



Welcome to the H. Roe Bartle Scout Reservation! We're so glad that your unit will be joining us this summer! We want you to have all the information you need so your unit can make the most of your time at Bartle and truly enjoy the experience.

About H. Roe Bartle Scout Reservation

THREE CAMPS

Bartle is composed of three separate camps: Lone Star (LS), Sawmill (SM) and Piercing Arrow (PA). Each camp runs the same program, but there are differences in the geography and layouts of the three, and over the years they have each developed their own personalities. Each camp has its own Dining Hall, Trading Post, pool and campfire/council ring. The vast majority of the merit badges are offered at lodges located in individual camps. Each camp has its own Ecology, Handicraft, and Scoutcraft lodge. For Shooting Sports Piercing Arrow has its own Rifle and Archery ranges. Lone Star and Sawmill share Archery and Rifle ranges. Shotgun and Long-Range Rifle are shared by all three camps and located at Briley Creek. The Climbing Tower and the COPE course are shared by all three camps and located near the entrance to Sawmill. The Lakefront is shared by all three camps and is located in Lone Star.

TEN DAY SESSION

Bartle is one of the few camps remaining that do not run on a seven-day cycle where troops always arrive on Sunday afternoon and leave on Saturday morning. Bartle runs a ten-day session. This gives the Scouts enough time to get settled into the camp routine well before it's time to leave for home. It also allows for more thorough coverage and greater completion rates for some of the more difficult merit badges.

A 10-day camp means each session starts on a different day of the week. So, rather than saying that opening night campfire will be Sunday night or that the Mile Swim will take place on Friday, we say that Opening Night campfire is on Night 1, and the Mile Swim takes place on the morning of Day 8.

The longer session allows us to take an entire day for Visitor Day. Visitor Day always occurs on one of the weekend days during your session (usually Sunday). That leaves seven days when merit badge instruction is held. Since our sessions start on random days, whether Visitor Day occurs early in camp or later varies from session to session. As a result, one thing you may hear a staff member say is that a certain activity

starts on the “4th day of merit badges”. See the sections below about Visitor Day and Merit Badge Instruction for more information.

Here is a table that shows when Visitor Day occurs in each session, and how the “Merit Badge Days” fall amidst the full ten-day session.

DAYS OF CAMP CALENDAR										
	DAY OF CAMP									
SESSION	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
1	June 4	June 5	June 6	June 7	June 8	June 9	June 10	June 11	June 12	June 13
	Arrive	MB DAY 1	MB DAY 2	MB DAY 3	MB DAY 4	Visitor	MB DAY 5	MB DAY 6	MAKEUP	Depart
2	June 14	June 15	June 16	June 17	June 18	June 19	June 20	June 21	June 22	June 23
	Arrive	MB DAY 1	Visitor	MB DAY 2	MB DAY 3	MB DAY 4	MB DAY 5	MB DAY 6	MAKEUP	Depart
3	June 24	June 25	June 26	June 27	June 28	June 29	June 30	July 1	July 2	July 3
	Arrive	MB DAY 1	MB DAY 2	MB DAY 3	MB DAY 4	MB DAY 5	Visitor	MB DAY 6	MAKEUP	Depart
4	July 6	July 7	July 8	July 9	July 10	July 11	July 12	July 13	July 14	July 15
	Arrive	MB DAY 1	MB DAY 2	MB DAY 3	MB DAY 4	MB DAY 5	MB DAY 6	Visitor	MAKEUP	Depart
5	July 16	July 17	July 18	July 19	July 20	July 21	July 22	July 23	July 24	July 25
	Arrive	MB DAY 1	MB DAY 2	MB DAY 3	MB DAY 4	Visitor	MB DAY 5	MB DAY 6	MAKEUP	Depart

Arrival and Departure Information

ARRIVAL PROCEDURES

Camp officially opens at noon on Day One of each session. There is a detailed discussion of arrival procedures in the Leader’s Guide, including how to use Early Check-in. Here are just a few additional details.

At noon the arriving vehicles will be allowed into the camp. They will proceed directly to your assigned campsite for unloading. You will be greeted at the campsite by a Commissioner and a staff member who is your Campsite Host. If you did not utilize Early Check-in, the tents and cots will have to be inspected with one of your adult leaders before participants can move into their assigned tents. If you did use Early Check-in, or once the inspection is completed, participants can move their gear into their assigned tents. Youth should immediately change into their swimsuits. Your Campsite Host will assist you in taking the youth to the pool for their swim checks. Each Scout should have their own medical form with them when they line up in alphabetical order at the entrance to the pool (HINT: An adult should carry the medical forms to the pool entrance, and hand them to the youth once you arrive there; this gets them lined up alphabetically and assures that forms don’t get lost enroute to the pool).

If you did not take advantage of Early Check-in, one adult leader should report to the Trading Post as soon as possible to review rosters, turn in Micosay forms and talk with the Dining Hall director. After the troop has been checked in, adults should take their medical forms to the Commissioner Barge in your camp. There the form will be reviewed and traded for a wristband indicating that the adult is authorized to be in camp. Adults are not required to take a swim test unless they plan to swim during the session. If they desire to swim, they can take the swim test on Day One after receiving their wristband, or they can do so during the Instructional Swim time on any other day of camp (except Visitor Day).

The first meal is served at 6:00 PM. Be sure that your Scouts bring a sack lunch. Scouts can either eat while you are waiting in line for camp to open at noon or your troop can stop somewhere on the way to camp for a picnic.

VISITOR DAY

Visitor Day is an opportunity for the family and friends of your Scouts to come and spend the day with their Scouts at camp. Visitor Day can occur on a Saturday or a Sunday (see the chart above for when Visitor Day falls in your session). The gates will open for visitors to enter at 10:00 AM. Families are allowed to drive into camp and park near your campsite. Please assist them in finding parking that keeps the main road passable and remind them that the speed limit inside camp is 5 MPH.

The camp DOES NOT provide regular meal service for lunch or dinner on Visitor Day. Most troops ask families to bring food to contribute to a troop-wide pot-luck lunch. The leftovers are generally adequate to cover the evening meal. If you are unlikely to have visitors, as is often the case for out of council troops, you have several options. If you would like, the camp can provide food for a picnic lunch and/or dinner (generally cold cuts, fruit, chips, etc.) at no charge, but you must arrange for this at least 48 hours in advance. If you prefer, there are several locations within a reasonable drive from camp where you can place an order and send someone to pick it up and bring it back to camp for the troop to share, at the troop's expense.

If you are an out-of-council troop and sharing a campsite with a larger local troop, talk with them before camp to see if you can participate in their potluck by contributing something (watermelons, ice cream, etc.) to their communal meal. This is a great way to build community between your troops. Your commissioner can provide you with contact information for other troops in your campsite.

Visitors must depart from camp by 5:00 PM on Visitor Day.

Visitors are allowed in camp on any other day of the session between 8:00 AM and 5:00 PM. They must check in on arrival at Reservation Headquarters (RHQ) and receive a Visitor wristband which is good until 5:00 PM. Visitors are not allowed to eat in the Dining Hall for the noon meal. See the Leader Guide for more details.

RELIGIOUS SERVICES

The camp provides religious services for several denominations each Sunday during the summer (unless Sunday happens to be either Day One or Day 10). A general Protestant service is held in each of the three camps. Services for Catholic, Episcopal, Jewish and Community of Christ faiths are held, if clergy is available, at their respective chapels on Chapel Hill which is near the entrance to Sawmill. All religious services will commence at 8:30 AM. Field uniforms (Class A) are appropriate.

DEPARTURE PROCEDURES

On Day 9 each troop will be allowed to bring their principal cargo vehicle into camp for loading. This will occur during one of the meals (as announced at your Leader Meeting in advance). Once all youth are inside the Dining Hall, the gates will be opened for the cargo vehicles to enter, then the gates will be relocked. Trailers should be parked in a manner that avoids blocking the camp road and kept attached to their tow vehicles to reduce the risk of a loose trailer moving.

On the morning of Day 10, a simple breakfast will be served in the Dining Hall at 7:30 AM. Once the youth have entered the Dining Hall, the gates will be opened and all other vehicles providing transportation home should enter and move to their assigned campsites. See the Leader Guide for further details.

Merit Badge and Outpost Information

GENERAL MERIT BADGE INSTRUCTION

Day One is for moving in, Day 10 is for moving out, and one other day during the session will be Visitor Day. That leaves 7 days for merit badge instruction during each session. Merit badges are held during 4 hour-long instructional periods each day, 8:30 and 9:30 each morning and 2:00 and 3:00 each afternoon. Most merit badges hold teaching sessions for 6 days. The 7th merit badge day/9th day of camp is referred to as Make-Up Day. On that day a camper can come at any time during those teaching hours to work individually with an instructor to complete any requirement which was not successfully completed during the regular sessions.

Bartle offers “3-day” and “6-day” merit badges, based on their complexity. “3-day” badges can be taken either during Days 1-3 or Days 4-6 of merit badge instruction. This allows a youth to complete two merit badges in a given instructional period, by taking one “3-day” badge in each half of the session. It also allows a younger Scout to participate in the Trail to 1st Class for part of the session and in merit badge classes for the other half. There are also a small number of badges which run on a unique schedule, such as Indian Lore, Climbing or some of the badges offered at Lakefront. See the Program Guide for more details and to identify which badges are “3-day” or unique schedule badges.

TRAIL TO 1ST CLASS

This program allows Scouts who are not yet 1st Class to receive instruction on basic Scouting skills. Classes are held at either 9:30 or 10:30 each morning at the Scoutcraft Lodge (one day is held at Ecology). Scouts can sign up for individual days to match up with the requirements they need assistance with. Units must send one adult leader to each class when you have a youth participating. The staff will teach the skills, but under BSA Advancement policy we are not allowed to sign off on these requirements. A troop member (leader or older youth) must sign off on the requirement in Scoutbook or the youth’s Handbook. See the Program Guide for more details.

OUTPOST PROGRAM

In order to provide Scouts with the opportunity to get a taste of some of the more exciting programs available, without the pressure of a Merit Badge to complete, we offer the Outpost Program. Twice each day, your unit has an opportunity to take advantage of this program. Outpost Programs are offered at lunchtime or at dinnertime. Scouts (with appropriate adult leadership) go to the Outpost location immediately after merit badge classes end. They conduct the activity, and then eat their meal at the Outpost location. Scouts return from lunch Outposts in time to participate in their normal afternoon classes, and they return from dinner Outposts in time to participate in the evening programs.

Registration for the Outpost programs is conducted at least two weeks before you arrive at camp through the Camps software that you also use for merit badge class signup and uses a lottery system to allocate available slots among the troops. More details about registration and a complete description of each Outpost is provided in the Program Guide.

Your troop may have a particular interest in a specific area which is not host to an Outpost activity. Feel free to ask the Counselor at that Program Area if you can schedule a Patrol Activity at that lodge during the period between classes and either lunch or dinner to explore that interest with a staff member. See the Program Guide for more details.

General Information

SPL RESPONSIBILITIES

Since Scouting is a youth-led activity, we expect your Senior Patrol Leader to participate in planning certain aspects of the camp program. SPL's will generally meet with the camp Program Director on a daily basis beginning on Day 2. Among their responsibilities will be preparing skits that your unit can present to the entire camp at our Closing Night Campfire. They will also be responsible for organizing inter-troop competitions such as the boat-float contest, and if you are sharing a campsite with another troop they should assist in coordinating which troop will be responsible for campsite duties such as flag ceremonies and latrine cleanup.

MERIT BADGE SOFTWARE

You can track the progress of your Scouts in the Camps software. Merit Badge records are updated each evening by each Program Area leader. See the Program Guide for more details.

EVENING PROGRAMS

We provide a variety of activities in the evenings. Some of them are activities for the entire camp, and others are just for those who are looking for something special for that evening. Activities that are camp-wide are as follows:

Day One	Opening Campfire
Day Two	Troop campfires in each campsite
Day Four	Call Night Campfire
Day Five	Night Shoot (nominal fee for rifle only)
Day Six	Warrior Ceremonial (Tribesmen only)
Day Seven	Night Swim
Day Eight	Brave Ceremonial (Tribesmen only)
Day Nine	Closing Night Campfire

SHOWER PROTOCOLS

We require the assistance of the adult leaders with keeping the showers monitored and cleaned. Two unit leaders should accompany your Scouts when they go to the showers in the evenings. It is the unit leaders' responsibility to be certain that Youth Protection protocols are observed there. If you become suspicious of any inappropriate behavior in the showers, two adult leaders should loudly announce themselves and enter the shower room to curtail any inappropriate behavior.

Each morning at 6:00 AM we require the leader's assistance with a routine cleaning of the showers. A schedule is provided at the Day One Leader Meeting, and when your campsite is on duty provide two adult leaders to help with that process. It takes less than 30 minutes if we have adequate volunteers present.

FLAG PROTOCOLS

In each camp there is a central Main Flagpole. Responsibility for daily raising and lowering of the flag is rotated between the campsites.

Each campsite also has a flagpole. A daily flag raising and lowering in each campsite is expected (the camp supplies the flags). Troops sharing a campsite should determine a schedule to share this responsibility.

CAMPER CLOTHING

Campers are not required to wear Field (Class A) uniforms except at religious services, formal camp-wide flag ceremonies and for Call Night Campfire. At all other times, they can wear normal “civilian” clothing, so long as there are no Scout-inappropriate slogans displayed. When traveling between campsites and the pool or showers all Scouts must wear shirts.

In the Dining Hall, all participants are required to wear closed-toed shoes and hats must be removed.

Due to the rocky nature of the reservation, we strongly suggest that all campers wear closed-toed shoes at all times when not at the pool.

See the Leader Guide for more details.

COMMISSIONERS

Bartle is blessed with a large corps of volunteers that we refer to as Commissioners. Commissioners each volunteer for one session rather than for the entire summer.

Commissioners generally have one of four roles. Some are Campsite Commissioners. Your assigned Campsite Commissioner will visit with you in your campsite at least twice daily. He/she is your principal customer service representative; please let them know what you need and they will do their best to make it so. Some Commissioners are assigned to the Outpost Program. They assist with meal preparation and other assigned duties at the Outpost Camps each day. Other Commissioners work in the ORTC to assist with stocking the shelves and running the registers. Finally, some Commissioners work for the Maintenance Department and can assist you with any maintenance issue that occurs in your campsite. See the Leader Guide for more details.

BUSES

Because the Reservation is spread out over three camps, and there are certain facilities noted above that must be shared, we have a small group of school buses that we circulate on a regular route each day (other than Visitor Day). This will allow you to get to and from Outpost Camps or Program Areas in the other camps without resorting to your personal vehicle. There is no charge for this service.

DINING HALL PROTOCOLS

All meals are served in the Dining Hall for your camp. We eat family style at tables for 8, and we also conduct a lot of program activities during and after meals.

In order to be prepared for meals, we ask that each table have ONE assigned KP for each meal. See the Leader Guide for more details.

To assist the KP's, and to reduce the noise that comes from people shuffling dishes around, we take a brief period at the point in the meal when most people have finished eating to hold “60 second KP”. This is an opportunity for everyone at the table to help the KP by stacking the dishes, sorting the flatware, and collecting all the trash in one container. At the end of this 60 seconds, we ask that all cleaning activities stop so that everyone can pay attention to the program.

After each meal we generally have some messages to pass on about upcoming activities, and we also recognize rank advancements, birthdays, etc. We also have some fun, whether that involves singing a

song or holding a contest, or any number of other things that could happen. Once these are completed everyone except the KP's are dismissed, and the KP's take care of their duties.

VEHICLES

After unloading on Day One, all vehicles must be removed from the campsites and parked in one of the official parking lots. They are not allowed into the campsites again until the morning of Day 10, with the exception of Visitor Day.

CHARGING STATION

There is no electricity available in the campsites. Recognizing the need for many of our adult leaders to stay in touch for employer and family reasons, we have a charging station available for recharging personal electronics at the Commissioner Barge in each camp.

ADULT LEADER TRAINING

Having a ten-day session may allow leaders some extra time when they can get some training. We offer a variety of training courses throughout the session. Many of them have limited capacity and require advance sign-up. Please see the Program Guide for details.

BUGLE CALLS

To help the participants get where they need to be, we have a public address system which plays bugle calls to let you know where you should be at any given time. These start with Reveille at 7:00 AM and end each day with Taps at 10:00 PM. The bugle calls play at the time an event is supposed to start. So, for example, when Mess Call plays you should be standing outside the Dining Hall waiting to enter, not just starting to leave your campsite.

ICONIUM

Bartle is located about 45 minutes by car from the nearest medium sized town (Clinton). Just outside of camp, in the very small community of Iconium, there is a small general store. The store has a supply of food and other items that might be needed on short notice while attending camp. It also has a food service window serving sandwiches, ice cream and other ready-to-eat items. The store's most famous item is the "Peach Float", an ice cream concoction similar to a root beer float but using Peach Nehi soda. In a building right across the street there is a small coin operated laundromat.

Many troops annually hike to the store from camp on one of the free nights during the session. Depending on which camp you are assigned to, this may well qualify as a 5-mile round trip hike for certain advancement requirements. In any case, it's a great time and one of the traditional activities for most troops.

Micosay – Honorary Camping



MICOSAY

One of the most unique features of Bartle is Micosay. This is an Honor/Leadership Camping organization which has been in operation since the camp opened in 1929. This document won't go into any great detail, as there is a separate Micosay Guide that you should have received. We strongly suggest that, at a minimum, you read and distribute to all the parents of your unit the Parents Guide to Micosay included in that document. That will get you the basics that you will need before you come to camp.

On Night 3 in each camp we hold an informal learning session for any adults who want to learn more about Micosay, and we encourage all first year adults to attend to learn and ask any questions they have about Micosay.

You will quickly notice that Micosay is interlaced into almost everything that we do at camp. It is what makes us who we are. Even as an Out-of-Council unit attending for the first time you may have individuals who would qualify for recommendation to membership, especially as Honorary Warriors (adults) or as Foxman (youth). The requirements are set forth in the Micosay Guide. If you have questions, be sure to talk to your Commissioner before camp (they will contact you in the late spring) or ask the Micosay staff representative when you check in on Day One.

MICOSAY SCHEDULE

Micosay activities occur throughout the camping session. Just so you will not be surprised, here is a list of the principal events throughout the session:

- Day 1 Turn in your Micosay recommendation forms during Check-in
- Day 2 Braves to be called for Warrior (on Night 4 Call Night) are called from campfires in your campsite
- Days 2 thru 4 Called Warriors have Dance practice at 10:30 & 4:00 daily
- Day 4 Call Night. Individuals chosen for elevation to Foxman, Brave, and Warrior are called at campfire
- Day 5 Called Braves and Called Warriors Workday
- Day 6 Warrior Ceremony in the evening (tribesmen only)
- Day 7 Adults selected for Honorary Warrior status are called before breakfast in campsites
- Day 8 Brave & Honorary Warrior Ceremony in the evening (tribesmen only)

Glossary

GLOSSARY

RHQ	Reservation Headquarters. This is located on Scout Camp Road near the turnoff to Camp Piercing Arrow. It is where all individuals leaving or coming into camp other than on Day 1 or 10 must check in or out. The Reservation Health Lodge is also located here.
ORTC	Osage River Trading Company, otherwise known as the Trading Post
Council Ring	The outdoor campfire ring for all camp-wide campfires. Also includes Micosay ceremonial council rings.
Tribesmen	Members of Micosay
The Point	A natural rock outlook over the Truman Reservoir in Camp Lone Star
The Lake	Truman Reservoir. Our use of the lake occurs at "Lakefront", in Lone Star
Tribal Council	Senior members of Micosay who serve on its governing body. They can be identified by white paint on the tips of their claws.
Call List	The list of individuals who will be called for Micosay recommendation at any given event. Because recommendations come from the unit level, we ask that the unit leader at Leader Meeting check these lists and sign off to confirm that we agree on who should be called. You must sign off on the list even if you have no one recommended for that honor, again to confirm that we agree on that fact.
Call Night	The fourth night of camp. This is the event where new Foxman, Braves, and Warriors are called to begin or continue their Micosay membership journey. For those who are members of the Order of the Arrow, this is roughly equivalent to and serves the same purpose as a Tapout Ceremony.

BSA Mission Statement

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

BSA Vision Statement

The BSA will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Scout Law.

SCOUT OATH

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

Scout Law

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



NATIONAL CAMP
FULLY ACCREDITED

