercing Arrow) 2:00-4:00 PM (Sawmill),</p> <p>Location: Scoutcraft Lodge in Piercing Arrow (mornings) and at the Sawmill water tower (afternoons).</p> <p>Prerequisites: 14 years and older, limited class size.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None.</p> <p>Helpful hints: A good understanding of Geometry is necessary.</p> |

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| <p>SWIMMING</p>  | <p>Times Offered: 2:00 PM and 3:00 PM</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Complete Second and First Class swimming requirements before doing other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. Must bring belt, long sleeved button down shirt, and long pants for floatation survival skill requirement. CPR (requirements 2A & 2B)</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge.</p> |
| <p>WATER SPORTS</p>  | <p>Times Offered: 8:30 to 10:30 AM and 2:00 to 4:00 PM. Sign up on-line and claim spot after dinner on Day I.</p> <p>Location: Lakefront</p> <p>Prerequisites: 14 years of age, Lifesaving MB, pass swimmer test before starting any other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR Training before camp is useful. Program fee is \$20. Pay and take receipt to class.</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge. You can earn this badge in one morning or one afternoon period. New group each class period.</p> |
| <p>WEATHER</p>  | <p>Times Offered: 10:30 AM and 4:00 PM</p> <p>Location: Ecology/Conservation Lodge in each camp</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet. Bring "weather instruments" you have made to camp. Requirement 8A weather log should be completed prior to camp and brought to class as evidence of completion. Bring evidence of completing Requirement #9.</p> <p>Costs: None.</p> <p>Helpful hints: Worksheet form is in appendix section of this guidebook.</p> |
| <p>WILDERNESS SURVIVAL</p>  | <p>Times Offered: 9:30 AM, 10:30 AM, and 3:00 PM. Overnight campout on Day Three or Seven.</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites: Second year campers and above. Needs previous work in order to complete at camp. Read merit badge pamphlet. May bring "survival kit" to camp.</p> <p>Costs: None.</p> <p>Helpful hints: A sleeping bag, ground cloth, canteen and flashlight are required for the overnight. Check appendix for worksheet.</p> |
| <p>WOOD CARVING</p>  | <p>Times Offered: 8:30 AM, 10:30 AM, 2:00 PM, and 4:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp</p> <p>Prerequisites: Totin Chip card required.</p> <p>Advance Preparation: Read merit badge pamphlet. Bring a good carving knife.</p> <p>Costs: Woodcarving kits available in ORTC. \$1.00 to \$3.50 range.</p> <p>Helpful hints: None.</p> |

OUTPOST PROGRAMS

General Information

OUTPOST PROCEDURES:

Outpost Programs on Visitor's Day evenings will be provided, however, meals will **NOT** be provided.

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 Project COPE.
2. If your unit is planning a special trip off the reservation (i.e. 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 to call (417) 646-8115) no later than 11:15 AM the day 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 (417) 646-8115. 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. **VERY IMPORTANT** – Please 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.
2. **Following the steps for the new automated Merit Badge sign up, registration for all Outpost Programs will be handled via the same data system. 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 73)**
 - a. **Access the “AwardScan 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.**
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 on-line application must be RECEIVED by 5 PM approx.. 30 days before your session begins. (1st Session = May 4th; 2nd Session = May 16th; 3rd Session = May 24th; 4th Session = June 6th; 5th Session = June 14th; and 6th Session = June 24th.) 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.*
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 on-line 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. The sign up for **Project COPE** will take place at camp with one of the COPE Directors immediately following the supper meal on Day 1 in your camp.
7. **Your Outpost Program confirmation will be available online four days following the “Draw dates” listed in #2 above. Changes can be made on Day 1 of your camp session with outpost program administrator:**
 - a. **Sign onto the “AwardScan 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.**
8. The Outpost staff does not have any way to tell that the Special Dietary Needs Request form you submitted to the Council Service Center concerns any particular scout attending a program area. If you have special needs, contact the program administrator at the Program Center concerning each specific need and we will be happy to meet your needs, if possible. We will do our best to accommodate your requests.
9. Lunch meals will be rotated by the staff. You will either have Cold Cut Sandwiches, Hamburgers, or Hot Dogs. Leaders are asked to help with preparing the meal.
10. If your unit requires special bus transportation for an Outpost Program, please contact one of the bus drivers, the Outpost Program administrator or the Asst. Reservation Director – Facilities.

Outpost Programs Available

ACTION ARCHERY

Great program for Scouts of all ages, particularly the first and second year Scouts. Enjoy the 3D Archery Range provided under a grant from the Missouri Department of Conservation.

Activities: Tour the Action Archery range and shoot arrows at various targets.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: Sawmill Archery Range. Park in Sawmill parking lot and take path to range.

HOW MANY: 30 participants (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 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: Briley Creek. About ½ mile down the hill past the "Indian." Parking is located just 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: \$8.00 for each shooter. This pays for ammunition and supplies. Pay at the ORTC and take your receipt with you to Briley Creek.

CLIFF HANGER

A challenging program for your older Scouts (Must be 13 years of age by date of participation)

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

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

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

HOW MANY: 18 participants including 1 adult for each 10 Scouts. All participants must be at least 13 years of age.

DAVY CROCKETT

Great program for Scouts of all ages, particularly the first year Scouts.

Activities: Load and shoot air rifles. Receive Safety training and instruction.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

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

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

DISC GOLF

New program for Scouts of all ages. Experience the excitement of the new Disc (Frisbee) Golf course. This lunchtime and evening program will feature a shotgun start for the nine-hole course (maximum of four people per hole.) Meals will be provided. Some discs will be available, but feel free to bring your own "special" disc..

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, and 8. (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7:30 p.m.

WHERE: The Golf Course is located between the Piercing Arrow archery range and the softball fields.

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

INDIAN VILLAGE-OVERNIGHT

Great program for Scouts of all ages. Experience games and activities of the American Indian. This is an overnight program provided under the guidance of the staff (see the information following for the non-overnight Indian Village Program.) Participants will sleep in Indian style teepees. **Don't forget to bring your sleeping bags and ground cloths for the overnight! You may want to bring insect repellent and lawn chairs for the campfire.** Regular programs include archery, tomahawks, Indian crafts and Indian games.

WHEN: Evening Program – Three groups each session. Days vary by session. Dutch oven meal, with breakfast the next morning.

TIME: Evening Program – arrive at 4:30 p.m. Ends before 7:30 a.m. following breakfast.

WHERE: The Indian Village is located near the Reservation Headquarters. You'll see it when you arrive at camp.

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

INDIAN VILLAGE-(Non-Overnight)

Great program for Scouts of all ages. Experience activities of the American Indian. This is NOT an overnight program and is provided under the guidance of the staff (see the information above for the overnight Indian Village Program.) Participants will see an Indian village of teepees. Regular programs include tomahawks and Indian games.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, and 8. (Varies by session depending upon when the Overnight program is offered.(Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal. (See comment on Lunch program)

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7:30 p.m.

WHERE: The Indian Village is located near the Reservation Headquarters. You'll see it when you come to camp.

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

LEWIS AND CLARK CANOE TRIP

This is a river/lake adventure for your older Scouts. Scouts and leaders may take a float/canoe trip from near the Bartle Lakefront area. The trip should last about 2-3 hours. A sack lunch will be provided. Everyone on the float trip must have a blue swimmer band. **If no one in your group has Aquatics Supervision, special arrangements will need to be made using the Lakefront staff. And, at least one person must have BSA Safety Afloat orientation.** (Contact the Lakefront Director or one of the Pool Directors for information about the Safety Afloat orientation.) Inclement or windy weather may necessitate the program being cancelled. The meals for the scheduled participants will then be available at the Lakefront.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, and 8 (Except Visitor's Day)

TIME: Lunch program – starts at 10:30 a.m. Ends between 1 p.m. to 2 p.m.

WHERE: Meet at the Lakefront.

HOW MANY: 40 participants including at least 2 adults.

REQUIREMENTS: Swimmers blue bands, Aquatics Supervision (either from the unit or staff) Safety Afloat orientation.

LOBO'S CHALLENGE

Great program for younger campers and older.

This is an introductory Outpost Program to the COPE course for younger scouts. Participants will learn some team building games and participate in some of the COPE low course events. The evening will include an informative tour of the COPE High Course. This is NOT a COPE program and participants can not participate in events reserved for scouts 13 years or age and older.

WHEN: Evening Program - Days 2, 3, 5, 6, 7, and 8. Evening meal will be Dutch oven meals.
TIME: Evening Program only – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere 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.

MOUNTAIN MAN VILLAGE

Great program for Scouts of all ages.

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

Please be prepared for a short hike (¼ mile) through the woods to the shooting area.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: "The Settlement" (Across from the Piercing Arrow baseball fields)
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!!!!.

Every year the staff of our camp collect a number of local snakes for display in the Ecology lodges. We generally have Rattlesnakes, Copperhead, Ring Tail, Milk Snakes, Black Snakes, etc. Of course, they have to be fed at some time. So, come join us and have supper while we are feeding the snakes.

WHEN: Evening Program - Days 2, 3, 5, 6, 7, and 8. All meals will be sandwiches for the campers. The snakes will have mice.
TIME: Evening Program only – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere 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.

TURKEY WING GUN CLUB

Great program for Scouts of all ages.

Activities: Load and fire 22 caliber rifles. Safety training and instruction.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (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 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: Lone Star/Sawmill Rifle Range. Park in Sawmill parking lot and take path to range.
HOW MANY: 30 participants including 1 adult for each 10 Scouts.
COST: \$2.50 for each shooter. Pay at the ORTC and take your receipt with you to the range.

UP and 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 (Except Visitor’s Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 7, and 8. (Evening meal will be Hamburgers, Hot dogs, or cold Sandwiches)
- TIME:** Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere 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

PROJECT COPE

Project COPE (Challenging Outdoor Personal Experience) **(COPE is a three day morning only program for scouts (No Adults.) Participants will be provided lunch at the COPE course and will return to their campsites prior to the 2 p.m. merit badge classes.)**

- 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:** Project COPE groups meet at the entrance to the Project COPE area. The entrance is located a couple hundred yards towards the RHQ past the Climbing Tower.
- WHEN:** All groups meet at 8:30 AM (Sundays at 9:30 AM) and will return at approx. 1:30 PM. Lunch is served on the course. Participants will miss morning merit badge classes those days. **THIS IS A MORNING THREE DAY YOUTH PROGRAM.**
- SIGN-UP:** Must pre-register with NAMES and BIRTHDATES after the evening meal on Day One in each camp. The COPE Director is required to review the health forms the night before (“Annual BSA Health and Medical Record” form), so **NO LATE SUBSTITUTES.**

| Group | Camp Days | Dates for 2010 |
|------------------|-----------|-----------------------|
| Session 1 | | |
| 1-A | 2, 4, 6 | June 4, 6, 8 |
| 1-B | 7, 8, 9 | June 9, 10, 11 |
| Session 2 | | |
| 2-A | 2, 3, 4 | June 14, 15, 16 |
| 2-B | 6, 8, 9 | June 18, 20, 21 |
| Session 3 | | |
| 3-A | 2, 3, 6 | June 24, 25, 28 |
| 3-B | 7, 8, 9 | June 29, 30, July 1 |
| Session 4 | | |
| 4-A | 2, 3, 4 | July 5, 6, 7 |
| 4-B | 6, 8, 9 | July 9, 11, 12 |
| Session 5 | | |
| 5-A | 2, 3, 6 | July 15, 16, 19 |
| 5-B | 7, 8, 9 | July 20, 21, 22 |
| Session 6 | | |
| 6-A | 2, 3, 4 | July 25, 26, 27 |
| 6-B | 6, 7, 9 | July 29, 30, August 1 |

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
(Sandwich Meal)
2 Sandwiches
Chips
Fruit
Cookies
Fruit Drink

Option B
(Hot Meal)
Cheeseburgers
Baked Beans
Chips
Fruit
Cookies
Drink Mix

Option C
(Hot meal)
Foil Scout Dinner
Salad
Drink Mix

Option D
(Hot meal)
Hot Dogs
Baked Beans
Chips
Fruit
Cookies
Drink Mix

Units may be limited to one meal of Option B, C or D per session. 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 p.m. 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 a.m. for lunch meals and 4:30 p.m. 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 will be returned to the Commissary by 8:30 a.m. the following morning.

LAKEFRONT PROGRAMS

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 do not require Scouts to be a swimmer (blue band,) but everyone, must have a swim tag (any color.) The three classifications of swimming skills are: non-swimmer (white band,) beginning swimmer (red band,) and swimmer (blue band.)
2. 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 the water.
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 motor boat 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. Fishing merit badge requires a swim tag (Any color). 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.
5. Patrol activity of canoeing is open to those with a swimmer band. Patrol fishing is open to any boy with any color swim band. Each patrol must bring at least one adult per ten boys for supervision. Adults must stay on the shore. Please sign up with the

camp Program Director ahead of time. (Motor boats will not be used during Patrol activities.) For a Troop canoe activity “Lewis and Clark Canoe Trip,” see the “Outpost Program Available” section.

6. Adults may enroll in Kayaking under the following conditions:
 - a. Space available in class after Scouts have been accommodated – check with staff at the Lakefront
 - b. Must have a swimmer band (blue.)
 - c. Must have an adult “buddy” in the class.
 - d. Wear appropriate swim wear.
7. The Lakefront is off limits to everyone after dark.
8. Dock space is not available for personal boats.

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. During regular class hours (8:30-11:30) and (2:00-5:00) supervision will be provided by the Lakefront staff. Proper safety equipment will be worn.
2. At any other time of day, Scouts may fish when accompanied by an adult. The second leader for two-deep leadership is Lakefront staff during Lakefront hours (8:30 AM-8:00 PM) — except for ceremony nights. The adult accompanying the Scouts must be in sight of the Scouts at all times. The adult must be a swimmer. Either bring your own fishing gear or use rods, reels and lures available at the Lakefront.
3. Any Scouts not with adult supervision will be asked to obtain supervision. The breakwater and Lakefront are excellent fishing places. Please check-in at Lakefront office before going to the breakwater. Fishing below the Point is not allowed.
4. Adults (16-64) must have a valid Missouri resident or non-resident fishing license.
5. Please arrange time with Lakefront staff prior to activity.

Lakefront Activities Available

MERIT BADGE AND PROGRAM SIGN-UP - To participate in Lakefront merit badges, except for Fishing, 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: Troops will sign up on line and check with a member of the Lakefront staff after dinner on Day 1 to claim your spot. Young men who do not get a place in the class are welcome to come to the lake on the first day and any open spots will be given to those Scouts.

PATROL ACTIVITIES - 10:30 AM and 4:00 PM

Canoeing- limited to one patrol per camp per day (swimmers only)

Rowing- limited to one patrol per camp per day (swimmers only)

Fishing- open to any Scout at any time with adult leader supervision

TRAINING OPPORTUNITIES FOR ADULT LEADERS

Much of the training required by adult leaders is available on-line. Once taken and completed on-line, it becomes a permanent part of your official record. Go on-line to <https://myscouting.scouting.org> for this training (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):

The on-line training events can be accomplished via the internet access available at the Program Center.

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

Training available while attending H. Roe Bartle Scout Reservation:

Scoutmaster/Assistant Scoutmaster Leader Specific training is on Day 2 for those over 21 years of age and on Day 9 for adults 18 to 21 years of age during each session.

ADULT LEADER TRAINING (OLS): The HOAC offers various leader training opportunities during the session. The days and times vary by session. For additional information, check the Camp Scoutmaster Packet or ask your Camp Commissioner. **All Adult Leaders attending camp must be trained for the position they hold in their unit. Scoutmasters and Asst. Scoutmaster must have Outdoor Leader Skills training (OLS) to attend camp in the summer of 2011.** See the attached application in the appendix to pre-register your adult leaders. Make sure you bring the indicated equipment and supplies with you. Sign-up will also be available when you arrive at camp or go to www.hoac-bsa.org (camping resources or training) to register online. You may also contact your District Training team to find additional training opportunities “back home.” **Training dates at H. Roe Bartle are:**

| | For leaders over <u>21 years of age</u> | For leaders <u>18 to 21 years old</u> |
|------------|--|--|
| Session 1: | Days 5 & 6 | Days 7 & 8 |
| Session 2: | Days 3 & 4 | Days 5 & 6 |
| Session 3: | Days 5 & 6 | Days 7 & 8 |
| Session 4: | Days 3 & 4 | Days 5 & 6 |
| Session 5: | Days 5 & 6 | Days 7 & 8 |
| Session 6: | Days 3 & 4 | Days 5 & 6 |

LEAVE NO TRACE: Bartle will offer Leave No Trace training so your troop will leave the minimal impact when it camps. This training takes place at the Program Center on Day 2 at 9 AM.

CLIMB ON SAFELY: Will take place at the Climbing Tower on Day 6 of each session at 1 PM.

TREK ON SAFELY: Any leader supervising camping and hiking activities (adult and youth) should be familiar with the Trek on Safely procedures. This training orientation takes place at the Program Center at 1:00 PM on the following days:

| | |
|------------------------|-------------------------|
| Session 1: Day 6 - Wed | Session 4: Day 5 - Fri |
| Session 2: Day 5 - Fri | Session 5: Day 3 - Sat |
| Session 3: Day 3 - Sat | Session 6: Day 5 – Thur |

PADDLE CRAFT SAFETY: Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, and Canoeing Merit Badge and all adults. For adults, knowledge of canoeing is helpful, but not required. All participants must have the Blue swimmers tag and Safely 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 the designated day from 8:30 to 10:30 AM and 2:00 to 4:00 PM. There are two groups taught each camp session. See the calendar following for the scheduled days in your session.

SWIMMING & WATER RESCUE: Is open to youth 16 years of age and older who have earned the Swimming and Lifesaving Merit Badge 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 training (see below). 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 two-day course conducted at each pool from 8:30 to 10:30 AM and 2:00 to 4:00 PM. See the calendar following for the scheduled days in your session.

SAFETY AFLOAT: Is required leader training for unit activities involving float trips, etc. This training is also a prerequisite for the PADDLE CRAFT SAFETY course. This training is available on-line at the training website listed before. You may also contact the Pool Director or Lakefront Director for further information or training while at Bartle. Confirmation of this training is required on local and national tour permits for trips involving boating, canoeing, or kayaking.

SAFE SWIM DEFENSE: Is required leader training for unit activities involving aquatic activities, etc. This training is a prerequisite for the SWIMMING & WATER RESCUE course. This training is available on-line at the training website listed before. You may also contact the Pool Director or Lakefront Director for further information or training while at Bartle.

Legend for Calendar below:

OLS-A = Outdoor Leader Skills for leaders over 21 years of age. Starts at 8:30 AM on first day with an overnight and finish the second day about 4:30 PM. Training is held in the Pioneer Trails area of camp.

OLS-B = Outdoor Leader Skill of leaders 18 to 21 years of age. Same schedule as above.

TK = Trek On Safely training held at the Program Center. Held once each session at 1 PM.

SM / SA = Scoutmaster and Asst. Scoutmaster Essentials training. Two group each session from 8:30 –4:00PM at the Catholic Chapel.

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

LT = Leave No Trace training is held at the Program Center at 9 AM on Day 2 of each session.

PCS-1 = First group classes for Paddle Craft Safety is a three day course taught at the Lakefront from 8:30 – 10:30 AM and 2:00 – 4:00 PM.

PCS-2 = Second group classes for Paddle Craft Safety is a three day course taught at the Lakefront from 8:30 – 10:30 AM and 2:00 – 4:00 PM.

SWR = Swimming & Water Rescue training is a two day course taught at each pool from 8:30 – 10:30 AM and 2:00 – 4:00 PM.

**2011 Adult Leader Training Schedule
H. Roe Bartle Scout Reservation**

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|-------------------------------------|-------------------------------------|---------------------------------------|---------------------------------------|-------------------------------------|-------------------------------------|
| May 29 | May 30 | May 31 | June 1 | June 2 | June 3 | June 4 |
| | | | | | Day 1 | Day 2 PCS-1 SM / SA LT SWR |
| June 5 | June 6 | June 7 | June 8 | June 9 | June 10 | June 11 |
| Day 3 VISITOR'S DAY | Day 4 PCS-1 SWR Call Night | Day 5 PCS-1 OLS-A | Day 6 PCS-2 OLS-A TK - CB | Day 7 PCS-2 OLS-B | Day 8 PCS-2 OLS-B | Day 9 SM / SA |
| June 12 | June 13 | June 14 | June 15 | June 16 | June 17 | June 18 |
| Day 10 | Day 1 | Day 2 PCS-1 SM / SA LT SWR | Day 3 PCS-1 OLS-A SWR | Day 4 PCS-1 OLS-A Call Night | Day 5 PCS-2 OLS-B TK | Day 6 PCS-2 OLS-B CB |
| June 19 | June 20 | June 21 | June 22 | June 23 | June 24 | June 25 |
| Day 7 VISITOR'S DAY | Day 8 PCS-2 | Day 9 PCS-2 SM / SA | Day 10 | Day 1 | Day 2 PCS-1 SM / SA LT SWR | Day 3 PCS-1 TK SWR |
| June 26 | June 27 | June 28 | June 29 | June 30 | July 1 | July 2 |
| Day 4 VISITOR'S DAY Call Night | Day 5 PCS-1 OLS-A | Day 6 PCS-2 OLS-A CB | Day 7 PCS-2 OLS-B | Day 8 PCS-2 OLS-B | Day 9 SM / SA | Day 10 |
| July 3 | July 4 | July 5 | July 6 | July 7 | July 8 | July 9 |
| Session Break | Day 1 | Day 2 PCS-1 SM / SA LT SWR | Day 3 PCS-1 OLS-A SWR | Day 4 PCS-1 OLS-A Call Night | Day 5 PCS-2 OLS-B TK | Day 6 PCS-2 OLS-B CB |
| July 10 | July 11 | July 12 | July 13 | July 14 | July 15 | July 16 |
| Day 7 VISITOR'S DAY | Day 8 PCS-2 | Day 9 SM / SA | Day 10 | Day 1 | Day 2 PCS-1 SM / SA LT SWR | Day 3 PCS-1 TK SWR |
| July 17 | July 18 | July 19 | July 20 | July 21 | July 22 | July 23 |
| Day 4 VISITOR'S DAY Call Night | Day 5 PCS-1 OLS-A | Day 6 PCS-2 OLS-A CB | Day 7 PCS-2 OLS-B | Day 8 PCS-2 OLS-B | Day 9 SM / SA | Day 10 |
| July 24 | July 25 | July 26 | July 27 | July 28 | July 29 | July 30 |
| Day 1 | Day 2 PCS-1 SM / SA LT SWR | Day 3 PCS-1 OLS-A SWR | Day 4 PCS-1 OLS-A Call Night | Day 5 PCS-2 OLS-B TK | Day 6 PCS-2 OLS-B CB | Day 7 PCS-2 |
| July 31 | August 1 | August 2 | | | | |
| Day 8 VISITOR'S DAY | Day 9 SM / SA | Day 10 | | | | |

APPENDIX

These worksheets will be helpful in preparing your Scouts to earn merit badges at camp. Copy and distribute, as you feel necessary.

The following merit badges have requirements, which cannot be completed during a session at camp. Worksheets are provided to help with verification for those requirements done prior to camp.

ART
ASTRONOMY
BIRD STUDY
CAMPING
ENVIRONMENTAL SCIENCE
FISH AND WILDLIFE MANAGEMENT
JOURNALISM
NATURE
REPTILE AND AMPHIBIAN STUDY
WEATHER
WILDERNESS SURVIVAL

Additional worksheets for all merit badges may be found on:
http://meritbadge.org/wiki/index.php?title=Merit_Badge_Worksheets

The following aquatic-related badges require you to demonstrate knowledge of CPR (either bring your certification or be prepared to demonstrate knowledge):

CANOEING
KAYAKING
LIFESAVING
MOTORBOATING
ROWING
SMALL BOAT SAILING
SWIMMING
WATER SPORTS

Art Merit Badge



Scout's Name: _____

Unit: _____

District: _____

Session: _____ Year _____

4. With your parent's permission and your counselor's approval, visit a museum , art exhibit, art gallery, artist's co-op, or artist's workshop. Tell about your visit and what you saw while there:

Find out about the art displayed or created there:



Astronomy Merit Badge

Scout's Name: _____

Unit: _____

District: _____

Session: _____ Year _____

4. Do the following:

(a) Identify in the sky at least 10 constellations, at least four of which are in the zodiac.

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

(h) Identify at least eight conspicuous stars, five of which are of magnitude 1 or brighter.

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

(c) Make two sketches of the Big Dipper. In one sketch, show the Big Dipper's orientation in the early evening sky. In another sketch, show its position several hours later. In both sketches, show the North Star and the horizon. Record the date and time each sketch was made.

| | |
|---------------------------|---------------------------|
| | |
| Date: __/__/__ Time: ____ | Date: __/__/__ Time: ____ |

(d) Explain what we see when we look at the Milky Way. _____

7. Do the following:

(a) Sketch the face of the Moon and indicate at least five seas and five craters. Label these landmarks.

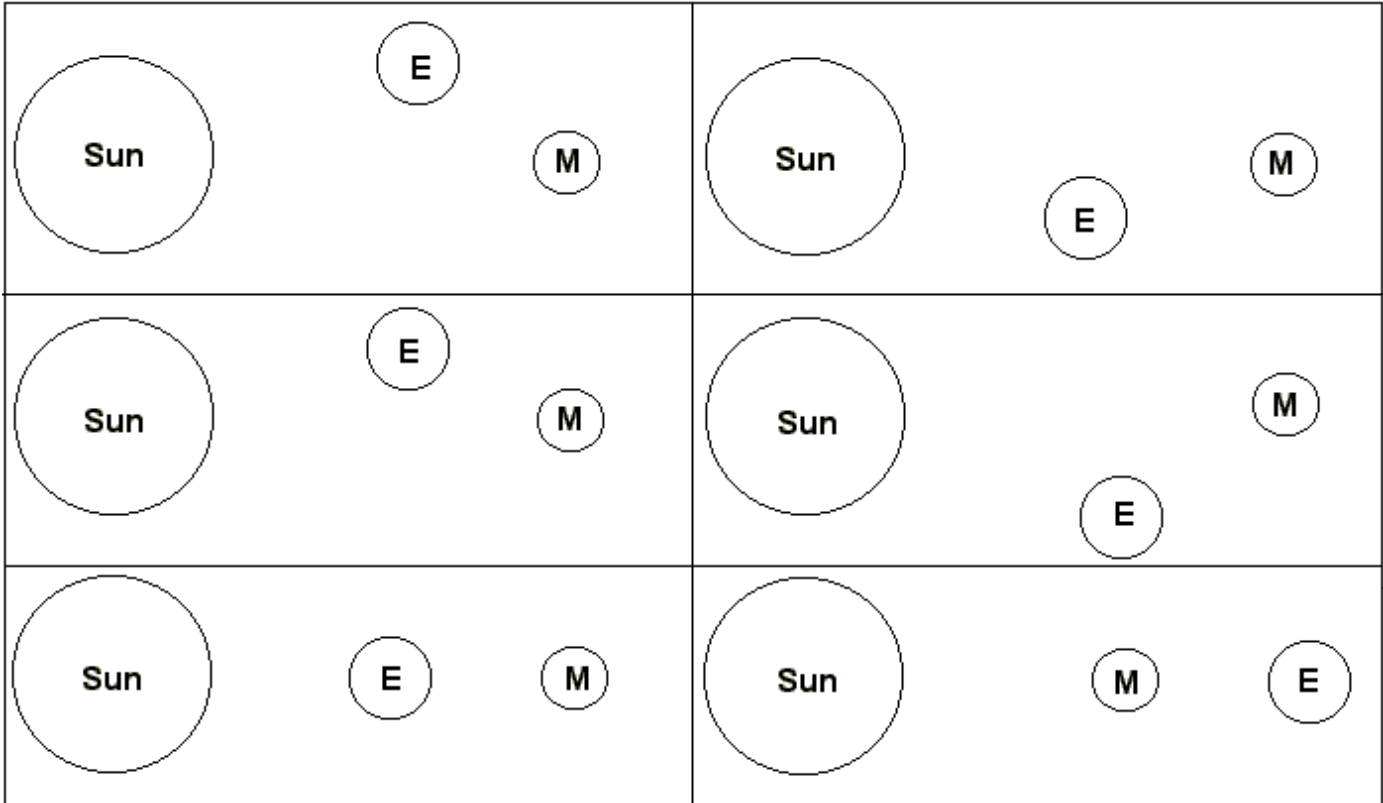
(b) Sketch the phase and the daily position of the Moon, at the same hour and place, for a week. Include landmarks on the horizon such as hills, trees, and buildings.

| | | |
|----------------------------|----------------------------|----------------------------|
| | | |
| Date: __/__/__ Time: _____ | Date: __/__/__ Time: _____ | Date: __/__/__ Time: _____ |
| | | |
| Date: __/__/__ Time: _____ | Date: __/__/__ Time: _____ | Date: __/__/__ Time: _____ |

Explain the changes you observe. _____

(c) List the factors that keep the Moon in orbit around Earth. _____

(d) With the aid of diagrams, explain the relative positions of the Sun, Earth, and the Moon at the times of lunar and solar eclipses, and at the times of new, first-quarter, full, and last-quarter phases of the Moon.



Bird Study Merit Badge (Continued)

Explain why some of the species you saw were present in small numbers. _____

Describe the area you visited on your field trip and tell why this area is good for finding birds. _____

IF YOU SELECTED OPTION B: By using a public library or contacting the National Audubon Society, find the name and location of the Christmas Bird Count nearest your home. What were the results of the most recent count?

What kinds of information are collected during the annual event? _____

What species are most common?

What species are most uncommon?

Why are these birds present in small numbers?

If the number of birds of this species is decreasing, explain why.

What, if anything, can be done to reverse their decline?

Requirement 8 Do one of the following: (A). Build a bird feeder and put it in an appropriate place in your yard or other location.(B). Build a birdbath and put it in an appropriate place., (C) Build a backyard sanctuary for birds by planting trees and shrubs for food and cover.

Parent verification - _____

Name _____ District and Troop Number _____

CAMPING MERIT BADGE



The following requirements must be finished before camp in order to complete the merit badge.

Requirement 5E. Present yourself with your pack for inspection. Be correctly clothed and equipped for an overnight campout. Have your leader sign and date here when completed.

Leader's Signature _____ Date _____

Requirement 7B. Pack your own gear and your share of the patrol gear and food for proper carrying. Show that your pack is right for quickly getting what is needed first, and that it has been assembled properly for comfort, weight, balance, size and neatness. Have your leader sign and date here when completed.

Leader's Signature _____ Date _____

Requirement 8C & 8D. Prepare a camp menu. Cook at least one breakfast, one lunch, and one dinner for your patrol from the meals you planned for in Requirement 8c. At least one of those meals must be a trail meal requiring the use of a lightweight stove.

Leader's Signature _____ Date _____

Requirement 9A. Camp out a total of at least 20 days and nights. Sleep each night under the sky or under a tent you have pitched.

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Where: _____ Date: _____ Where: _____ Date: _____

Have your leader sign and date here when completed.

Leader's Signature _____ Date _____

Camping Merit Badge (Continued)

Requirement 9B. On any of these camping experiences, you must do TWO of the following, only with proper preparation and qualified supervision. Have your leader verify the activities that you complete by signing and dating where appropriate.

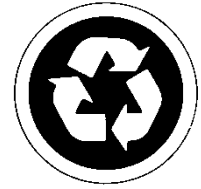
- _____ Hike up a mountain, gaining at least 1,000 vertical feet.
- _____ Plan and carry out a float trip of at least four hours.
- _____ Take a bike trip of at least 15 miles or at least four hours.
- _____ Backpack, snowshoe, or cross-country ski for at least four miles.
- _____ Rappel down a rappel route of 30 feet or more.
- _____ Plan and carry out an overnight snow camping experience.

Requirement 9C. On one of your campouts, perform a conservation project approved in advance by the private landowner or public land management agency. Place: _____

Date of project: _____ Leader verification signature: _____

Name _____ District and Troop Number _____

ENVIRONMENTAL SCIENCE MERIT BADGE



The following requirements would be much easier to finish before coming to camp. Please bring the completed sheets with you and present them to your counselor as proof that you have completed the requirements.

Requirement 3E. Endangered Species. For this requirement you have been given two options. Select and complete ONE option.

IF YOU SELECTED OPTION 1: Do research on one endangered species found in your state.

What endangered species did you select? _____

What is its natural habitat? _____

What is being done to preserve it? _____

How many of these organisms are left in the wild? _____

On a separate piece of paper, prepare a 100-word report about the organism, including a drawing or photo. Attach your report and picture to this worksheet.

IF YOU SELECTED OPTION 2: Do research on one species that was endangered or threatened, but which has now recovered.

What organism did you select? _____

How did this organism recover from being endangered? _____

What is the new status of this organism? _____

On a separate piece of paper, prepare a 100-word report about the organism, including a drawing or photo. Attach your report and picture to this worksheet.

Requirement 4. Select TWO outdoor areas that are very different for each other to study. Once you have selected the two areas that you will study you have two options to choose from for this requirement. Select and complete one of them.

*If you selected **Option A:***

Mark off two study plots of four square yards, and count the number of species found there. Estimate how much space is occupied by each plant species and the type and number of non-plant species you find.

Plot 1: Number of species found: _____

List each species below and list your estimation of how much space is occupied by each species found in the plots:

Species: _____ Space Used: _____ Species: _____ Space Used: _____

Species: _____ Space Used: _____ Species: _____ Space Used: _____

FISH AND WILDLIFE MANAGEMENT MERIT BADGE



The following requirements would be much easier to finish before coming to camp. Please bring the completed sheets with you and present them to your counselor as proof that you have completed the requirements.

Requirement 5. You have been given four options for this requirement. Select and complete ONE of them.

IF YOU SELECTED OPTION A: Construct, erect and check regularly at least two artificial nest boxes (wood duck, bluebird, squirrel, etc.) and keep written records for one nesting season.

Briefly describe the two boxes you built and where you placed them.

After keeping records for one nesting season, show your records to your counselor. Give a brief summary of your records.

IF YOU SELECTED OPTION B: Construct, erect and check regularly bird feeders and keep written records of the kinds of birds visiting the feeder in the wintertime.

Give a brief description of the feeders you built and where you put them.

List the names of the birds you witnessed using your feeders during the wintertime.

| | | |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

Fish and Wildlife Management Merit Badge (Continued)

IF YOU SELECTED OPTION C: Design and implement a backyard wildlife habitat improvement project.

Describe your project. _____

What were the results of your project? _____

IF YOU SELECTED OPTION D: Design and construct a wildlife blind near a game trail, water hole, salt lick, bird feeder or birdbath and take good photographs or make sketches from the blind of any combination of ten wild birds, mammals, reptiles or amphibians.

Describe your blind. _____

List the ten animals you sketched or photographed. Attach your sketches or photographs to the worksheet for your counselor to view. _____

Requirement 7. You have been given four options for this requirement. Select and complete ONE of them.

IF YOU SELECTED OPTION A: Determine the age of five species of fish from scale samples OR identify various age classes of one species in a lake and report the results.

Results: _____

IF YOU SELECTED OPTION B: Conduct a creel census on a small lake to estimate catch per unit effort. Give a brief description of how you did the creel census.

What were the results of your census? _____

IF YOU SELECTED OPTION C: Examine the stomach contents of three species of fish and record the findings:

Scout Name: _____ Unit # _____ Date: _____

Fish species: _____ Stomach contents: _____

Fish species: _____ Stomach contents: _____

Fish species: _____ Stomach contents: _____

- It is not necessary to catch any fish for this option. You may visit a cleaning station set up for fishermen or find another, similar alternative.

IF YOU SELECTED OPTION D: Make a freshwater aquarium. Include at least four species of native plants and four species of animal life, such as whirligig beetles, freshwater shrimp, tadpoles, water snails, and golden shiners. After 60 days of observation, discuss with your counselor the life cycles, food chains, and management needs you have recognized. Give a brief description of your aquarium.

What are the four native plants you included in your aquarium?

1. _____
2. _____
3. _____
4. _____

What are the four species of animal life you included in your aquarium?

1. _____
2. _____
3. _____
4. _____

Name _____ District and Troop Number _____

FISHING MERIT BADGE



Requirement 9. Catch at least one fish. If regulations and health concerns permit, clean and cook a fish you have caught. Otherwise acquire a fish and cook it.

Name _____

Scoutmaster verification _____

District and Troop Number _____

JOURNALISM MERIT BADGE



Requirement 2A (Print Journalism is offered at camp.):

a. Newspaper and magazine journalism:

1. All on the same day, read a local newspaper, a national newspaper, a newsmagazine, and (with your parent's permission) an online news source. From each source, clip, read and compare a story about the same event. Tell your counselor how long each story is and how fair and accurate the stories are in presenting different points of view. Tell how each source handled the story differently, depending on its purpose or audience.

Story _____

Local newspaper _____

How Long? _____

How Fair & Accurate? _____

Difference in handling? _____

Purpose or audience? _____

National newspaper _____

How Long? _____

How Fair & Accurate? _____

Difference in handling? _____

Purpose or audience? _____

Newsmagazine _____

How Long? _____

How Fair & Accurate? _____

Difference in handling? _____

Purpose or audience? _____

Online news source _____

How Long? _____

How Fair & Accurate? _____

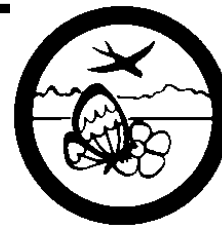
Difference in handling? _____

Purpose or audience? _____

Scout Name: _____ Unit # _____ Date _____

Date: _____ Parent Verification Signature _____

NATURE MERIT BADGE



All of the requirements in five fields must be completed to earn the badge. Requirements 4a1; 4b1&2; 4c1,2,&3; 4g1&2; and 4h1&2 may be completed at camp. Choose one other area to complete prior to camp.

Requirement 4:

IF YOU SELECTED "BIRDS": Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month.

List of birds: _____

Date: _____ Parent Verification Signature _____

IF YOU SELECTED "INSECTS OR SPIDERS": Hatch an insect from the pupa or cocoon; OR hatch adults from nymphs; OR keep larvae until they form pupae or cocoons; OR keep a colony of ants or bees through one season.

Date: _____ Parent Verification Signature _____

IF YOU SELECTED "FISH": Catch and identify two species of fish. Collect four kinds of animal food eaten by fish in the wild.

Species of fish caught: _____

List of four kinds of food collected: _____

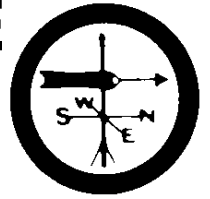
Date: _____ Parent Verification Signature _____

IF YOU SELECTED "MOLLUSKS & CURSTACEANS": Collect, mount and label six shells of mollusks or crustaceans. Bring your collections to camp and show your counselor.

Date: _____ Parent Verification Signature _____

Name _____ District and Troop Number _____

WEATHER MERIT BADGE



The following requirement must be finished before camp in order to complete the merit badge.

Requirement 8. You have been given two options for this requirement. Select and complete ONE of them.

IF YOU SELECTED OPTION A: Make one of the following instruments: wind vane, anemometer, rain gauge or hygrometer.

Which instrument did you build? _____

Briefly describe how you built your instrument. _____

Bring the instrument to camp to show your counselor.

To complete this requirement you are asked to keep a daily weather log for a one-week period. A sample log has been included (see next page) and you may use it if you choose, or you may choose to create your own log. Fill out the log daily for one week. Show the log to your counselor when you get to camp.

IF YOU SELECTED OPTION B: Visit a National Weather Service office or talk with a local radio or television weathercaster, private meteorologist, local agricultural extension service office or university meteorology instruction.

Who or what did you visit? _____

Give a brief description of your visit: _____

What type of weather is most dangerous or damaging to your community? _____

How do severe weather and flood warnings reach the homes in your community? _____

Name _____ District and Troop Number _____

Weather Merit Badge (Continued)

DAILY WEATHER LOG

| Beginning Date | Wind Direction | Wind Speed | Temp | Precipitation | Types of Clouds Present | Dew or Frost | Official Forecast | Actual Weather Conditions |
|--------------------------|----------------|------------|------|---------------|-------------------------|--------------|-------------------|---------------------------|
| MONDAY Time: _____ | | | | | | | | |
| TUESDAY Time: _____ | | | | | | | | |
| WEDNESDAY Time: _____ | | | | | | | | |
| THURSDAY Time: _____ | | | | | | | | |
| FRIDAY Time: _____ | | | | | | | | |
| SATURDAY Time: _____ | | | | | | | | |
| SUNDAY Time: _____ | | | | | | | | |

About what time each day did you record your observations? _____

Was your instrument successful at gathering data? _____

Requirement 9 .Do One of the following:

Give a talk of at least five minutes to a group such as your unit or a Cub Scout Pack explaining the outdoor safety rules in the event of lightening, flash floods, and tornadoes. **OR**

Read several articles about acid rain and give a prepared talk of more than five minutes about the articles to your unit.

Scoutmaster verification: _____ Date _____

Name _____ District and Troop Number _____

2011 Outpost Program Worksheet

To be in the lottery draw, your on-line application must be RECEIVED by 5 PM approx.. 30 days before your session begins. (1st Session = May 4th; 2nd Session = May 16th; 3rd Session = May 24th; 4th Session = June 6th; 5th Session = June 14th; and 6th Session = June 24th.)

Troop # _____ District _____ Which Session? ^(circle session #) **1 2 3 4 5 6** Camp? ^(circle Camp) **LS SM PA** Campsite _____

Camp Scoutmaster's Name _____ E-Mail (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 (Leaders and Scouts) | Requested # Of | | For Each Request, List # of | |
|--------------------------|--|---|----------------|-----------|-----------------------------|-----------------|
| | | | Scouts | Adults | Called Braves | Called Warriors |
| | ACTION ARCHERY | 30 | | | | |
| | BRILEY CREEK GUN CLUB (14 YRS & OLDER) (\$8 PER SHOOTER-PAY AT ORTC & TAKE RECEIPT) | 24 | | | | |
| | CLIFF HANGER (13 YRS & OLDER) | 18 | | | | |
| | DAVY CROCKETT | 18 | | | | |
| | DISC GOLF | 36 | | | | |
| | INDIAN VILLAGE (OVERNIGHT) | 30 | | | | |
| | INDIAN VILLAGE (NON-OVERNIGHT) | 30 | | | | |
| | LEWIS & CLARK CANOE TRIP | 40 | | | | |
| | LOBO'S CHALLENGE | 24 | | | | |
| | MOUNTAIN MAN VILLAGE | 30 | | | | |
| | SUPPER WITH SNAKES | 24 | | | | |
| | TURKEY WING GUN CLUB (\$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)

WORKSHEET ONLY – DO NOT SUBMIT THIS FORM

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**



A United Way Agency