



**HEART OF AMERICA COUNCIL
BOY SCOUT RESIDENT CAMP
2014 PROGRAM GUIDE**



**Camp Lone Star
Camp Piercing Arrow
Camp Sawmill**

BOY SCOUTS  **OF AMERICA**



BOY SCOUTS OF AMERICA®

Welcome to the 2014 camping season! We are very excited about the upcoming camping season, and sincerely hope you and your units are as well. Like last year, we have several exciting new program offerings for Scouts.

This guide contains important information about Merit Badges and Outpost Programs, and includes all prerequisite worksheets to help your Scouts prepare for camp this summer. Any changes made after this documents publication will be shared Day 1 at the leaders meeting in your camp.

Based on the feedback from unit surveys and focus groups with Scouts throughout last summer, we are very excited to announce the creation of a new outpost: Top Shot Paintball. Additionally, the Sports & Fitness Davis Lodge will increase its offerings with Public Health Merit Badge and the Eagle required Personal Fitness Merit Badge. Chess Merit Badge will be offered during Patrol Activity time at the Handicraft Lodge in each camp. Advanced Sailing will be offered at the Lakefront for older scouts who have already earned Small Boat Sailing Merit Badge, and the Lakefront also has the new Patrol Activity of Paddle Boards. The Ecology Lodge in each camp will help Scouts who are interested in earning STEM Nova and Supernova awards.

As always, we are continuing to improve the computer Merit Badge record system. This system is required to register your Scouts for Merit Badges, Outpost Program Registration, and Adult Outdoor Leader Skills Training. You will also continue to access your Scout's records online via wireless access near the dining hall in each camp.

Thanks for your hard work in helping make this summer at camp an incredible experience for your Scouts. If you have any questions in advance of camp, please contact me at a1979kyle@gmail.com.

A handwritten signature in black ink, appearing to read "Kyle S. Anderson".

Kyle S. Anderson

Assistant Reservation Director – Program

2014 HRB PROGRAM ADDITIONS & CHANGES

<u>Page Number</u>	<u>Description</u>
8	The Trail to First Class program has been significantly updated and expanded.
9	The Ecology Lodge will now provide support for Scouts who are interested in learning about and earning the NOVA and SUPERNOVA awards.
11	Paddle Boarding is now offered at the Lakefront as a small Patrol Activity.
13	Chess Merit Badge is now offered during patrol activity time at the Handicraft Lodge. Advanced Sailing is now offered as an activity for Scouts who have already earned Small Boat Sailing.
14	Indian Lore Merit Badge is now only offered the second 3-day merit badge session. Personal Fitness Merit Badge is now offered at the Sports & Fitness Davis Lodge. Public Health Merit Badge is now offered at the Sports & Fitness Davis Lodge. Search and Rescue Merit Badge is now a 3-day badge lasting 2 hours.
29	Top Shot Paintball outpost has been created. Indian Village outpost no longer exists.

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

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

EARNING MERIT BADGES AT CAMP

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

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

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

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

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

2. **The Scout must meet the requirements as stated**—no more and no less.

Furthermore, he is to do exactly what is stated. If it says, "Show or demonstrate," that is what he must do. Simply discussing the skill or concept is not enough. The same thing holds true for such words as "make," "list," "in the field," and "collect, identify, and label."

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

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

Earning Merit Badges (Continued)

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**

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

To work on a merit badge, a Scout

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

5. **Merit Badge Registration**

Registration for all merit badges will continue to be done online. Space is limited for some merit badges, so online registration does not guarantee a spot. The spots for Sports, Athletics, Search and Rescue, Rifle Shooting, Climbing, Shotgun Shooting, Ropes Course and all Lakefront badges (except Fishing) **will be confirmed after dinner on Day 1** of camp. For these Merit Badges, selection will be by age with the older scouts getting into the Merit Badge class first. **Scouts who already have that merit badge will be moved to the bottom of the priority list.** 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.

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

Additional details for the Trail to First Class Program are on the following pages. Pay close attention as there have been several changes and additions to the program.

TRAIL TO FIRST CLASS PROGRAM

This program will be led by the Scoutcraft Counselor with assistance from the Ecology staff and the Commissioner staff. The Scoutcraft Lodge in your camp will be the headquarters, but the activities may take you to other locations. Troop Guides and Assistant Scoutmasters should accompany your First Class Trail campers in order to assist them in the skills development.

Scouts do not have to attend every session. They can just take advantage of the skills they need by going to the days those skills are covered.

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

Day A 9:30 Tenderfoot

- 4a. Demonstrate how to whip and fuse the ends of rope.
- 4c. Use the EDGE method to teach the square knot.

Day A 10:30 Tenderfoot

- 4b. Demonstrate how to tie the following knots and describe the uses: two half hitches and taunt-line hit.

Day B 9:30 Second Class

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

Day B 10:30 First Class

- 7a. Demonstrate how to tie the following knots and describe the uses: timber and clove hitches.
- 8a. Demonstrate how to tie a bowline knot and describe several ways it can be used.

Day C 9:30 First Class

- 7a. Discuss when and where not to use lashings. Demonstrate by joining two or more staves using square, shear, and diagonal lashings .

Day C 10:30 Second Class

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

Day D 9:30 Tenderfoot

- 12a. Demonstrate how to help a person who is choking.
- 12b. Demonstrate first aid for the following: simple cuts and scrapes, blisters on the hand and foot, minor (thermal heat) superficial or first degree burns or scalds, bites or stings of insects and ticks, venomous snakebite, nosebleed, frostbite and sunburn.

Day D 10:30 First Class

- 8b. Demonstrate how to bandage a sprained ankle and for injuries on the head, upper arm, and collarbone.
- 8c. Demonstrate how to transport a person from a smoke filled room, and a sprained ankle for at least 25 yards by

yourself and with one other person

- 8d. Identify the five most common signals of a heart attack. Explain the steps (procedure) of cardiopulmonary resuscitation

Day E 9:30 Second Class

- 1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.

Day E 10:30 First Class

1. Demonstrate how to find directions during the day and night without using a compass.

Day F 9:30 Second Class

- 7a. Demonstrate action for “hurry” cases of stopped breathing, serious bleeding, and ingested poison.
- 7c. Demonstrate first aid for the following: object in the eye; bite of a suspect rabid animal; puncture wounds from a splinter, nail and fishhook; serious burns (partial thickness, or second degree) heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation.

Day F 10:30 Tenderfoot

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

Day G 9:30 First Class

- 9a. Explain what precautions must be taken for a safe trip afloat .

Second Class

- 8a. Explain what precautions must be taken for a safe swim

Tenderfoot

5. Explain the rules of safe hiking, both on the highway and cross-country during day and night.
9. Explain the importance of the “buddy system” as it relates to person safety on outings and in the neighborhood. Describe what a bully is and how to respond

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 & attend troop swim at 4.

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



NOVA & SUPERNOVA AWARDS

The Boy Scouts of America has recently introduced two new awards that Scouts can earn by demonstrating an interest and understanding in various STEM (Science, Technology, Engineering, and Mathematics) areas. Additional information on each of the NOVA and SUPERNOVA awards, including the requirements beyond the Merit Badges can be found online at <http://www.scouting.org/stem/Awards.aspx>. There are 4 different NOVA awards and three different SUPERNOVA awards. If you are interested in earning any of these awards, information will be available Day 2 at the Ecology Lodge in each camp.



Shoot!



Start Your Engines!



Whoosh!



Designed to Crunch



SUPERNOVA

NOVA Award Merit Badges offered at Camp:

Archery
Astronomy
Athletics

Canoeing
Chess
Motorboating

Rifle Shooting
Shotgun Shooting
Small Boat Sailing

Space Exploration
Weather

SUPERNOVA Award Merit Badges offered at Camp:

Astronomy
Bird Study
Environmental Science
Fish & Wildlife
Management

Forestry
Geocaching
Geology
Insect Study
Mammal Study

Nature
Reptile & Amphibian
Study
Soil & Water
Conservation

Space Exploration
Weather

SCHEDULE AND ACTIVITIES

Daily Schedule

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

Encouraged Additional Awards & 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.

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.**

DAVIS LODGE

The Davis Lodge in Camp Lone Star is now a staffed program area. Patrols may sign up for patrol activities at either the 10:30 AM to 11:30 am slot or from 4 to 5 pm. Activity options are available from your Program Director.

FISHING

The Lakefront is available for fishing during patrol activity times (10:30 to 11:30 am and 4:00 to 5:00 pm). Reservations are to be scheduled at the Camp Senior Patrol Leaders Council meetings.

GEOCACHING, sponsored by GARMIN.

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

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 10:30-11:45 am, 4-5:45 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.

HIKING

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

PADDLE BOARDING

Patrols can now reserve their spot for stand-up Paddle Boarding at the Lakefront during Patrol Activity time. Space is limited to 7 Scouts, and you will need to have your camp's Program Director confirm the availability and make the reservation with the Lake Director. The activity may be cancelled in extreme wind conditions for safety.

PATROL ACTIVITIES

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

PHYSICAL FITNESS AWARD

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

RESERVATION CAVE POLICY

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

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 at the camp Senior Patrol Leader's meetings.

STAFF PREVIEW PROGRAM

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



STEM NOVA & SUPERNOVA AWARDS

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

TROOP SWIM

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

<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	Long, Carson, Collins, Dodge, Fremont, Union
Piercing Arrow	4:00 pm	10:30 am	Laramie, Leavenworth, McHenry, McKenzie, Niagara, Osage, Scott

WORLD CONSERVATION AWARD

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

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

Merit Badge Schedule (The Grid) – Page 1 of 2

Merit Badge	# Days Scheduled	See Notes Below	8:30	9:30	2:00	3:00
CLIMBING TOWER						
Climbing	3	C,K,L,M,U	8:30-10:30		2:00-4:00	
COMMUNICATIONS CENTER						
Communications	6	A,N,O	X	X	X	X
Photography	3	A,C,M	X	X		
Radio	6	D,N,O			X	X
ECOLOGY/CONSERVATION						
Astronomy	6	D,N,O	X			X
Bird Study	3	M,N,O			X	
Environmental Science	6	N,O	X	X	X	X
Fish & Wildlife Mgmt	3	M,N,O		X		X
Forestry	6		X			
Geology	3	M	X	X		X
Mammal Study	3	M		X	X	X
Nature	6	N,O		X		X
Reptile & Amphibian Study	6	N,O	X			
Soil & Water Conservation	6		X		X	
Space Exploration	6	A		X	X	
Weather	6	N,O			X	
HANDICRAFT						
Art	3	L,M,N,O	X	X	X	X
Basketry	3	L,M	X	X		
Chess	open		10:30-11:30		4-5	
Leatherwork	3	L,M	X			X
Pottery	3	L,N,M	X			X
Sculpture	3	L,M		X	X	
Wood Carving	3	E,L,M	X	X	X	X
LAKEFRONT						
Advanced Sailing (activity)	3	C,F,G,H,K,L,W			2-3:30	
Canoeing	6	C,F,G,H,K,L	8:30-10, 10-11:30		2-3:30, 3:30-5	
Fishing	3	L,M,N,O	X	X	X	X
Kayaking	3	A,F,G,H,K,L,M	8:30-10, 10-11:30		2-3:30, 3:30-5	
Motorboating	1	D,F,G,H,J,K,V	8:30-11:30			
Paddle Craft Safety	3	F,W,X			2-5	
Rowing	3	F,G,H,K,L,M	8:30-10, 10-11:30		2-3:30, 3:30-5	
Small Boat Sailing	6	A,C,F,G,H,K,L	8:30-10, 10-11:30			3:30-5
Water Sports	1	C,D,F,G,H,K,T	8:30-11:30		2-5	

<p>NOTES-the following codes apply to the Merit</p> <p>A – Limited to 2nd year campers and above.</p> <p>B – First Class Scouts and above.</p> <p>C – Limited enrollment or special request.</p> <p>D – Fourteen (14) years of age or older.</p> <p>E – Totin Chip required.</p> <p>F – Must have Swimmers tag.</p> <p>G – Must have Swimming Merit Badge.</p> <p>H – Must have Lifesaving Merit Badge.</p> <p>I – Must bring belt, long pants, and long sleeve button down shirt.</p> <p>J – Needs Missouri certification in motor boat handling.</p> <p>K – Sign up online; claim spot after dinner on Day 1.</p>	<p>Badges listed above:</p> <p>L – Must be present on the first day of class.</p> <p>M – Two groups each session (3 days each).</p> <p>N – Needs previous work in order to complete at camp.</p> <p>O – Merit Badge worksheet available.</p> <p>P – Overnight campout on either night 3 or 7 is required.</p> <p>S – Requires four hours of conditioning before day 8.</p> <p>T – Two campers from each camp (total 6) per class session.</p> <p>U – Thirteen (13) years of age or older.</p> <p>V – One camper from each camp (total 3) per class session.</p> <p>W – Sixteen (16) years of age or older.</p> <p>Y – Fitness Plan must be completed AFTER Merit Badge instruction</p>
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Merit Badge Schedule (The Grid) – Page 2 of 2

Merit Badge	# Days Scheduled	See Notes Below	8:30	9:30	2:00	3:00
MIC-O-SAY LODGE						
Indian Lore	3	D,X	X	X	X	X
POOL						
Instructional Swim (activity)					1-2	
Lifesaving	6	F,G,L	8-9:30			
Mile Swim (patch)	5	F,S		X		
Safe Swim Defense	1	Offered Day 6 during Instructional Swim				
Safety Afloat	1	Offered Day 6 during Instructional Swim				
Snorkeling BSA (patch)	3	A,F,G		X		
Swim and Water Rescue	3	F,W,X		X		
Swimming	6	F,I			X	X
SCOUTCRAFT						
Camping	3	A,M,N,O	X		X	
First Aid	6	B,N,O	X		X	X
First Class Trail (see pp 7-9)	7		9:30-11:30			
Geocaching	6	A,B		X	X	
Pioneering	6	B	X			X
Wilderness Survival	3	A,M,N,O,P		X		X
SHOOTING SPORTS						
Archery	6	A,L	X	X	X	X
Rifle Shooting	6	A,L	X	X	X	X
Shotgun Shooting (Briley)	6	A, D, L	X	X	X	X
SPORTS & FITNESS (Davis Lodge)						
Athletics	6	C,D,F,G,K,L,N,O	X		X	
Personal Fitness	6	D,N,O,Y	X	X		X
Public Health	3	A,N,O			X	
Search & Rescue	3	C,D,F,G,H,K,L,O	8:30-10:30		2-4	
Sports	6	C,D,F,G,K,L,N,O		X		X

NOTES-the following codes apply to the Merit

- 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 – 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 Motorboat certification.
- K – Sign up online; claim spot after dinner on Day 1.



Badges listed above:






- 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.
- S – Requires four hours of conditioning before day 8.
- T – Two campers from each camp (total 6) per class session.
- U – Thirteen (13) years of age or older.
- V – One camper from each camp (total 3) per class session.
- W – Sixteen (16) years of age or older.
- X – Offered only the second 3 days of merit badges.
- Y – Fitness Plan must be completed AFTER Merit Badge instruction



Thank you, Garmin, for the sponsorship of the GPS units that will be used for the Geo-caching, Search & Rescue Merit Badges and Davis Fitness Lodge.

Merit Badge Details






<p>ADVANCED SAILING (not a Merit Badge)</p> 	<p>Times Offered: 2:00 pm-3:30 pm Sign up online and claim spot after dinner Day 1.</p> <p>Location: Lakefront in Camp Lone Star</p> <p>Prerequisites: Small Boat Sailing Merit Badge, 14 years old, Swimmer tag</p> <p>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. New offering at camp.</p>
<p>ARCHERY</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 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. \$3.00 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: 8:30 am, 9:30am, 2:00 pm, and 3:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None. Attend sessions 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.)</p> <p>Helpful hints: Great badge for younger campers. Worksheet form in the appendix of this guidebook. Two groups each session (3 class days each)</p>
<p>ASTRONOMY</p> 	<p>Times Offered: 8:30 am, 3:00 pm (and a night class – see merit badge counselor)</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>ATHLETICS</p> 	<p>Times Offered: 8:30 am and 2:00 pm, Sign up online and claim your slot after dinner on Day 1.</p> <p>Location: Davis Lodge in Camp Lone Star.</p> <p>Prerequisites: 14 years of age or older, swimmers tag, Swimming Merit Badge</p> <p>Advance Preparation: Needs previous work done to earn badge at camp. See worksheet.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding merit badge. Space in limited.</p>






<p>BASKETRY</p> 	<p>Times Offered: 9:30am and 2:00 pm Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Helpful to read merit badge book.</p> <p>Costs: Basket and chair seat kits are available in the ORTC. Approximate range for basket kit is \$5 to \$6; seat kits are \$7.</p> <p>Helpful hints: Requirement for three baskets makes this a costly merit badge in the \$15 to \$20 range. Two groups each session (3 class days each).</p>
<p>BIRD STUDY</p> 	<p>Times Offered: 2:00 pm Location: Ecology/Conservation Lodge in each camp. Prerequisites: See below.</p> <p>Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring your field observation notebook to camp. Req 7: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Req 5 requires work before coming to camp. Bring parent verification of Req 8. See worksheet in appendix.</p> <p>Costs: None.</p> <p>Helpful hints: Begin now listing species seen in the wild. Bring your binoculars and bird guide. Two groups each session (3 class days each.)</p>
<p>CAMPING</p> 	<p>Times Offered: 8:30 am and 2:00 pm Location: Scoutcraft 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>CANOEOING</p> 	<p>Times Offered: 8:30 -10:00 am, 10:00 – 11:30 am, 2:00 – 3:30 pm, 3:30 – 5:00 pm. Location: Sign up online and claim your spot on Day 1 after dinner. 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. 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.</p>
<p>CHESS</p> 	<p>Times Offered: Open during Patrol Activity 10:30-11:30, 4:00-5:00</p> <p>Location: Handicraft Lodge.</p> <p>Prerequisites: None</p> <p>Advance Preparation: Advance knowledge of the game is helpful, but not required</p> <p>Costs: None</p> <p>Helpful hints: This is a Merit badge offering during an open time slot, but units need to still register their Scouts on the online system. New offering at camp.</p>

<p>CLIMBING</p> 	<p>Times Offered: 8:30 - 10:30 am and 2:00 - 4:00 pm, Sign up online and claim your spot after dinner on Day 1.</p> <p>Location: Climbing Tower. Age 13 — preferences given to oldest Scouts. Limited space.</p> <p>Prerequisites: Read merit badge pamphlet. Must have proper footwear, long pants, and leather gloves (if possible). See Outpost Program.</p> <p>Advance Preparation: None.</p> <p>Costs: None.</p> <p>Helpful hints: Limited enrollment. Two groups each session (3 class days each.)</p>
<p>COMMUNICATION</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm</p> <p>Location: Communication Center in Camp Sawmill.</p> <p>Prerequisites: Limited to second-year campers and above, worksheet is available.</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: A badge completed by older Scouts.</p>
<p>ENVIRONMENTAL SCIENCE</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Previous work helpful in order to complete at camp. Read merit badge pamphlet. It would be easier to complete requirements 3E and 4 before camp. <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>
<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.</p> <p>Advance Preparation: Read merit badge pamphlet. Complete worksheet in appendix.</p> <p>Costs: None.</p> <p>Helpful hints: Worksheet forms are in the appendix section of this guidebook.</p>
<p>FISH & WILDLIFE MANAGEMENT</p> 	<p>Times Offered: 9:30 am and 3:00 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: 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: 2 groups each session (3 class days each). See worksheet in appendix.</p>

<p style="text-align: center;">FISHING</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm Location: Lakefront in Camp Lone Star.</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). Bring pictures or records of fish previously caught. Bring your fishing equipment to camp. (Some available at camp.) See worksheet in appendix.</p>
<p style="text-align: center;">FORESTRY</p> 	<p>Times Offered: 8:30 am</p> <p>Location: Ecology/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 style="text-align: center;">GEOCACHING</p> 	<p>Times Offered: 9:30 am and 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.</p> <p>Costs: None.</p> <p>Helpful hints: None.</p> <div style="text-align: right;"> <p>Sponsored by</p>  </div>
<p style="text-align: center;">GEOLOGY</p> 	<p>Times Offered: 8:30 am, 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: Two groups each session (3 class days each).</p>
<p style="text-align: center;">INDIAN LORE</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm during the SECOND THREE DAYS OF MERIT BADGES</p> <p>Location: Mic-O-Say Lodge in each camp.</p> <p>Prerequisites: Limited to Age 14 and above.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Kits are available in the ORTC for \$10-\$20.</p> <p>Helpful hints: MOS Braves to Warrior will complete many of the requirements.</p>

<p>INSTRUCTIONAL SWIM</p> 	<p>Times Offered: Daily from 1:00 pm to 2:00 pm</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. Sign up online and claim spot after dinner on Day 1.</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. CPR training before camp is desirable.</p> <p>Costs: Read merit badge pamphlet. CPR training before camp is desirable.</p> <p>Helpful hints: None.</p> <p>Physically demanding badge. Recommended for stronger Scouts.</p>
<p>LEATHERWORK</p> 	<p>Times Offered: 8:30 am and 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>
<p>LIFESAVING</p> 	<p>Times Offered: 8:00 – 9:30 am</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: 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: 9:30 am for class & see Pool Dir. for exact time to swim the mile. 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 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.</p>
<p>MOTORBOATING</p> 	<p>Times Offered: 8:30-11:30 am. Sign up online and claim spot after dinner on Day 1. Lakefront.</p> <p>Location:</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 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 or one afternoon period. New group each class period.</p>
<p>NATURE</p> 	<p>Times Offered: 9:30 am, 3:00 pm 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>PERSONAL FITNESS</p> 	<p>Times Offered: 8:30 am, 9:30 am, and 3:00 pm</p> <p>Location: Sports & Fitness Davis Lodge in Camp Lone Star</p> <p>Prerequisites: 14 years of age</p> <p>Advance Preparation: See attached pre-requisite worksheet</p> <p>Costs: None</p> <p>Helpful hints: Implementation of fitness plan cannot be completed at camp. Written plan will be complete, and then the Scout will need to execute the plan at home to complete the merit badge.</p>
<p>PHOTOGRAPHY</p> 	<p>Times Offered: 8:30 am and 9:30 am Location: Communications Center in Camp Sawmill.</p> <p>Prerequisites: Limited to second-year campers and above. Read the Merit Badge booklet before taking the badge at camp.</p> <p>Advance Preparation:</p> <p>Costs: None</p> <p>Helpful hints: Bring your own digital camera. Two groups each session (3 class days each).</p>

<p>PIONEERING</p> 	<p>Times Offered: 8:30 am and 3:00 pm Location: Scoutcraft Lodge in each camp. Prerequisites: First Class Scouts and above. Advance Preparation: Read merit badge pamphlet. Costs: None. Helpful hints: Troops can bring ¼” rope and natural fiber twine for participants.</p>
<p>POTTERY</p> 	<p>Times Offered: 8:30 am and 3:00 pm Location: Handicraft Lodge in each camp. Prerequisites: None. Advance Preparation: Read merit badge pamphlet & complete Requirement 7. Costs: Program fee of \$2 (pay at ORTC) bring receipt to arts & crafts. Please pay before beginning the badge. Helpful hints: Wear old clothing. Two groups each session (3 class days each)</p>
<p>PUBLIC HEALTH</p> 	<p>Times Offered: 2:00 pm Location: Sports & Fitness Davis Lodge in Camp Lone Star Prerequisites: 2nd Year Camper and Above Advance Preparation: Read merit badge pamphlet and complete attached worksheet. Costs: None Helpful hints: New merit badge at camp this year.</p>
<p>RADIO</p> 	<p>Times Offered: 2:00 pm and 3:00 pm Location: Communications Center in Camp Sawmill. Prerequisites: Limited to 14-year-old Scouts and above. Advance Preparation: Read merit badge pamphlet & complete Requirement 9. Costs: None. Helpful hints: Worksheet available in appendix. Requirement 9 is very detailed.</p>
<p>REPTILE & AMPHIBIAN STUDY</p> 	<p>Times Offered: 8:30 am Location: Ecology/Conservation Lodge in each camp. Prerequisites: None. Advance Preparation: Needs previous work in order to complete at camp. Read merit badge pamphlet. Requirement 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed. Costs: None. Helpful hints: Worksheet form is in the appendix section of this guidebook.</p>

<p>RIFLE SHOOTING</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm, and 3:00 pm Location: Sawmill & Piercing Arrow rifle ranges</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: None.</p>
<p>ROWING</p> 	<p>Times Offered: 8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm. Sign up online and claim spot after dinner on Day 1.</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. 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: 9:30 am and 2:00 pm</p> <p>Location: Handicraft Lodge in each camp.</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$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. Two groups each session (3 class days each)</p>
<p>SEARCH & RESCUE</p> 	<p>Times Offered: 8:30 am -10:30 am and 2 – 4 pm, Sign up online and claim spot after dinner on Day 1.</p> <p>Location: Sports & Fitness Davis Lodge in Camp Lone Star.</p> <p>Prerequisites: 14 years of age or older, worksheet available.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding merit badge. Space is limited. Class meets for 3 days for 2 consecutive hours each.</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 payable at any ORTC. Take receipt to class.</p> <p>Helpful hints: None.</p>

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<p>SMALL BOAT SAILING</p> 	<p>Times Offered: 8:30 -10:00 am, 10:00-11:30 am, 3:30-5:00 pm. Sign up online and claim spot after dinner on Day 1.</p> <p>Location: Lakefront in Camp Lone Star.</p> <p>Prerequisites: Second year campers and above. Lifesaving merit badge and must pass swim check 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>SNORKELING BSA (not a Merit Badge)</p> 	<p>Times Offered: 9:30 am</p> <p>Location: Pool in each camp.</p> <p>Prerequisites: Pass the swimmer test, Second year campers and above, and Swimming merit badge</p> <p>Advance Preparation: None.</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.</p>
<p>SOIL & WATER CONSERVATION</p> 	<p>Times Offered: 8:30 am, 2:00 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: 9:30 am and 2 pm</p> <p>Location: Ecology/Conservation Lodge in each camp.</p> <p>Prerequisites: Limited to second-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>SPORTS</p> 	<p>Times Offered: 9:30 am and 3:00 pm. Sign up online and claim your slot after dinner on Day 1.</p> <p>Location: Davis Lodge in Camp Lone Star.</p> <p>Prerequisites: 14 years of age or older, swimmers tag, Swimming Merit Badge</p> <p>Advance Preparation: Needs previous work done to earn badge at camp. See worksheet.</p> <p>Costs: None.</p> <p>Helpful hints: Physically demanding merit badge. Space is limited.</p>

<p style="text-align: center;">SWIMMING</p> 	<p>Times Offered: 2:00 pm and 3:00 pm 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: None</p> <p>Helpful hints: Physically demanding badge.</p>
<p style="text-align: center;">WATER SPORTS</p> 	<p>Times Offered: 8:30-11:30 am and 2:00-5:00 pm. Sign up online and claim spot after dinner on Day 1.</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.</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 style="text-align: center;">WEATHER</p> 	<p>Times Offered: 2:00 pm 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 style="text-align: center;">WILDERNESS SURVIVAL</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. 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 style="text-align: center;">WOOD CARVING</p> 	<p>Times Offered: 8:30 am, 9:30 am, 2:00 pm and 3:00 pm 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>

OUTPOST PROGRAMS

GENERAL INFORMATION

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

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

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

OUTPOST REGISTRATION

1. **Follow the steps below to register for all Outpost Programs via the automated Merit Badge sign up. When you receive your unit's sign-on ID and password, you will then be able to submit your application for Outpost Programs: (See worksheet on page 64 in advance of online registration.)**
 - a. Access the "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.
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.
3. Outpost Program requests will be submitted starting with your first choice and continue through your last choice. **To be in the lottery draw, your online application must be RECEIVED by 5 PM 7 days before your session begins. (1st Session = May 29th; 2nd Session = June 8th; 3rd Session = June 18th; 4th Session = June 30th; 5th Session = July 10th; and 6th Session = July 20th.) 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 online system. The more program times you indicate, the less the chance of receiving your choice of programs.
5. Programs will be provided on Visitor's Day if requested by the unit. Meals will NOT be provided.
6. Sign up for **the Ropes Course** online and check to see if you have a space with one of the Ropes Course Directors immediately following the supper meal on Day 1 in your camp.
7. **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 "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 should know Special Dietary Needs per the 2014 request form you submitted to the Council Service Center. However, it is also very important that you make note of dietary requests on the online Outpost request form.
9. Lunch meals will be rotated among three different menus. You will either have Cold Cut Sandwiches, Hamburgers, or Hot Dogs. Leaders are asked to help with preparing the meal.
10. If your unit requires special bus transportation for an Outpost Program, please contact one of the bus drivers or the Outpost Program administrator.

Outpost Programs Options

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, 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 pm No conflict 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).

BMX BIKE COURSE

Challenging program for Scouts of all ages. This new program allows Scouts the opportunity to race on the newly-constructed BMX bike course near the Climbing Tower.

- WHEN:** Lunch Program – Days 2, 3, 4, 5, 6, 7, 8, and 9 (Except Visitor’s Day -Hamburgers, Hot dogs, or Cold Sandwiches)
Evening Program - Days 2, 3, 5, and 7. Dutch oven meal. (The BMX Bike Course will be an open program area on ceremony nights for Scouts not attending ceremony.)
- TIME:** Lunch Program – arrive at 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 pm No conflict with ceremonies or campfires.
- WHERE:** BMX Bike Course – located adjacent to the Climbing Tower.
- HOW MANY:** 20 participants including 1 adult for each 10 Scouts.

BRILEY CREEK TRAP & SKEET

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

- WHEN:** Lunch Program – Days 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 pm No conflict with ceremonies or campfires.
- WHERE:** Briley Creek. About ½ mile down the hill past the “Indian.” Parking is located inside the first gate.
- HOW MANY:** 24 participants including 1 adult for each 10 Scouts. All shooters must be 14 years of age or older.
- COST:** \$6.00 for each shooter. This pays for ammunition and supplies. Pay at the ORTC and take your receipt with you to Briley Creek.

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, and 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 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. All participants must be at least 13 years of age.

DISC GOLF

Great program for Scouts of all ages. Experience the excitement of the Disc (Frisbee) Golf course. This lunchtime and evening program will feature a shotgun start for the eighteen-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, 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7:30 pm
- 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.

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 outpost should last about 2 hours. A sack lunch will be provided. Everyone on the float trip must have a blue swimmer band. **Aquatics Supervision: Paddle Craft Safety is a requirement for an adult leader from your unit. If no one in your group has Paddle Craft Safety, special arrangements will need to be made in advance 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 – Cold Sandwiches)
- TIME:** Lunch program – starts at 11:00 am Ends between 1 pm to 2 pm
- 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 Ropes Course (formerly called COPE) for younger scouts. Participants will learn some team building games and participate in some of the Ropes low course events. The evening will include an informative tour of the Ropes High Course. This is NOT a Ropes program and participants cannot participate in events reserved for scouts 13 years or age and older.

- WHEN:** Lunch Program – See availability chart under Ropes Course. (Hamburgers, Hot Dogs, or Cold Sandwiches)
Evening Program – See availability chart under Ropes Course. Dutch oven meal.
- TIME:** Lunch Program – Arrive at 10:30 am, Ends before 1:00 pm
Evening Program only – arrive at 4:30 pm Ends before 7 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.

MOUNTAIN MAN RENDEVOUX

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 (¼ 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 pm (Does not interfere with ceremonies or campfires)
- WHERE:** Frontier Town (Across from the BMX Bike Course in Piercing Arrow)
- HOW MANY:** Maximum 30 participants including 1 adult for each 10 Scouts.

SUPPER WITH SNAKES

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

- WHEN:** Evening Program - Days 2, 3, 5, 6, 7, and 8. (Except Visitor's Day -Hamburgers, Hot Dogs, or Cold Sandwiches)
- TIME:** Evening Program only – arrive at 4:30 pm and before 7. No conflict with ceremonies or campfires.
- WHERE:** At the Ecology Lodge in camp Piercing Arrow – just off the circle going into camp.
- HOW MANY:** 24 participants including 1 adult for each 10 Scouts.

TOP SHOT PAINTBALL

This program is located in Piercing Arrow at the location of the old Campsite Fremont near the Piercing Arrow pool, and is a great for Scouts of all ages. Experience a new “Top Shot” style paintball 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7:30 pm
- WHERE:** Piercing Arrow, old Campsite Fremont (near the Piercing Arrow pool)
- HOW MANY:** 22 participants including 1 adult for each 10 Scouts.
- COST:** \$5.00 for each shooter. Pay at the ORTC and take your receipt with you to the range.

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, 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 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7 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:** 30 participants including 1 adult for each 10 Scouts.
- COST:** \$2.00 for each shooter. Pay at the ORTC and take your receipt with you to the range.

UP & DOWN CAVE

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

- WHEN:** Lunch Program – Days 2, 3, 4, 5, 6, 7, 8, 9 (Except Visitor's Day -Hamburgers, Hot Dogs, or Cold Sandwiches)
Evening Program - Days 2, 3, 5, 7, and 8. Hamburgers, Hot Dogs, or Cold Sandwiches
- TIME:** Lunch Program – arrive at 10:30 am Ends before 1 pm
Evening Program – arrive at 4:30 pm Ends before 7. 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

ROPES COURSE

The Ropes Course is a one-day program for Scouts. 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. **Young adults 18-20 will be allowed to participate, but priority will be given to youth scouts. Participants will be provided lunch at the course and will return to their campsites in the late afternoon. The Ropes Course is a physically intense program requiring good physical health. Completion of the Ropes Course will allow for participation in climbing and rappelling at Cedar Bluff on designated days.**

AGE REQUIREMENT: Age 13 by date of participation.

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

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

WHEN: All groups meet at 8:30 am (Sundays at 9:30 am) and will return at approximately 4:30 pm Lunch is served on the course.

SIGN-UP: Must pre-register with NAMES and BIRTHDATES after the evening meal on Day One in each camp. The Ropes Director is required to review the health forms the night before (“Annual BSA Health and Medical Record” form), so NO LATE SUBSTITUTES.

ROPES COURSE – ADULT

The Adult Ropes Course is a one-day program for scout leaders. Participants will be provided lunch at the course and will return to their campsites in the late afternoon. The Ropes Course is an intense program requiring good physical health. Completion of the Ropes Course will allow for participation in climbing and rappelling at Cedar Bluff on designated days.

AGE REQUIREMENT: Must be 18 years of age or older.

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

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

WHEN: All groups meet on Day 8 (Day 7 during 6th Session) at 8:30 am and will return at approximately 4:30 pm Lunch is served on the course.

SIGN-UP: Must pre-register with NAMES and BIRTHDATES at the Program Center no later than 11:15 am on Day 6 of your session. The Ropes Director is required to review the health forms the night before (“Annual BSA Health and Medical Record” form), so NO LATE SUBSTITUTES.

THERE IS A ONE-DAY CLIMB AT CEDAR BLUFF FOR THOSE WHO COMPLETE THE ROPES COURSE DURING THE CURRENT CAMPING SEASON.

Availability Chart for Ropes Courses, Lobo’s Challenge, and Cedar Bluff Climbing

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

Legend

A = Adult Ropes Course, Lunch on the course

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

L = Lobo’s Challenge noon program – lunch

V = Visitor’s Day – no programs at all

C = Youth Ropes Course, Lunch on the course

Ld = Lobo’s Challenge evening program – dinner

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

Drink Mix

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

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 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 the following morning.

Lakefront Information, Rules, and Registration

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 except for Fishing Merit Badge require Scouts to be a swimmer (blue band). All boating badges: Canoeing, Water Sports, Sailing, Kayaking, Motorboating, and Rowing, require a swimmer band and Lifesaving merit badge. (Emergency Preparedness is not a substitute.) Personal Flotation Devices (PFD's) must be used at all times when on or near the water.
2. For Fishing Merit Badge, bring pictures or letter confirming fish caught, cleaned and cooked. Scouts and Scouters should wear appropriate swim wear and lake shoes that can get wet.
3. Due to state law, Scouts in Motor Boating Merit Badge must be 14 years of age prior to operating the boat. Each boater needs state certification in motorboat handling. **This certification - "Missouri State Water Patrol Boating Safety Education Card" - requires operators to carry their card and have a valid photo ID with them while operating a motorized vessel on any Missouri waterway.**
4. Patrol fishing is open to any boy with any color swim band, but all participants must provide their own fishing equipment. Each patrol must bring at least one adult per ten boys for supervision of canoeing or fishing. Adults must stay with their scouts on the shore. Please sign up with the camp Program Director ahead of time. For a Troop canoe activity "Lewis and Clark Canoe Trip," see the "Outpost Program Available" section.
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, 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:

- 1 Troops will register Scouts online for Merit Badges **THEY HAVE NOT ALREADY EARNED.**
- 2 After dinner on Day 1, check with a member of the Lakefront staff at the designated location in your camp to verify you have been awarded a spot.
- 3 Scouts who were verified must be at the first day of class on time, or the slot may be given to another Scout who is trying to get into the badge.
- 4 Scouts who do not get a verified spot in the class are encouraged to come to the lake on the first day at their desired time and any open spots will be given to those Scouts.
- 5 Merit Badges at 10:00 am and 2:30 pm tend to have the most openings for Scouts who were not awarded a slot but are trying to get into a badge.

Fishing Requirements

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

When recreational fishing, please use the following guidelines:

1. Scouts may fish when accompanied by unit adults between the hours of 8:30 am to 11:30 am and 1:30 pm to 5:00 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.

Adult Leader Training Opportunities

Much of the training required by adult leaders is now available online. The online training courses can be accomplished via internet access at home or by using the computers in the Program Center at camp. Go to <https://myscouting.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).

Online Training Courses

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

Training Courses Offered At Camp

CLIMB ON SAFELY

What: Participants learn about the Boy Scout methods of safe climbing and rappelling.

Who: Any adult leader.

When: Day 6 at 1:00 pm

Where: Climbing Tower located adjacent to the "Indian".

LEAVE NO TRACE

What: Participants learn the Boy Scout requirements for Leave No Trace camping.

Who: Any Scout or adult leader.

When: 10:30 am and 4:00 pm on Day 5 of each session.

Where: Scoutcraft Lodge in each camp.

OUTDOOR LEADER TRAINING (OLS)

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

Who: Open to all adult leaders and Scouts 17 years old. 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.

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

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

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

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

Session 4: (A) Days 3 & 4 (B) Days 5 & 6

Session 5: (A) Days 5 & 6 (B) Days 7 & 8

Session 6: (A) Days 3 & 4 (B) Days 5 & 6

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 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 Merit Badge Days 4-6 from 2:00 pm to 5:00 pm.

SAFE SWIM DEFENSE & SAFETY AFLOAT:

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

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

SCOUTMASTER/ASSISTANT SCOUTMASTER LEADER SPECIFIC TRAINING

What: A new Scoutmasters Introduction to BSA.

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

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

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

SWIM & WATER RESCUE:

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

TREK ON SAFELY

What: Participants learn the Boy Scout recommended procedure for organizing safe outdoor treks.

Who: Any Scout or adult leader.

When: 10:30 am and 4:00 pm on Day 6 of each session.

Where: Scoutcraft Lodge in each camp.

Legend for Calendar on the following page (35):

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

TK = Trek On Safely training held at each Scoutcraft Lodge on Day 6 at 10:30 am and 4:00 pm

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

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

LNT = Leave No Trace training held at each Scoutcraft Lodge on Day 5 at 10:30 am and 4:00 pm

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

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

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

Adult Training Calendar

----- Weekend -----

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

Outdoor Leader Skills (OLS) Training for Adults

PLEASE GIVE EACH PARTICIPANT A COPY OF THIS SHEET.

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

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

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

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

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

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

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

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

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

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

Merit Badge and Outpost PRE-CAMP Worksheets

These worksheets will be helpful in preparing your Scouts to earn merit badges at camp. Copy and distribute as 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
ATHLETICS
BIRD STUDY
CAMPING
COMMUNICATION
ENVIRONMENTAL SCIENCE
FIRST AID
FISH AND WILDLIFE MANAGEMENT
FISHING
NATURE
PERSONAL FITNESS
PUBLIC HEALTH
RADIO
REPTILE AND AMPHIBIAN STUDY
SEARCH AND RESCUE
SPORTS
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):

ADVANCED SAILING
CANOEING
KAYAKING
LIFESAVING
MOTORBOATING
ROWING
SMALL BOAT SAILING
SWIMMING
WATER SPORTS



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.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

(b) Identify at least eight conspicuous stars, five of which are of magnitude I 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. _____

5. Do the following:

(a) List the names of the five most visible planets. Explain which ones can appear in phases similar to lunar phases and which ones cannot, and explain why.

Five Most Visible Planets Phases? Why?

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

(b) Find out when each of the five most visible planets that you identified in requirement 5a will be observable in the evening sky during the next 12 months, then compile this information in the form of a chart or table. Update your chart monthly to show whether each planet will be visible during the early morning or in the evening sky.

Month	Jupiter	Mars	Mercury	Saturn	Venus

6. At approximately weekly intervals, sketch the position of Venus, Mars, or Jupiter in relation to the stars. Do this for at least four weeks and at the same time of night. On your sketch, record the date and time next to the planet's position.

Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____

6. Use your sketch to explain how planets move. _____

7. Do the following:

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

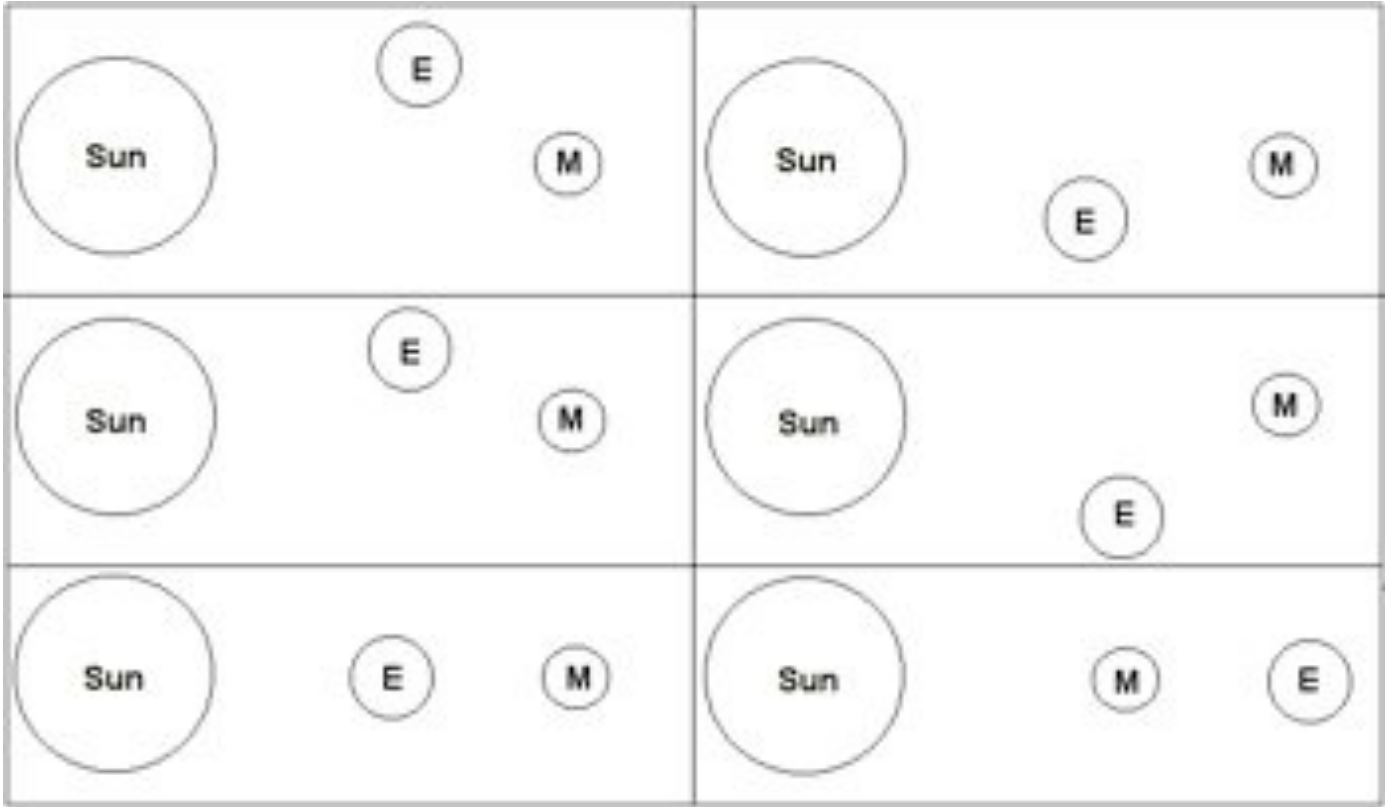
(b) Sketch the phase and the daily position of the Moon, at the same hour and place, for a week. Include landmarks on the horizon such as hills, trees, and buildings.

Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____
Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____	Date: ___/___/___ Time: _____

(b) 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.





Athletics Merit Badge

Name _____ Unit _____ Campsite _____

Requirement 3: Select an athletic activity to participate in for one season (or four months).

If you have participated in a school-sponsored sport for one season (or four months) during the previous school year, then that will satisfy a portion of Requirement 3. All MSHAA and KSHSAA (or your state's School Athletic Association) approved athletics qualify.

Sport: _____ Position: _____

School & Year _____ Head Coaches Name _____

Verification by Scoutmaster Signature

Date

If you have NOT participated in a school-sponsored sport for one season (or four months) during the previous school year, then you can complete this requirement after camp and your unit leader can help you complete the Merit Badge.



Bird Study Merit Badge

Name _____ Troop ____ Campsite _____

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. For this requirement you are asked to observe and be able to identify **at least 20** species of wild birds. You need to prepare a field notebook and make an entry for each bird you identify. Use the following layout as your field notebook model. Record all information specified for this requirement.

Bird Name: _____ **Date:** _____ **Time:** _____

Location: _____

Habitat: _____

Bird's main feeding habit: _____

Two types of food the bird is likely to eat. **Food 1:** _____ **Food 2:** _____

Bird is (circle one): Migrant resident - Summer resident - Winter resident - Year-round resident to your area

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

IF YOU SELECTED OPTION A: Go on a field trip with a local club or with others who are knowledgeable about birds in your area.

Date of field trip: _____ **Location:** _____

Make a list of all the birds your group observed during the field trip.

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Explain why some of the species you saw were common.

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?

Bird Study Merit Badge (Continued)

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

Name _____ Troop _____ Campsite _____

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 a 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. Date _____ Leader Signature _____

Plan and carry out a float trip of at least four hours. Date _____ Leader Signature _____

Take a bike trip of at least 15 miles or at least four hours. Date _____ Leader Signature _____

Backpack, snowshoe, or cross-country ski for at least 4 miles. Date _____ Leader Signature _____

Rappel down a rappel route of 30 feet or more. Date _____ Leader Signature _____

Plan and carry out an overnight snow camping experience. Date _____ Leader Signature _____

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

Name _____ Troop _____ Campsite _____

The following requirements would be much easier to finish before coming to camp. 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: _____

Environmental Science Merit Badge (Continued)

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Plot 2: Number of species found: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Species: _____ Space Used: _____

Tell the type and number of nonplant species you find on your plots:

Plot 1:

Type: _____ # _____ Type: _____ # _____

Type: _____ # _____ Type: _____ # _____

Type: _____ # _____ Type: _____ # _____

Type: _____ # _____ Type: _____ # _____

Type: _____ # _____ Type: _____ # _____

Type: _____ # _____ Type: _____ # _____



First Aid Merit Badge

Bring this verification sheet on the first day of class.

Scout's Name: _____

Unit: _____

District: _____

Session: _____ Year _____

Requirement 1: Complete all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank.

Verification by Scoutmaster Signature

Date of Completion

Requirement 7: Teach another Scout a first-aid skill selected by your unit leader.

Verification by Scoutmaster Signature

Date of Completion



Fish and Wildlife Management Merit Badge

Name _____ Unit _____ Campsite _____

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.

Fish and Wildlife Management Merit Badge (Continued)

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

Name _____ Unit _____ Campsite _____

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: _____

Type of fish: _____ Date caught: _____

Scoutmaster Signature: _____

District and Troop Number: _____



Nature Merit Badge

Name _____ Unit _____ Campsite _____

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 _____



Personal Fitness Merit Badge

Name _____ Unit _____ Campsite _____

1. Do the following.

- a. Before completing requirements 2 through 9, have your health-care practitioner give you a thorough examination using the Scout medical examination form.

Describe the examination.

Tell what questions the doctor asked about your health.

Tell what health or medical recommendations the doctor made and report what you have done in response to the recommendations.

Recommendations:

Response:

Explain the following:

1. Why physical exams are important

2. Why preventive habits (such as exercising regularly) are important in maintaining good health, and how the use of tobacco products, alcohol, and other harmful substances can negatively affect our personal fitness.

Why preventive habits are important:

Effect of tobacco products, alcohol, and other harmful substances:

3. Diseases that can be prevented and how

4. The 7 warning signs of cancer:

1.	
2.	
3.	
4.	
5.	
6.	
7.	

5. The youth risk factors that affect cardiovascular fitness in adulthood

- b. Have a dental examination. Get a statement saying that your teeth have been checked and cared for.

Tell how to care for your teeth.



Public Health Merit Badge

Name _____ Unit _____ Campsite _____

1. Explain what public health is.

Explain how Escherichia coli (E. coli), tetanus, AIDS, encephalitis, salmonellosis, and Lyme disease are contracted.

Escherichia coli (E. coli):

Tetanus:

AIDS:

Encephalitis:

Salmonellosis:

Lyme disease:

Then, pick any four of the following diseases and explain how each one is contracted: gonorrhea, West Nile virus, botulism, influenza, syphilis, hepatitis, emphysema, meningitis, herpes, lead poisoning.

Disease	How Contracted:
1.	
2.	
3.	
4.	

For all 10 diseases, explain the type or form of the disease (viral, bacterial, environmental, toxin), any possible vectors for transmission, ways to help prevent the spread of infection, and available treatments.

Gonorrhea:	
Type or form:	
Possible vectors:	
Prevention:	
Treatments:	

West Nile Virus:

Type or form:

Possible vectors:

Prevention:

Treatments:

Botulism:

Type or form:

Possible vectors:

Prevention:

Treatments:

Influenza:

Type or form:

Possible vectors:

Prevention:

Treatments:

Syphilis:

Type or form:

Possible vectors:

Prevention:

Treatments:

Hepatitis:

Type or form:

Possible vectors:

Prevention:

Treatments:

Emphysema:

Type or form:

Possible vectors:

Prevention:

Treatments:

Meningitis:

Type or form:

Possible vectors:

Prevention:

Treatments:

Herpes:

Type or form:

Possible vectors:

Prevention:

Treatments:

Lead Poisoning.

Type or form:

Possible vectors:

Prevention:

Treatments:



Radio Merit Badge

Scout's Name: _____

Unit: _____

District: _____

Session: _____ Year _____

REQUIREMENT 9: DO ONE (9a OR 9b OR 9c)

Do the following requirements on a separate sheet of paper and attach it to this page to turn in to your counselor.

REQUIREMENT 9A AMATEUR RADIO

1. Tell why the FCC has an amateur radio service. Describe some of the activities that amateur radio operators can do on the air, once they have earned an amateur radio license.
2. Using proper call signs, Q signals, and abbreviations, carry on a 10 minute real or simulated radio contact using voice, Morse Code, or digital mode. (Licensed amateur radio operators may substitute five QSL cards as evidence of contacts with amateur radio operators from at least three different call districts.) Properly log the real or simulated ham radio contact and record the signal report.
3. Explain at least five Q signals or amateur radio terms you hear while listening.
4. Explain some of the differences between the Technician, General, and Extra Class license requirements and privileges. Explain who administers amateur radio exams.
5. Explain how you would make an emergency call on voice or Morse code.
6. Explain the differences between handheld transceivers and home "base" transceivers. Explain the uses of mobile amateur radio transceivers and amateur radio repeaters.

REQUIREMENT 9B BROADCAST RADIO

1. Prepare a program schedule for radio station "KBSA" of exactly one-half hour, including music, news, commercials, and proper station identification. Record your program on audiotape or in a digital audio format using proper techniques.
2. Listen to and properly log 15 broadcast stations. Determine the program format and target audience for five of these stations.
3. Explain at least eight terms used in commercial broadcasting, such as segue, cut, fade, continuity, remote, Emergency Alert System, network, cue, dead air, PSA, and playlist.

REQUIREMENT 9C SHORTWAVE LISTENING

1. Listen across several shortwave bands for four one-hour periods – at least one period during daylight hours and at least one period at night. Log the stations properly and locate them geographically on a globe.
2. For several major foreign stations (BBC in Great Britain or HCJB in Ecuador, for example), list several frequency bands used by each.
3. Compare your daytime and nighttime logs; note the frequencies on which your selected stations were loudest during each session. Explain the differences in the signal strength from one period to the next.



Reptile and Amphibian Study Merit Badge

Name _____ Unit _____ Campsite _____

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

Requirement 8. For this requirement you have been asked to maintain one or more reptiles or amphibians for at least one month, OR keep the eggs of a reptile from the time of laying until hatching, OR keep the eggs of an amphibian from the time of laying until their transformation into tadpoles or larvae.

Date: _____ Parent Verification Signature _____

What option did you select? _____

Use the rest of this page to give an account of your experience. Make sure to record the food accepted, eating methods, changes in coloration, shedding of skins and general habits.

Name _____ District and Troop Number _____



Search and Rescue Merit Badge

Name_____ Unit _____ Campsite _____

10. Find out about three career or volunteer opportunities in search and rescue.

1.	
2.	
3.	

Pick one and find out the education, training, and experience required for this professional or volunteer position.

Opportunity:	
Education:	
Training :	
Experience:	

Discuss this with your counselor, and explain why this position might interest you..



Sports Merit Badge

Name _____ Unit _____ Campsite _____

Requirement 4: Take part for one season (or four months) as a competitive individual or as a member of an organized team in **TWO** of the following sports: baseball, basketball, bowling, cross-country, field hockey, football, ice hockey, lacrosse, soccer, softball, table tennis, tennis, volleyball, water polo. Your counselor may approve in advance other recognized sports.

If you have participated in two of the above school-sponsored sports for one season (or four months) during the previous school year, then that will satisfy a portion of Requirement 4. All MSHAA and KSHSAA (or your state’s School Athletic Association) approved athletics qualify.

Sport 1: _____ Position: _____

School & Year _____ Head Coaches Name _____

Sport 2: _____ Position: _____

School & Year _____ Head Coaches Name _____

Verification by Scoutmaster Signature

Date

If you have NOT participated in two school-sponsored sports for one season (or four months) during the previous school year, then you can complete this requirement after camp and your unit leader can help you complete the Merit Badge.



Weather Merit Badge

Name _____ Unit _____ Campsite _____

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 _____

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 _____



Wilderness Survival Merit Badge

Name _____ Unit _____ Campsite _____

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

Requirement 5. Make up a small survival kit and bring to camp to show your counselor. Be able to explain how each item in it is useful. List some of the items below with a description of its usefulness.

ITEM	USE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Name _____ District and Troop Number _____

2014 Outpost Program Request Worksheet

To be in the lottery draw, your online application must be **RECEIVED** by 5 PM 7 days before your session begins. (1st Session = May 29th ; 2nd Session = June 8th ; 3rd Session = June 18th ; 4th Session = June 30th ; 5th Session = July 10th ; and 6th Session = July 20th).

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				
	BMX BIKE	20				
	BRILEY CREEK GUN CLUB (14 YRS & OLDER) (\$6 PER SHOOTER-PAY AT ORTC & TAKE RECEIPT)	24				
	CLIFF HANGER (13 YRS & OLDER)	18				
	DISC GOLF	36				
	LEWIS AND CLARK PADDLES	40				
	LOBO'S CHALLENGE	24				
	MOUNTAIN MAN VILLAGE	30				
	SUPPER WITH SNAKES (EVENING ONLY)	24				
	TOP SHOT PAINTBALL	20				
	TURKEY WING GUN CLUB (\$2 PER SHOOTER-PAY AT ORTC & TAKE RECEIPT)	30				
	UP AND DOWN CAVE (13 YRS & OLDER)	10				
	ROPES COURSE (13 YRS & OLDER)					
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 WORKSHEET ONLY – DO NOT SUBMIT THIS FORM

Badge Camp _____ Session _____ Class _____ Instructor _____ Year _____	ATTENDANCE								REQUIREMENTS																				OR COMPLETE INCOMPLETE				
	Merit Badge Day 1	Merit Badge Day 2	Merit Badge Day 3	Merit Badge Day 4	Merit Badge Day 5	Merit Badge Day 6	Merit Badge Day 7	Merit Badge Day 8																									
Scout's Name																																	
1.																																	
2.																																	
3.																																	
4.																																	
5.																																	
6.																																	
7.																																	
8.																																	
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12.																																	
13.																																	
14.																																	
15.																																	
16.																																	

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

