



HEART OF AMERICA COUNCIL  
SCOUTS BSA RESIDENT SUMMER CAMP  
**PROGRAM GUIDE**



# 2022 BARTLE





## **WELCOME TO THE CAMPING SEASON**

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

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

With all of the program upgrades the last few summers, it is VITAL that your unit takes time to discuss program offerings with it's Scouts and allow them to make choices based on current offerings. The days of simply "dusting off" the traditional schedule your unit may have developed for first and second year campers is gone.

**Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.**

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

If you have any program questions in advance of camp, please contact me at [cmwinfrey@gmail.com](mailto:cmwinfrey@gmail.com)

Your's in Scouting,

Charles Winfrey  
Assistant Reservation Director – Program



## HRB PROGRAM ADDITIONS & CHANGES

### Description

- NEW Location for Topshot Outpost is at the old PA Archery Range near Campsite Long.
- NEW Location for PA Archery and PA Rifle Merit Badge is now at the old Topshot Outpost. Mountain Man Location has not changed.
- Launch It Outpost no longer offered.
- Lone Star Nature Lodge now at Davis Lodge.
- Program Center is the old Communications Lodge near the Sawmill Entrance.
- Training Center is the old Program Center by the entrance to H. Roe Bartle Scout Reservation. Location for Wilderness First Aid and Mental Health Awareness Trainings.
- Soil and Water Conservation Replacing Fish and Wildlife Management Merit Badge.
- GPS Challenge for 2020, 2021 and 2022.
- Flying Squirrel and Confidence Pole program added to Spar Poles Outpost.
- Room Challenge for those that completed last year's Escape Room.
- Dual Merit Badges at Handicraft Lodge. Earn Pottery and Sculpture at the same time.
- Metalwork Merit Badge offered at the Handicraft Lodge. Limited to Scouts 13 and older and 12 scouts per class.
- Insect Study Merit Badge at Ecology Lodge.
- Plant Science Merit Badge at Ecology Lodge.
- Sign-up for Pistol Marksmanship, Wilderness First Aid, and Mental Health Awareness training online.
- Online Records system. No longer using Award Scan Award Management.

**Worksheets are available at <http://usscouts.org/mb/worksheets/>**

### About the H. Roe Bartle Scout Reservation

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

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

If you are a unit interested in camping at the H. Roe Bartle Scout Reservation for the first time, please contact the Reservation Director, David Riker at [david.riker@scouting.org](mailto:david.riker@scouting.org) for additional information.



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# GENERAL PROGRAM INFORMATION

## ADVANCEMENT IN CAMP

The opportunity for a youth to spend time in a Scout summer camp is a very important part of their life, and it should stand out as a key experience in their development. Do not make rank and merit badge advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that no Scout can advance beyond the rank of Tenderfoot Scout if they do not have a hiking and camping experience as a member of their patrol and troop. It is, therefore, important that individual Scout, 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 scout. Camp provides the best atmosphere for building patrol and troop teamwork, but be alert to the needs of each Scout and do not over schedule their time. Allow them the opportunity to have time for what they want to do: whittle, hike, sit and watch the clouds, or whatever.

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

## EARNING MERIT BADGES AT CAMP

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

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

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

### Online Access for Merit Badges and Outpost Activities.

- a. Access the Online System at <https://www.hoac-camps.org>.
  - b. Click on "Login" and enter your ID and password
  - c. For additional details click on "Help"
  - d. Click on "Enroll"
  - e. Then click on "Classes"
- Before camp, the Scout should obtain the merit badge booklet or online worksheets, familiarize themselves with the requirements, and complete any prerequisites listed in order to compete the badge at camp.
  - At camp the counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them so that they can get the most out of the experience.
  - The Scout shows up for class, completes the requirements, and meets with their counselor whenever necessary until they have completed the badge.
  - The Scout brings pencils, pens and paper for appropriate reports.

The advancement program allows the Scout to move ahead in their own way and at their own speed. Rather than competing against others, they challenge their selves to go as far as their ambition will carry them. The rate of advancement depends upon their interest, effort, and ability.

### 2. The Scout must meet the requirements

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

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



## EARNING MERIT BADGES

continued

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

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put their knowledge to work is the important thing in life. Working with the Scout can give them 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 them whether or not they have 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 their own pace. No Scout should be held back or pushed ahead by their 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 they have 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 they can demonstrate their 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 their camping experience. Notes attesting to completion are less satisfactory than evidence like photos, logs, journals, drawing, etc. Physical evidence and the Scout's personal knowledge displayed during the counseling enable the counselor to make certain that the Scout has met the requirements. Please prepare your Scouts by helping them "show their stuff" to the camp merit badge counselor.

### 4. Rank and age requirements

Rank and age requirements are not negotiable. It is to the Scouts advantage and personal growth that the leaders advise them of such instructions and not try to put a Scout in an area in which they are 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 Merit Badge by having their unit leader sign up online (Internet available in dining halls) or the unit leader going to the Program Center for the scout to be enrolled.
- May ask for any instructional assistance that they believe necessary to their 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.

### 5. Merit Badge Registration

Registration for all merit badges will continue to be done online. Space is limited for some merit badges. Unless otherwise stated merit badges have a class limit of 36 Scouts.

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



## EARNING MERIT BADGES

continued

### 6. Helpful Hints for Leaders

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

### 7. Copies of Forms and Records

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

### 8. Additional Merit Badge Offerings

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

## SWIM CHECK

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

### The check consists of:

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

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

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

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

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

## TRAIL TO FIRST CLASS PROGRAM

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

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



# LAKEFRONT OVERVIEW AND RULES

## LAKEFRONT PROGRAM

### General Information

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

### Lakefront Rules

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

### Merit Badge Registration

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

1. Troops will register Scouts online for Merit Badges **THEY HAVE NOT ALREADY EARNED**.
2. One third of all available spots are assigned to each camp.
3. Leaders without Scouts enrolled in Merit Badge can check with the Program Center for available slots on Day 1 of the Session.

### 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, they will need to provide rod and reel (or use one of ours if available.)

When recreational fishing, please use the following guidelines:

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







## SCHEDULE AND ACTIVITIES



### DAILY SCHEDULE

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



# MERIT BADGE SCHEDULE

Merit Badge	# of Days	See Notes Below	8:30	9:30	2:00	3:00
CLIMBING TOWER						
Climbing	3	C,I,L,M	8:30-10:30		2:00-4:00	
ECOLOGY/CONSERVATION						
STEM Start Your Engines!	3	A, L,	10:30-11:30			
STEM Up and Away!	3	A, L,	10:30-11:30			
Astronomy (STEM)	6	A,N,O	X			X
Bird Study(STEM)	3	M,N,O			X	
Environmental Science (STEM)	6	N,O	X	X	X	X
Forestry (STEM)	6		X			
Geology (STEM)	3	M	X	X		X
Insect Study	3	N, M	X		X	
Mammal Study (STEM)	3	M		X	X	X
Nature (STEM)	6	N,O		X		X
Plant Science	6	I,N		X		
Reptile & Amphibian Study (STEM)	6	N,O	X			
Soil and Water Conservation	3					X
Space Exploration (STEM)	6			X	X	
Weather (STEM)	3	M,N,O			X	
HANDICRAFT						
Art	3	L,M,N,O		X	X	X
Basketry	3	L,M	X	X		
Leatherwork	3	L,M	X		X	X
Metalwork	6	I,L		X		X
Pottery and Sculpture	3	L,M,N	X		X	
Wood Carving	3	L,M	X	X	X	X
LAKEFRONT						
Advanced Sailing (activity)	3	C,D,F,G,H,L,M			2:00-3:30	
Canoeing (STEM)	6	C,F,G,H,L	8:30-10, 10-11:30		2-3:30, 3:30-5	
Fishing	3	L,M,N,O	8:30-10, 10-11:30		2-3:30, 3:30-5	
Kayaking	3	A,C,F,G,H,L,M	8:30-10, 10-11:30		2-2:30, 3:30-5	
Motor Boating (STEM)	1	D,F,G,H,J,	8:30-11:30			
Paddle Craft Safety	3	E,F,U			2:00-5:00	
Rowing	3	C,F,G,H,L,M	8:30-10, 10-11:30		2-3:30, 3:30-5	
Small Boat Sailing (STEM)	6	A,C,F,G,H,L	8:30-10, 10-11:30		3:30-5	
Water Sports	1	C,D,F,G,H,	8:30-11:30		2:00-5	

There are 41 merit badges offered at the H. Roe Bartle Scout Reservation, **6 of them are Eagle required merit badges.** Please see the “Note” code descriptions on page 10.



# MERIT BADGE SCHEDULE

Merit Badge	# of Days	See Notes Below	8:30	9:30	2:00	3:00
<b>MIC-O-SAY LODGE</b>						
Indian Lore	3	D,U	X	X	X	X
<b>POOL</b>						
Instructional Swim (activity)					1-2	
<b>Lifesaving</b>	6	F,G,L	8-9:30			
Snorkeling BSA activity patch (for non-swimming merit badge Scouts)	3	F		X		
Mile Swim (activity patch)	5	F,S		X		
Safe Swim Defense	1	Offered Day 5 during Instructional Swim				
Safety Afloat	1	Offered Day 5 during Instructional Swim				
Swim and Water Rescue	3	E,F		X		
<b>Swimming</b>	6	F			X	X
<b>SCOUTCRAFT</b>						
<b>Camping</b>	3	A,M,N,O	X		X	
<b>Emergency Preparedness</b>	3	D,M,N,O	X	X		
<b>First Aid</b>	6	B,N,O	X		X	X
Trail to First Class	7		9:30	10:30		
Fire Safety	3	A,B,M,N,O	X		X	
Pioneering	6	B	X			X
Signs, Signals and Codes	6	A,N,O			X	X
Wilderness Survival	3	A,M,N,O,P		X		X
<b>SHOOTING SPORTS</b>						
Archery (STEM)	6	A,L	X	X	X	X
Long Range .22 (New Range)	3	E,L,N	8:30-10:30		2:00-4:00	
Rifle Shooting (STEM)	6	A,C,L	X	X	X	X
Shotgun Shooting (New Range ) (STEM)	6	A, D, L	X	X	X	X

There are 41 merit badges offered at the H. Roe Bartle Scout Reservation, **6 of them are Eagle required merit badges.**

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

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

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

P - Overnight camp-out on either night 3 or 7 is required for Wilderness Survival. Called Braves should take the first 3 day session.  
 S - Requires four hours of conditioning before day 8.  
 U - Offered Days 6 of Merit Badges and Make-up Day.



## MERIT BADGE DETAILS

<p>ADVANCED SAILING Activity</p> 	<p>Times Offered: 2:00 pm-3:30 pm</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Small Boat Sailing Merit Badge, 14 years old, Swimmer tag Advance Preparation: Review Sailing Merit Badge.</p> <p>Costs: None</p> <p>Helpful Hints: 3 day course to help refine sailing skills, Physically demanding activity, Space is limited. 18/classes, 6/camp</p>
<p>ARCHERY</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Camp Piercing Arrow and Camp Sawmill Archery Ranges.</p> <p>Prerequisites: For second-year campers and above. Must be present on first day of class for a safety presentation.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$3 - Pay at ORTC. Take receipt to class. \$3 arrows kits are available at each ORTC.</p> <p>Helpful Hints: All required supplies will be provided at the range. Please don't bring personal archery equipment to camp.</p>
<p>ART</p> 	<p>Times Offered: 9:30am, 2:00 pm, 3:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: Requirement 6 cannot be completed at camp.</p> <p>Advance Preparation: Read merit badge pamphlet. Bring worksheet for requirement 6.</p> <p>Costs: \$2 program fee (paid at ORTC) includes all art supplies needed. (Please bring receipt to first class.)</p> <p>Helpful Hints: Great badge for younger campers. Two groups each session (3 class days each).</p>
<p>ASTRONOMY</p> 	<p>Times Offered: 8:30 am, 3:00 pm</p> <p>Location: Ecology Lodge in each camp.</p> <p>Prerequisites: Limited to second-year campers and above.</p> <p>Advance Preparation: For Astronomy Merit Badge read merit badge pamphlet. Requirements 4, 5, 6 &amp; 8 A,B,C,D or E.</p> <p>Costs:</p> <p>Helpful Hints: Requires Star Hike.</p>
<p>BASKETRY</p> 	<p>Times Offered: 8:30am, 9:30 am</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Helpful to read merit badge book.</p> <p>Costs: Basket and chair seat kits are available in the ORTC. Approximate range for basket kit is \$5 to \$6; seat kits are \$7.</p> <p>Helpful Hints: Requirement for three baskets makes this a costly merit badge in the \$15 to \$20 range. Two groups each session (3 class days each).</p>





# MERIT BADGE DETAILS

<p>BIRD STUDY</p> 	<p>Times Offered: 2:00 pm</p> <p>Location: Ecology Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring your field observation notebook to camp. Req 5 requires work before coming to camp. Req 8: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Req. 9 bring parent verification.</p> <p>Costs: None.</p> <p>Helpful Hints: Begin bird observation list before camp. 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</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: Recommended for second year and above campers.</p> <p>Advance Preparation: Req. 3 needs previous work in order to complete at camp. Read merit badge pamphlet. Bring your "camping log" listing your 20 days and 20 nights. Complete requirements 5E, 7B, 8C, 8D, 9A, 9B, and 9C with a leader's signature for each requirement.</p> <p>Costs: None.</p> <p>Helpful Hints: Two groups each session (3 class days each).</p>
<p>CANOEING</p> 	<p>Times Offered: 8:30 -10:00 am, 10:00 - 11:30 am, 2:00 - 3:30 pm, 3:30 - 5:00 pm</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Lifesaving Merit Badge. Must earn a blue swim band.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful Hints: Physically demanding badge; better for stronger Scouts. Limited space. 30/class, 10/camp</p>
<p>CLIMBING</p> 	<p>Times Offered: 8:30 - 10:30 am, 2:00 - 4:00 pm</p> <p>Location: Climbing Tower.</p> <p>Prerequisites: Age 13</p> <p>Advance Preparation: Read merit badge pamphlet. Must have proper footwear (tennis shoes or climbing shoes work best).</p> <p>Costs: None.</p> <p>Helpful Hints: Limited enrollment. Two groups each session (3 class days each.) Limited space. 36/classes, 12/camp Merit Badge requirements can be worked on during Cliffhanger Outpost if already enrolled in merit badge.</p>
<p>EMERGENCY PREPAREDNESS</p> 	<p>Times Offered: 8:30 am, 9:30 am</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: Limited to scouts 14 years old and older.</p> <p>Advance Preparation: Read merit badge pamphlet. Needs previous work to complete at camp. Req. 2c, 6c, 7, 8b and 9. Bring documentation to camp.</p> <p>Costs: None.</p> <p>Helpful Hints: Requires Scouts to work with their family and Scout unit before camp. Bring copies of advanced preparation to camp for counselor to verify. Two groups each session (3 class days each).</p>



## MERIT BADGE DETAILS

<p>ENVIRONMENTAL SCIENCE</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Ecology 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. <b>Bring evidence</b> of their completion.</p> <p>Costs: None.</p>
<p>FIRST AID</p> 	<p>Times Offered: 8:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: Limited to First Class Scouts and above. Requirements 1 and 7 cannot be completed at camp.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p>
<p>FIRE SAFETY</p> 	<p>Times Offered: 8:30 am, 2:00 pm</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: Limited to 2nd year campers and up, and First Class Scouts and above.</p> <p>Advance Preparation: Read merit badge pamphlet. Do requirements 6, 11 &amp; 12 at home.</p> <p>Costs: None.</p> <p>Helpful Hints: Two groups each session (3 class days each).</p>
<p>FISHING</p> 	<p>Times Offered: 8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Requirement 9 and 10.</p> <p>Advance Preparation: Read merit badge pamphlet. Req. 9 and 10 clean and cook one fish prior to camp. Bring picture or letter as proof.</p> <p>Costs: None. Scouts 16 and over must have a valid Missouri fishing license if they are fishing.</p> <p>Helpful Hints: Two groups each session (3 class days each). Bring pictures or records of fish previously caught. Bring your fishing equipment to camp. (Some available at camp.)</p> <p>Scouts with Lifesaving Merit Badge and their blue swimmers band will have the opportunity to fish from a pontoon boat during the merit badge.</p>
<p>FORESTRY</p> 	<p>Times Offered: 8:30 am</p> <p>Location: Ecology 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>



## MERIT BADGE DETAILS

<p>GEOLOGY</p> 	<p>Times Offered: 8:30 am, 9:30 am, 3:00 pm</p> <p>Location: Ecology Lodge 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>INSECT STUDY</p> 	<p>Times Offered: 8:30 am, 2:00pm</p> <p>Location: Ecology Lodge in each camp.</p> <p>Prerequisites: None</p> <p>Advance Preparation: Requirement 9 will need to be done outside of camp. Bring completion verification to camp.</p> <p>Cost: None.</p> <p>Helpful Hints: Bring notebook to create insect scrapbook. Two groups each session (3 class days each) Two groups each session (3 class days each).</p>
<p>INDIAN LORE</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm during Day 6 of Merit Badge or Make-up day.</p> <p>Location: Mic-O-Say Lodge in each camp.</p> <p>Prerequisites: This merit badge is targeted for called Warriors. Limited to Age 14 and above.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Cost: None.</p> <p>Helpful Hints: MOS Braves to Warrior should take this Merit Badge as most of the requirements are passed during this process.</p>
<p>INSTRUCTIONAL SWIM</p> 	<p>Times Offered: Daily from 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>KAYAKING</p> 	<p>Times Offered: 8:30 -10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm</p> <p>Location: Lakefront in Camp Lone Star.</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.</p> <p>Costs: None.</p> <p>Helpful Hints: Physically demanding badge. Recommended for stronger Scouts. Limited space. 18/class, 6/camp. Two groups each session (3 class days each)</p>





## MERIT BADGE DETAILS

<b>LEATHERWORK</b> 	<p>Times Offered: 8:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Craft kits available at ORTC for a price ranging \$1-\$5.</p> <p>Helpful Hints: Great for younger campers. Two groups each session (3 class days each).</p>
<b>LIFESAVING</b> 	<p>Times Offered: 8:00 – 9:30 am</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Swimming merit badge, first and 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>
<b>LONG RANGE .22 MARKSMANSHIP ACTIVITY</b> 	<p>Times Offered: 8:30-10:30 am, 2:00-4:00 pm</p> <p>Location: Briley Creek, further down the path from the Shotgun Range</p> <p>Prerequisites: 16 years of age. Already earned Rifle Shooting Merit Badge.</p> <p>Advance Preparation: None</p> <p>Costs: \$20 receipt purchased at trading post</p> <p>Helpful Hints: Limited sign-up 8 per class. 3 day program.</p>
<b>MAMMAL STUDY</b> 	<p>Times Offered: 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Ecology 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>
<b>METALWORK</b> 	<p>Times Offered: 9:30 am, 3:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: Must be at least 13 years old.</p> <p>Advanced Preparation: None.</p> <p>Costs: \$10 receipt bought at ORTC</p> <p>Helpful Hints: 6 day badge. Must be there for safety talk on day 1.</p>
<b>MILE SWIM BSA ACTIVITY</b> 	<p>Times Offered: 9:30 am for class and see Pool Director for exact time to swim the mile.</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 practice swim before Day 8.</p> <p>Costs: None.</p> <p>Helpful Hints: Great for Scouts who are also enrolled in Lifesaving Merit Badge as class meetings immediately after that Lifesaving. Meet with Pool Director during Day 1 of Merit Badge.</p>





## MERIT BADGE DETAILS

<p>MOTOR BOATING</p> 	<p>Times Offered: 8:30-11:30 am</p> <p>Location: Lakefront in Camp Lone Star</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 or Home State Certification and <b>photo ID</b>. (Must have photo ID with you).</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$10 program fee (pay at the ORTC and bring receipt to first class.</p> <p>Helpful Hints: Multiple groups each session (1 class day each). You can earn this badge in one morning period. New group each class period.</p>
<p>NATURE</p> 	<p>Times Offered: 9:30 am, 3:00 pm</p> <p>Location: Ecology 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&amp;2; 4c1, 2, 3; 4g1, 2; 4h1, 2.</p>
<p>PIONEERING</p> 	<p>Times Offered: 8:30 am, 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: None.</p> <p>Helpful Hints: Troops can bring ¼" rope and natural fiber twine for participants.</p>
<p>PLANT SCIENCE</p> 	<p>Times Offered: 9:30 am</p> <p>Location: Ecology Lodge in each camp.</p> <p>Prerequisites: 13 years of age or older</p> <p>Advance Preparation:</p> <p>Costs: None</p> <p>Helpful Hints: Notebook needed for plant pressing</p>
<p>POTTERY &amp; SCULPTURE</p> 	<p>Times Offered: 8:30 am, 2:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: Requirement 7 for Sculpture must be done outside of camp.</p> <p>Advance Preparation: Read merit badge pamphlet and complete Requirement 7 for Sculpture. Bring any worksheet to class.</p> <p>Costs: \$2 Program Fee for Sculpture and \$3 Program Fee for Pottery (pay at ORTC). Bring receipt to class.</p> <p>Helpful Hints: Wear old clothing. Two groups each session (3 class days each).</p>



## MERIT BADGE DETAILS

REPTILE & AMPHIBIAN STUDY 	<p>Times Offered: 8:30 am</p> <p>Location: Ecology Lodge in each camp.</p> <p>Prerequisites: Requirement 8 cannot be completed at camp.</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: None.</p>
RIFLE SHOOTING 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Sawmill &amp; 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: \$6 – Pay at ORTC. Take receipt to class.</p> <p>Helpful Hints: 32 spots available/class, 16/camp in Sawmill and Lonestar. 16 spots available/class in Camp Piercing Arrow.</p>
ROWING 	<p>Times Offered: 8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Lifesaving merit badge. Must pass swimmers test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful Hints: Physically demanding badge. Recommended for stronger Scouts. Limited space. 9/class, 3/camp. Two groups each session (3 class days each)</p>
SHOTGUN SHOOTING 	<p>Times Offered: 8:30, 9:30 am, 2:00 pm, 3:00 pm</p> <p>Location: Briley Creek - attend class period of choice.</p> <p>Prerequisites: Limited to 2nd year campers and up. 14 years and older. Must be present on first day of class.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$25 payable at any ORTC. Take receipt to class.</p> <p>Helpful Hints: Called Warriors should take 8:30 am or 2:00 pm class</p>
SIGNS, SIGNALS & CODES 	<p>Times Offered: 2:00 pm, 3:00 pm</p> <p>Location: Scoutcraft Lodge in each camp.</p> <p>Prerequisites: Must be a Second Year Camper or above. Requirements 7, 9a, 9c &amp; 10 cannot be completed at camp.</p> <p>Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring evidence (picture or other records) of completed project.</p> <p>Costs: None.</p> <p>Helpful Hints: None.</p>



## MERIT BADGE DETAILS

<p>SOIL AND WATER CONSERVATION</p> 	<p>Times Offered: 3:00pm  Location: Ecology Lodge in each camp.  Prerequisites: None  Advance Preparation: Read Merit Badge Book.  Costs: None  Helpful Hints: 2 groups per session (3 class days each).</p>
<p>SMALL BOAT SAILING</p> 	<p>Times Offered: 8:30 -10:00 am, 10:00-11:30 am, 3:30-5:00 pm  Location: Lakefront in Camp Lone Star.  Prerequisites: Second year campers and above. Lifesaving merit badge and must pass swim check before starting other requirements.  Advance Preparation: Read merit badge pamphlet.  Costs: None.  Helpful Hints: Limited space. 18/class, 6/camp</p>
<p>SNORKELING BSA ACTIVITY</p> 	<p>Times Offered: 9:30 am  Location: Pool in each camp.  Prerequisites: Pass the swimmer test.  Advance Preparation: None.  Costs: None.  Helpful Hints: Snorkeling is a 3 day activity taught twice a session starting on Day 2 and Day 5 or 6 depending on Visitor's Day. It is signed up for through Hoac-camps.org. Snorkeling gear provided.</p>
<p>SPACE EXPLORATION</p> 	<p>Times Offered: 9:30 am, 2:00 pm  Location: Ecology Lodge in each camp.  Advance Preparation: Helpful to read merit badge book.  Costs: Rocket kits available at ORTC, \$10-\$20 range.  Helpful Hints: None</p>
<p>STEM</p> 	<p>Times Offered: 10:30-11:30 am  Location: Ecology Lodge.  Prerequisites: Must be at least a second year camper and have earned one of the STEM merit badges.  Advance Preparation: Do Requirement 1, read or watch 3 hours of video before coming to camp. Be prepared to discuss your questions and ideas with the Counselor. A written report will also be acceptable.  Costs: \$6 receipt to be purchased from the ORTC. Covers all supplies needed for the program.  Helpful Hints: Limited space. 20/session. The first 3 days will be the NOVA Award, Up and Away! The second 3 days will be Start Your Engines!</p>





## MERIT BADGE DETAILS

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





## TRAIL TO FIRST CLASS PROGRAM

This program will be led by the Scoutcraft Counselor with assistance from the Ecology staff. The Scoutcraft Lodge in your camp will be the headquarters, but the activities may take you to other locations. **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.

This Program can now be signed up for online in Hoac-camps.org. Select which Scouts will attend which sessions so that our staff knows an approximate number to expect for each day.

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

### DAY A 9:30

#### Scout

5. Tell what you need to know about pocketknife safety.

#### Tenderfoot

3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.

### DAY A 10:30

#### Tenderfoot

4a. Show first aid for simple cuts and scrapes, blisters on the hand and foot, minor burns or scalds, bites or stings of insects and ticks, venomous snakebite, nosebleed, frostbite and sunburn, choking.

#### Second Class

2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.

### DAY B 9:30

#### Scout

4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.

4b. Show the proper care of rope by learning how to whip and fuse the ends of different kinds of rope.

#### Tenderfoot

3a. Demonstrate a practical use of the square knot.

3b. Demonstrate a practical use of two half-hitches.

3c. Demonstrate a practical use of the taut-line hitch.

### DAY B 10:30

#### Second Class

3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.

### DAY C 9:30

#### Second Class

6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

6e. Tell how you should respond if you come upon the scene of a vehicular accident.

### DAY C 10:30

#### Second Class

6a. Demonstrate first aid for the following:

- Object in the eye
- Bite of a warm-blooded animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (partial thickness, or second-degree)
- Heat exhaustion
- Shock
- Heatstroke, dehydration, hypothermia, and hyperventilation

6b. Show what to do for "hurry" cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.

6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b..

### DAY D 9:30

#### First Class

7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

7b. By yourself and with a partner, show how to: Transport a person from a smoke-filled room, Transport for at least 25 yards a person with a sprained ankle.

7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).



# TRAIL TO FIRST CLASS PROGRAM

## DAY D 10:30

### First Class

- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
- 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.

## DAY E 9:30

### Second Class

- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.

## DAY E 10:30

### Second Class

- 4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.

## DAY F 9:30

### First Class

- 3a. Discuss when you should and should not use lashings.
- 3b. Demonstrate tying the timber hitch and clove hitch.
- 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
- 3d. Use lashings to make a useful camp gadget or structure.

## DAY F 10:30

### Tenderfoot

- 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.

### First Class

- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.

## DAY G 9:30

Make-Up Day

## DAY G 10:30

Make-Up Day



## Trail to First Class Program Schedule

Depending upon your session, the Trail to First Class Program offerings will be on the following days. Remember, if a 10:30 session overlaps with your troop swim, accompany your Scouts to the Trail to First Class at 10:30 and notify the pool director that you will have scouts swimming at the 4:00 patrol swim time.

TRAIL TO FIRST CLASS SCHEDULE								
Session	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9
1	A	B	C	D	E	VISITOR'S DAY	F	G
2	A	B	VISITOR'S DAY	C	D	E	F	G
3	A	B	VISITOR'S DAY	C	D	E	F	G
4	A	B	C	D	E	F	VISITOR'S DAY	G



## PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director

### ARCHERY RANGE

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

### CAMP WIDE ACTIVITIES

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

### DAVIS LODGE

Davis Lodge is not open during Patrol Activity time.

### FISHING

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

### HIKING

Hiking on our reservation is encouraged but if your unit plans a hike to Iconium, 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. If any Meals would be missed during the hike then the Program Center must be notified 24 hours in advance.

### PADDLE BOARDING

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

### PATROL ACTIVITIES

Patrol Activities are Directly Scheduled with the area Director. Patrol Activities include rifle shooting, archery and lake activities.

### RESERVATION CAVE POLICY

Exploring caves can be a great adventure for some Scouts and can be done if proper precautions are taken to ensure the safety of all involved. Any Scouts wishing to visit one of our many caves must follow all guidelines of Cave Safety. Cave Softly and have at least 1 responsible adult over the age of 21 and must have a hike permit filed with the camp office (ORTC) prior to leaving. For access to Up and Down Cave refer to the Outpost Programs section of this guide.

### RIFLE RANGE

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

### STAFF PREVIEW PROGRAM

Scouts interested in exploring the prospect of serving on the camp staff in future years will have an opportunity to preview that experience during their session at camp. The staff-preview program will be led by the Program Director in your camp. Interested Scouts (ages 14-17) will meet with the camp Program Director at the designated time they announce during leaders meeting, Senior Patrol Leader meetings, and in the Dining Hall. Topics for training include effective leading, how to apply for staff, tour of camp staff living quarters and how to prepare themselves for staff. The participating Scout will visit two or three program areas (at times of their choosing) during the rest of the session. All Scouts successfully completing the program will be recognized at the closing of the session. There is also a Commissioner Preview Program for those interested in Commissioning.





## PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director



### GPS CHALLENGE MIGHT BE BACK FOR 2022. TBD

Open to all Scouts under the age of 18 who are interested in participating in this fun electronic treasure hunt.

Learn how to operate a GPS and earn a **FREE** limited edition “2022 Bartle GPS Challenge” patch after finding 4 specific points located within your Camp (Lone Star, Sawmill or Piercing Arrow). No GPS experience is necessary. Directions on how to use a GPS (and the coordinates of the 4 points to be located) can be found at your Camp’s ORTC (Trading Post) during your camping session. A small number of GPS units will be available to be borrowed in 24-hour increments at the ORTC. Troop supplied GPS units may also be brought from home and used to complete the challenge. It is recommended that Scouts using a personal GPS unit be accompanied by an adult or older scout who is familiar with its functionality. Patches will only be awarded to **Scouts** who complete the challenge.

**New this year** – There will be no limit to the number of Scouts in a single Troop who can earn this free patch. The only requirement is that all Scouts earning the patch will need to actively participate in finding the 4 points (see the ORTC for details).







# PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director



## TROOP SWIM

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

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





# ADULT LEADER TRAINING OPPORTUNITIES

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

## Online Training Courses

**Youth Protection** (available online only)

**Climb On Safely** (available online only)

**Safe Swim Defense** (available online and at Bartle)

**Safety Afloat** (available online and at Bartle)

**Trek Safely** (available online only)

**Weather Hazards** (available online only)

**Youth on Youth Abuse** (available online only)

**Scoutmaster/Asst. Scoutmaster Leader Specific**  
(available online only)

## Training Courses Offered At Camp

### MENTAL HEALTH AWARENESS TRAINING (20 per class)

**What:** Training for Adult Scout leaders to learn how to properly respond to issues of mental health in the scout unit. Sign Ups are online.

**Cost:** None

**Who:** Must be 18 by Day 1 of the session.

**When:** 8:30 am - 4:00pm Day 2 or  
8:30 am - 4:00pm Day 8.  
Training will include lunch.

**Where:** Training Center  
Building on Scout Camp Rd. by Iconium

### OUTDOOR LEADER TRAINING

(OLS-21+ and OLS-18+)

**What:** Participants will take part in a fun-filled two day overnight program of hands-on skills training in the outdoors, designed to help you master basic camp skills required for Tenderfoot to First Class.

**Who: Must be 18 by Day 1 of the session.**

Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters.

**When:** Two sections each session. See Table Below.  
Begins at **8:30 am** on the first designated day.

**Where:** Pioneer Trails.

**Register:** Online when your troop registers for merit badges.

Preregistration is required. Additions and/or changes are due by 10:30 am the day prior to the class. Participants train in a patrol setting. **A list of required equipment to bring is listed on page 27 of this guide; this page should be distributed to all participants.** Participants should select a session that does not interfere with honorary call, work days and/or tribal duties as applicable. Participants will prepare and eat the following meals at the training site. Day 1: Lunch & Dinner, Day 2: Breakfast & Lunch.

### PADDLE CRAFT SAFETY

Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, Canoeing, and Kayaking Merit Badges and all adults. For adults, knowledge of canoeing is helpful, but not required. All participants must have the Blue swimmers tag, Safe Swim Defense, and Safety Afloat training (see below.) Paddle Craft Safety expands Safety Afloat training to include skills, as well as knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. This is a three-day course conducted at the Lakefront on Days 6-8 from 2:00 pm to 5:00 pm.

### SAFE SWIM DEFENSE & SAFETY AFLOAT

Safe Swim Defense is a required leader training for unit activities involving aquatic activities. This training is also a prerequisite for the Swim and Water Rescue and Paddle Craft Safety courses. This training is available online at the training website. It will also be offered during Instructional Swim in each camp on Day 5.



## ADULT LEADER TRAINING OPPORTUNITIES

Safety Afloat is a required leader training for unit activities involving float trips. This training is a prerequisite for the Swim and Water Rescue and Paddle Craft Safety courses. This training is available online at the training website listed above. It will also be offered during Instructional Swim on Day 5. Confirmation of this training is required on local and national tour permits for trips involving boating, canoeing, or kayaking.

### SWIM & WATER RESCUE:

Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, Canoeing, and Kayaking Merit Badges and all adults. For adults, knowledge of lifeguard skills is helpful, but not required. All participants must have the Blue swimmers tag and Safe Swim Defense and Safety Afloat training (see above). Swimming & Water Rescue expands the awareness instruction provided by Safe Swim Defense and includes information and skill to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This is a three-day course conducted at the pool on Merit Badge Days 6-8 from 9:30 am to 10:30 am.

### WILDERNESS FIRST AID 15 per Class

**What:** Wilderness First Aid Training for High Adventure.

**Cost:** \$35

**Who: Must be 18 by Day 1 of session**

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

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

**Where:** Training Center (Old Program Center)

Sign Up online for Training Through Hoac-camps.org  
Limit 2 per Unit. If we have extra spots available on Day 1 of the session we will waive the limit at that time.

### Legend for Calendar on the following pages

**OLS-21+ or 18+ =** Outdoor Leader Skills. Must be 18 by **Day 1 of session.** However, those that may be called as Honorary Warriors later in the session have to register for the first session in order to avoid conflicts with tribal activities. Starts at 8:30 am on first day with an overnight and finish the second day about 4:30 pm. Training is held at Pioneer Trails. Both 21+ and 18+ are the same course, but 21+ is offered near the beginning of the session, and 18+ is offered near the end.

Sign Up online for Training Through Hoac-camps.org  
Limit 2 per Unit. If we have extra spots available on Day 1 of the session we will waive the limit at that time.

**MH-A or B =** Mental Health Awareness

**SA/SSD =** Safety Afloat and Safe Swim Defense, held Day 5 at 1 pm

**SWR =** Swim & Water Rescue, Days 6-8 Begins on Day 5 if Visitor's Day is after Day 5 of the session, from 9:30-10:30 am at each pool. **MUST ATTEND ALL THREE DAYS TO EARN CERTIFICATION.**

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

**WFA- A or B =** Wilderness First Aid





# OUTDOOR LEADER SKILLS (OLS) TRAINING FOR ADULTS

PLEASE GIVE EACH PARTICIPANT A COPY OF THIS SHEET.

## MUST BE 18 BY DAY 1 TO PARTICIPATE IN OUTDOOR LEADER SKILLS TRAINING

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

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

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

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

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

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

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

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

**SIGN UP FOR THIS COURSE ONLINE WHEN YOU SIGN UP SCOUTS FOR MERIT BADGES. WE NEED YOUR NAME, TROOP NUMBER, SESSION, CAMP AND WHETHER YOU ARE TAKING SESSION A OR B**

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







## ADULT LEADER TRAINING CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
June 12	June 13	June 14	June 15	June 16	June 17	June 18
	S 1 - Day 1	S 1 - Day 2	S 1 - Day 3	S 1 - Day 4	S 1 - Day 5	S 1 - Day 6
		MH-A	WFA-A, OLS-21+	WFA-A, OLS-21+, CALL NIGHT	CB, SA/SSD, WFA-B, OLS-18+	SWR, PCS, WFA-B, OLS-18+, WARRIOR CEREMONY
June 19	June 20	June 21	June 22	June 23	June 24	June 25
S 1 - Day 7	S 1 - Day 8	S 1 - Day 9	S 1 - Day 10	S 2 - Day 1	S 2 - Day 2	S 2 - Day 3
VISITOR'S DAY	SWR, PCS, MH-B BRAVE CEREMONY				MH-A	WFA-A
June 26	June 27	June 28	June 29	June 30	July 1	June 2
S 2 - Day 4	S 2 - Day 5	S 2 - Day 6	S 2 - Day 7	S 2 - Day 8	S 2 - Day 9	S 2 - Day 10
VISITOR'S DAY CALL NIGHT	CB, SA/SSD, WFA-A, OLS-21+	WFA-B, SWR, OLS-21+, PCS, WARRIOR CEREMONY	WFA-B, SWR, PCS, OLS-18+	MH-B, OLS-18+, SWR, PCS, BRAVE CEREMONY		
July 3	July 4	July 5	July 6	July 7	July 8	July 9
			S 3 - Day 1	S 3 - Day 2	S 3 - Day 3	S 3 - Day 4
SESSION BREAK	SESSION BREAK	SESSION BREAK		MH-A	WFA-A,	VISITOR'S DAY, CALL NIGHT
July 10	July 11	July 12	July 13	July 14	July 15	July 16
S 3 - Day 5	S 3 - Day 6	S 3 - Day 7	S 4 - Day 8	S 3 - Day 9	S 4 - Day 10	S 4 - Day 1
CB, SA/SSD, WFA-A, OLS-21+	QFQ-B, SWR, OLS-21+, PCS, WARRIOR CEREMONY	WFA-B, SWR, PCS, OLS-18+	MH-B, OLS-18+ SWR, PCS, BRAVE CEREMONY			MH-A
July 17	July 18	July 19	July 20	July 21	July 22	July 23
S 4 - Day 2	S 4 - Day 3	S 4 - Day 4	S 4 - Day 5	S 4 - Day 6	S 4 - Day 7	S 4 - Day 8
MH-A	WFA-A OLS-21+	WFA-A, OLS-21+, CALL NIGHT	CB, SA/SSD, WFA-B, OLS 18+	SWR, PCS, WFA-B, OLS-18+, WARRIOR CEREMONY	SWR, PCS, MH-8	VISITOR'S DAY BRAVE CEREMONY
July 24	July 25	July 26	July 27	July 28	July 29	July 30
S 4 - Day 9	S 4 - Day 10					
		T				



## NIGHTLY EVENING PROGRAMS

**Day 1** – Opening Night Campfire in each camp

**Day 2** – Campsite Campfires in each campsite

**Day 3** – No scheduled activities

**Day 4** – Call Night in each camp

**Day 5** – Late Night at Ecology

**Day 6** – Warrior Ceremonial,

Climbing Tower will be open for those not attending ceremonies.

**Day 7** – no scheduled activities

**Day 8** – Brave Ceremonial,

**Day 9** – Closing Night Campfire in each camp





## OUTPOST PROGRAMS OPTIONS

### GENERAL INFORMATION

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

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

1. All groups using the various Outpost programs must have one adult leader with them at all times.
2. If your unit is planning a special trip off the reservation (such as to Truman Dam, etc.) indicate if you need sandwiches, fruit, snacks, etc. 11:15 am the day before the Outpost occurs. If you are leaving your camp (Lonestar, Sawmill, or Piercing Arrow) you must file a hiking permit in your camp office (ORTC) before you depart. (This includes Iconium).
3. Any program additions, cancellations or changes in the number of participants must be made with the Outpost Program administrator (use the phone and call the Program Center) no later than 11:00 am two days before the scheduled Outpost (This does NOT apply to changes made on Day One of your session.) The dining hall and the Outpost Programs are NOT able to accommodate changes made later than the times indicated above; therefore your meal will be delivered to the program site. The Outpost Program administrator must be notified in person. The best time to call (or visit) is between 8:30 am and 11:15 am daily. Cancellations take spots from Scouts who would like to use those programs. Please be careful when planning and organizing to not over or under book reservations.
4. As indicated above, changes in your scheduled Outpost Programs may be made on Day One of your session by 7:15 pm with the Outpost Program administrator in person at the Program Center or by calling. Subsequent changes may be made at any time the office is open.
5. Please care for any equipment you are issued. We expect normal wear and tear. However, any unnecessary damage or loss of materials will result in your unit being charged the replacement cost.
6. This is a Scout Camp! Get out into the Wilderness; get your Scouts away from your campsite. Learn the hiking trails of Osceola; put some *OUTING* back into *SCOUTING*! The Outpost Program staff is ready to assist you. Please feel free to notify us if we can help you plan your special camp programs.
7. Unit leaders are responsible for the discipline of their Scouts while attending Outposts where adult leadership is required.
8. Outpost programs will take place rain or shine, so dress accordingly.
9. Outpost Programs are NOT provided on Visitor's Day except by special arrangement. Meals will NOT be served.



## OUTPOST REGISTRATION

1. **Follow the steps below to register for all Outpost Programs via the automated Merit Badge sign up. When you receive your unit's sign-on ID and password, you will then be able to submit your application for Outpost Programs: (See worksheet on page 39 in advance of online registration.)**
  - a. Access the Online System" at <https://www.hoac-camps.org>
  - b. Click on "Login" and enter your ID and password
  - c. For additional details click on "Help"
  - d. If you have already entered your units Merit Badge information, verify your unit's camp and session information.
  - e. Click on "Enroll."
  - f. Then click on "Outpost."
  - g. If this is the first time you have signed into the Outpost section, the first item is to verify or change your contact information, which days you do NOT want an Outpost program, and designate the maximum number of Outpost Programs you want for your unit.
  - h. Click on "New."
  - i. Enter your Outpost Program activity requests in the priority order that you would like them assigned, if the program is available. The order can be edited following all the input if you choose.
2. **Please remember to enter the number of called Braves and called Warriors.** We try to schedule around their activities, as called Warriors have dance practice, both called Braves and called Warriors have a work day, and they are not available at other times due to tribal obligations. Generally speaking, called Warriors are busy the first part each session and called Braves are busy the last part of each session. Mic-O-Say conflicts are as follows;
  - Day 2** - Warrior dance practice not available for lunch and supper
  - Day 3** - Warrior dance practice not available for lunch and supper
  - Day 4** - Warrior dance practice not available for lunch.
  - Day 5** - Warriors and Braves not available all day.
  - Day 6** - Warriors and Braves not available for supper.
  - Day 7** - Honorary Warriors and Honored Women not available for lunch and supper, Braves not available for supper.
  - Day 7** - Called Braves in Sawmill not available for lunch.
  - Day 8** - Braves and Honorary Warriors and Honored Women not available for supper.
3. Outpost Program requests will be submitted starting with your first choice and continue through your last choice. **To be in the lottery draw, your online application must be RECEIVED by 5:00 pm 14 days before your session begins. 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 the Camp Sawmill Parking Lot and Water Tower.**





## OUTPOST REGISTRATION

4. If there are particular dinner or lunch program times that your unit does not want to attend outposts (see Troop swim schedule on Page 11), please indicate those times in the online system. The more program times you indicate, the less the chance of receiving your choice of programs.
5. Your Outpost Program confirmation will be available the next day following "Draw dates" listed in #3 above. Changes can be made on Day 1 of your camp session with outpost program administrator:
  - a. Sign onto the <https://www.hoac-camps.org> 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.
6. It is also very important that you make note of dietary requests on the online Outpost request form.
7. Lunch meals will be rotated among three different menus. You will either have Cold Cut Sandwiches, Hamburgers, or Hot Dogs.
8. If your unit requires special bus transportation for an Outpost Program, please contact one of the bus drivers or the Outpost Program administrator.





## COPE COURSE

### COPE

The COPE Course is a three-day program for Scouts and Adults. Participants will work on team building exercises on the various “Low Course” events prior to participation on the “High Course.” The high course consists of Zip Line, two-wire traverse, vine walk, Giant’s Ladder, and a few other events to challenge your physical and mental capabilities. **Participants will be at the COPE course until 10:30am except for the High Course day when they will have lunch provided and stay until 1:00pm. The COPE Course is a physically intense program requiring good physical health. Completion of the COPE Course will allow for participation in climbing and rappelling at Cedar Bluff on make-up day.**

**AGE REQUIREMENT:** Age 13 by date of participation.

**CLOTHING:** Wear tennis shoes. Do not wear nylon or sweat pants.

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

**WHEN:** Days 6, 7, and 8. If Visitor’s Day is on one of these days then COPE will start on Day 5. All groups will meet at 8:30am at the COPE Course. The first 2 days program ends by 10:30, the last day of COPE will be High Course Day until 1:00pm and will have lunch served.

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





## OUTPOST PROGRAMS OPTIONS

### CLIFF HANGER

A challenging program for your older Scouts

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

**WHEN:** Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 and 9  
Hamburgers, Hot Dogs, or Cold Sandwiches  
Evening Program – Days 2, 3, 5, 6, 7 and 8  
Hamburgers, Hot Dogs, or Cold Sandwiches.

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

**WHERE:** At the Climbing Tower near the “Indian.”

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

### COWBOY ACTION

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

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

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

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

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

**COST:** \$2 for each shooter. Pay at the ORTC and take your receipt with you to the range.

### ESCAPE ROOM OUTPOST

This program is for scouts of all ages who want to have their critical thinking and teamwork skills tested. There are 3 escape room challenges, 1 that is brand new this year! Escape as fast as you can!

**WHEN:** Lunch Program - See availability chart under COPE  
Except Visitor’s Day - Hamburgers, Hot Dogs, or Cold Sandwiches  
Evening Program - See availability chart under COPE  
Except Visitor’s Day - Dutch Oven Meal

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

**WHERE:** Clearing by the COPE Course.

**HOW MANY:** 12 Participants including 1 adult for each 10 scouts. Adults are welcome to participate!



## OUTPOST PROGRAMS OPTIONS

### FISHING OUTPOST

This program has the opportunity to ride a pontoon boat to a premium fishing location and learn to bait a jug line to catch fish. Program will be at Lakefront right after supper and before breakfast. Blue swim bands are required to be on the boat or lake shore. No meals are involved with this outpost.

- WHEN:** Days 2, 3, 5, 6, 7 and 8  
Evening Program, immediately head to lakefront after supper.  
Morning after, return to lakefront. (if you attended fishing outpost on Day 3 then your morning session would be the morning of Day 4)
- TIME:** Evening Program only - arrive before 7:00 pm  
Morning - arrive before 6:00am (must return to dining hall for breakfast.)
- WHERE:** Lakefront
- HOW MANY:** 8 participants including 1 adult.

### MOUNTAIN MAN RENDEZVOUS

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

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

- WHEN:** Lunch Program - Days 2, 3, 4, 5, 6, 7, 8, and 9  
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches  
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm  
Evening Program - arrive at 4:30 pm Ends before 7:00 pm  
Does not interfere with ceremonies or campfires.
- WHERE:** Frontier Town (Across from the old BMX Bike Course in Piercing Arrow)
- HOW MANY:** Maximum 30 participants including 1 adult for each 10 Scouts.

### PADDLES

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

- WHEN:** Lunch Program - Days 2, 3, 4, 5, 6, 7, 8 and 9  
Except Visitor's Day - Cold Sandwiches.
- TIME:** Lunch program - Starts at 11:00 am. Ends between 1:00 pm to 2:00 pm
- WHERE:** Meet at the Lakefront.
- HOW MANY:** 40 participants including at least 2 adults.





## OUTPOST PROGRAMS OPTIONS

### PISTOL SAFETY and MARKSMANSHIP PROGRAM

Available every session. Scouts must be at least 14 years of age. Scouts will use .22 caliber revolvers and learn the fundamentals of safe handgun handling and shooting at paper targets. Scouts will progress through multiple award levels. This program lasts for one day and requires attendance of both lunch and evening program.

**WHEN:** Days 2, 3, 4, 5, 6, 7, 8, and 9

**TIME:** Lunch Program - arrive at 10:30 am Ends 1:30 pm  
Evening Program - arrive at 4:30 pm Ends 7:30 pm

**WHERE:** Sawmill/Lone Star Rifle Range

**HOW MANY:** 8 Scouts per day, 2 Scouts per unit per day. Sign up at the Program Center on Day 1.

**COST:** \$20 includes the program manual and ammunition

### SPAR POLES/ZIPLINING

Great program for younger campers and older.

Participants can do several high ropes course events including Spar Poles, Flying Squirrel and a Zip Line!. Boots recommended for Spar Pole Climbing. Closed toed shoes required.

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

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

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

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

### SUPPER WITH SNAKES

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

**WHEN:** Evening Program - Days 2, 3, 4, 5, 6, 7, and 8.  
Except Visitor's Day - Dutch oven meal.

**TIME:** Evening Program - Arrive at 4:30 pm Ends before 7:30 pm

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

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



## OUTPOST PROGRAMS OPTIONS

### TOP SHOT

This program is located in Piercing Arrow at the location of the old Piercing Arrow Archery Range close to Campsite Long, and is a great for Scouts of all ages. Experience a new "Top Shot" style chalkball competition.

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

### TURKEY WING GUN CLUB

Opportunity for Scouts to learn gun safety and shoot .22 rifle. Recommended for Scouts who are not yet old enough for Briley Creek or Cowboy Action.

- WHEN:** Lunch Program - Days 5 and 6  
Except Visitor's Day - Hamburgers, Hot Dogs, or Cold Sandwiches.  
Evening Program - 5 and 6. Dutch oven meal.
- TIME:** Lunch Program - arrive at 11:00 am Ends before 1:00 pm  
Evening Program - arrive at 4:30 pm Ends before 7:30 pm
- WHERE:** Sawmill/Lone Star Rifle Range
- HOW MANY:** 20 participants including 1 adult for each 10 Scouts.
- COST:** \$2 for each shooter. Pay at the ORTC and take your receipt with you to the range.

### UP & DOWN CAVE

A challenging program for your older Scouts (Must be 13 years of age by date of participation) Spend the evening testing your spelunking skill at the Up and Down Cave under the direction of the Climbing Staff. **Get there as early as possible and bring a flashlight.**

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



## OUTPOST PROGRAMS OPTIONS

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

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

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

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

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

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

COPE Program Schedule								
Session	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9
1	E L Ld	E L Ld	E L	E C Ld	E C Ld	VISITOR'S DAY	C E	RE
2	E L Ld	E L Ld	VISITOR'S DAY	E L Ld	E C Ld	E C Ld	C E	RE
3	E L Ld	E L Ld	VISITOR'S DAY	E C Ld	E C Ld	E C Ld	C E	RE
4	E L Ld	E L Ld	E L	E C Ld	E C Ld	C E	VISITOR'S DAY	RE

C = COPE  
E = Escape Room (lunch and dinner)  
El = Escape Room (lunch only)

R = Cedar Bluff  
Ld = Spar Poles and ZipLine (dinner)  
L = Spar Poles and Zipline (lunch)



# SAMPLE OUTPOST PROGRAMS REQUEST WORKSHEET

**SAMPLE FORM!** To be in the lottery draw, your **ONLINE** application must be **RECEIVED** by 5 PM 14 days before your session begins. First Session - May 28th, Second Session - June 10th, Third Session - June 22, Forth Session - July 2, Fifth Session - July 12th.

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

Camp Scoutmaster's Name \_\_\_\_\_ Email (legible please) \_\_\_\_\_

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

Phone Number (\_\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_ Number of Scouts Attending Camp \_\_\_\_ Number of Leaders Attending Camp \_\_\_\_

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

Priority Order (1 to 13)	Outpost	Maximum Capacity	Request # of		For Each Request, List # of	
			Scouts	Adults	Called Braves	Called Warriors
	CLIFF HANGER	18				
	COWBOY ACTION (\$2 per shooter pay at ORTC & take receipt)	30				
	ESCAPER ROOMS	20				
	FISHING	8				
	MOUNTAIN MAN VILLAGE	30				
	PADDLES	40				
	SUPPER WITH SNAKES	24				
	TOP SHOT (\$5 per shooter pay at ORTC & take receipt)	22				
	TURKEY WING GUN CLUB (\$2 per shooter pay at ORTC & take receipt)	20				
	UP AND DOWN CAVE (13 YRS & OLDER)	10				
	ZIPLINE/SPARE POLES	24				
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)





# MERIT BADGE TRACKING SHEET

Merit Badge Tracking **WORKSHEET ONLY - DO NOT SUBMIT THIS FORM**

Scout	Attendance
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## Requirements

[illegible]



# BOY SCOUTS OF AMERICA

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

## SCOUT OATH

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



## SCOUT LAW

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



## NATIONAL CAMP

FULLY ACCREDITED

