H. ROE BARTLE SCOUT RESERVATION B.S.A.

PROGRAM GUIDE

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SUMMER 2025

Heart of America Council

Heart of America Council

Welcome to the 2025 camping season! We are very excited about this year and sincerely hope you and your units are as well. **The primary purpose of camp is for Scouts to have FUN!** While advancing in rank and Merit Badges are undoubtedly important aspects of the camping experience, we must ensure that our Scouts have the opportunity to engage in as many programs that they will enjoy.

With all of the program upgrades the last few summers, it is VITAL that your unit takes time to discuss program offerings with your Scouts and allow them to make choices based on current offerings. **Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.**

This guide contains important information about Merit Badges, Outpost Programs, and Adult Leaders Trainings. If you have any program questions in advance of camp, please contact Cliff Hoye, Assistant Reservation Director, at hoyescouts@gmail.com

H. ROE BARTLE
SCOUT RESERVATION

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

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

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

MERIT BADGE WORKSHEETS

All Merit Badge Worksheets can be found at ***usscouts.org/mb/worksheets***

Click a merit badge name for the current requirements. Right click on a workbook name to save or print the optional workbooks. Workbooks can help Scouts organize notes, listen actively, and document their work.

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ADVANCEMENT IN CAMP

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

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

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

EARNING MERIT BADGES AT CAMP

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

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

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

Online Access for Merit Badges and Outpost Activities.

a. **Access the Online System at https://www.hoac-camps.org.**
b. **Click on "Login" and enter your ID and password**
c. **For additional details click on "Help"**
d. **Click on "Enroll"**
e. **Then click on "Classes"**

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

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

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

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

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

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put their knowledge to work is the important thing in life. Working with the Scout can give them career guidance. Many merit badge subjects acquaint a scout with the job opportunities in various fields. In these cases, the merit badge work serves as an exploration of an adult work experience. This might show them whether or not they have the interest or ability along such lines.

3. Group Instruction

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

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

Not all requirements for merit badges offered at camp can be completed at camp. When requirements are done at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor review with the Scout that they can demonstrate their understanding. For requirements done before camp, Scouts are advised to bring evidence of completion of projects with them to camp. For example, camping merit badge requires a Scout to have 20 days and 20 nights of camping. A note from a Scout leader certifying the required 20/20 is less satisfactory than the Scout providing a log of their camping experience. Notes attesting to completion are less satisfactory than evidence like photos, logs, journals, drawing, etc. Physical evidence and the Scout's personal knowledge displayed during the counseling enable the counselor to make certain that the Scout has met the requirements. Please prepare your Scouts by helping them "show their stuff" to the camp merit badge counselor.

4. Rank and age requirements

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

To work on a merit badge, a Scout

a. May Sign-up for a Merit Badge by having their unit leader sign up online (Internet available in dining halls) or the unit leader going to the Program Center for the Scout to be enrolled.

b. May ask for any instructional assistance that they believe necessary to their 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. Unless otherwise stated merit badges have a class limit of 36 Scouts.

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

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 online at ***hoac-camps.org***. There is a blank universal merit badge lodge record sheet in the appendix for your use. Please copy and customize this sheet for your unit needs.

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

SWIM CHECK

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

The check consists of:

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

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

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

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

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

TRAIL TO FIRST CLASS PROGRAM

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

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

LAKEFRONT PROGRAM

General Information

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

Lakefront Rules

1. All Scouts must have a swim band. A swim band does more than just display the skill level – it tells the Lakefront staff that the Scout is physically fit to participate in aquatic activities. All activities require Scouts to be a swimmer (blue band). All boating badges: Canoeing, Water Sports, Sailing, Kayaking, Motor Boating, and Rowing, require a swimmer band and Lifesaving merit badge. (Emergency Preparedness is not a substitute.) Personal Flotation Devices (PFD's) must be used at all times when on or near the water.
2. 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.
3. Patrol fishing is open to any Scout with any color swim band, but all participants must provide their own fishing equipment. Each patrol must bring at least one adult per ten Scouts for supervision of canoeing or fishing. Adults must stay with their scouts on the shore. Please sign up with the Lakefront Director ahead of time.
4. The Lakefront is off limits to everyone after dark and whenever a Lakefront Director is not present.
5. Dock space is not available for personal boats.

Merit Badge Registration

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

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

Fishing Requirements

The Bartle Scout Reservation has many opportunities to fish. When recreational fishing, please use the following guidelines:

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

DAILY SCHEDULE

7:00 am	Reveille
7:15 am	To the Colors – Flag raising - KP Call
7:30 am	Breakfast
7:50 am	Lakefront/Lifesaving participants leave after 60-second KP
8:30 am	Merit Badges and Scouting Skills
9:30 am	Merit Badges and Scouting Skills
10:00 am	Camp Scoutmaster Meeting
10:30 am	Troop Swim – Patrol Activities
11:00 am	Lunch Outpost Programs
11:40 am	KP Call
12:00 Noon	Lunch
After Lunch	Senior Patrol Leaders Council
12:45 - 1:45 pm	Rest Period
2:00 pm	Merit Badges and Scouting Skills
3:00 pm	Merit Badges and Scouting Skills
4:00 pm	Troop Swim – Patrol Activities
4:30 pm	Dinner Outpost Program
5:00 pm	Staff and Leaders Swim
5:40 pm	KP Call (no KP on Day 4)
5:45 pm	Flag Retreat
6:00 pm	Evening Meal **(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)

MERIT BADGE SCHEDULE

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

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

Please see the "Note" code descriptions on page 10.

MERIT BADGE SCHEDULE

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

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

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

A – Limited to 2nd year campers and above.
B – First Class Scouts and above.
C – Limited enrollment or special request.
D – Fourteen (14) years of age or older.
E – Sixteen (16) years of age or older.
F – Must have Swimmers tag.
G – Must have Swimming Merit Badge.
H – Must have Lifesaving Merit Badge.
I - Thirteen (13) years of age or older.
J - Needs Missouri certification in motorboat Handling.
L – Must be present on the first day of class.
M – Two groups each session (3 days each).
N – Needs previous work in order to complete at camp.
O – Merit Badge worksheet available to be done before camp.
P – Overnight camp-out on either night 3 or 7 is required for Wilderness Survival. Called Braves should take the first 3 day session.
S – Requires four hours of conditioning before day 8.
U - Offered Days 6 of Merit Badges and Make-up Day.
V - Must have Small Boat Sailing Merit Badge
W-Rifle Merit Badge

MERIT BADGE DETAILS

ADVANCED SAILING ACTIVITY

Times Offered:	2:00 pm-3:30 pm
Location:	Lakefront in Camp Lone Star
Prerequisites:	Small Boat Sailing Merit Badge, 14 years old, Blue Swimmer tag Advance Preparation: Review Sailing Merit Badge.
Costs:	None
Helpful Hints:	3 day course to help refine sailing skills, Physically demanding activity, Space is limited. 18 per class, 6 per camp

ARCHERY

Times Offered:	8:30 am, 9:30 am, 2:00 pm, 3:00 pm
Location:	Camp Piercing Arrow and Camp Sawmill Archery Ranges
Prerequisites:	For second-year campers and above. Must be present on first day of class for a safety presentation.
Advance Preparation:	Read merit badge pamphlet
Costs:	$3 - Pay at ORTC. Take receipt to class
Helpful Hints:	All required supplies will be provided at the range. Please don't bring personal archery equipment to camp.

LEATHERWORK & ART

Times Offered:	9:30 am, 2:00 pm, 3:00 pm
Location:	Handicraft Lodge in each camp
Prerequisites:	Art requirement 6 cannot be completed at camp
Advance Preparation:	Read merit badge pamphlet. Bring worksheet for requirement 6
Costs:	$2 program fee (paid at ORTC). Leatherwork supplies at ORTC $1-$3 (Please bring receipt to first class.)
Helpful Hints:	Great badge for younger campers Two groups each session (3 class days each)

ASTRONOMY

Times Offered:	8:30 am, 2:00 pm
Location:	Ecology Lodge in each camp
Prerequisites:	Limited to second-year campers and above
Advance Preparation:	For Astronomy Merit Badge read merit badge pamphlet Requirements 4, 5, 6 & 8 A, B, C, D or E
Costs:	None
Helpful Hints:	Requires Star Hike

BASKETRY

Times Offered:	8:30 am, 9:30 am
Location:	Handicraft Lodge in each camp
Prerequisites:	None
Advance Preparation:	Helpful to read merit badge book
Costs:	Basket and chair seat kits are available in the ORTC. Approximate range for basket kit is $5 to $6; seat kits are $7.
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).

MERIT BADGE DETAILS

BIRD STUDY

Times Offered: 2:00 pm
Location: Ecology Lodge in each camp
Prerequisites: None
Advance Preparation: Needs previous work to complete at camp. Read merit badge pamphlet. Bring your field observation notebook to camp. Req 5 requires work before coming to camp. Req 8: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Req. 9 bring parent verification.
Costs: None
Helpful Hints: Begin bird observation list before camp. Bring your binoculars and bird guide.
Two groups each session (3 class days each.)

CAMPING

Times Offered: 8:30 am, 2:00 pm
Location: Scoutcraft Lodge in each camp
Prerequisites: Recommended for second year and above campers
Advance Preparation: Req. 3 needs previous work in order to complete at camp. Read merit badge pamphlet. Bring your "camping log" listing your 20 days and 20 nights. Complete requirements 5E, 7B, 8C, 8D, 9A, 9B, and 9C with a leader's signature for each requirement.
Costs: None
Helpful Hints: Two groups each session (3 class days each)

CANOEING

Times Offered: 8:30-1 0:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm
Location: Lakefront in Camp Lone Star
Prerequisites: Lifesaving Merit Badge. Must earn a blue swim band.
Advance Preparation: Read merit badge pamphlet
Costs: None
Helpful Hints: Physically demanding badge; better for stronger
Scouts Limited space: 30 per class, 10 per camp
*Must be present Day 2 of camp

CHESS

Times Offered: 8:30 am, 2:00, 3:00 pm
Location: Handicraft Lodge
Prerequisites: None
Advance Preparation: Advance knowledge of the game is helpful, but not required
Costs: None
Helpful Hints: Two groups each session (3 class days each)

CLIMBING

Times Offered: 8:30-10:30 am, 2:00-4:00 pm
Location: Climbing Tower
Prerequisites: Age 13
Advance Preparation: Read merit badge pamphlet. Must have proper footwear (tennis shoes or climbing shoes work best).
Costs: None
Helpful Hints: Limited enrollment. Two groups each session (3 class days each.)
Limited space: 36 per class, 12 per camp
Merit Badge requirements can be worked on during Cliffhanger Outpost if already enrolled in merit badge.
*Must be present Day 2 of camp

MERIT BADGE DETAILS

EMERGENCY PREPAREDNESS & SEARCH & RESCUE

Times Offered: 8:30 am, 9:30 am
Location: Scoutcraft Lodge in each camp
Prerequisites: None..
Advance Preparation: Read merit badge pamphlets.
Complete req. 3 and 8b of Emergency Preparedness. Bring documentation to camp.
Costs: None
Helpful Hints: Requires Scouts to work with their family and Scout unit before camp. Bring copies of advanced preparation to camp for counselor to verify.

ENVIRONMENTAL SCIENCE

Times Offered: 8:30 am, 9:30 am, 2:00 pm, 3:00 pm
Location: Ecology Lodge in each camp
Prerequisites: None
Costs: None

FIRST AID

Times Offered: 8:30 am, 2:00 pm, 3:00 pm
Location: Scoutcraft Lodge in each camp
Prerequisites: Limited to First Class Scouts and above. Requirements 1 and 7.
Advance Preparation: Read merit badge pamphlet.
Costs: None

FIRE SAFETY

Times Offered: 9:30 am, 2:00 pm
Location: Scoutcraft Lodge in each camp
Prerequisites: Limited to 2nd year campers and up, and First Class Scouts and above.
Advance Preparation: Read merit badge pamphlet. Complete requirement 5
Costs: None
Helpful Hints: Two groups each session (3 class days each)

FORESTRY

Times Offered: 8:30 am
Location: Ecology Lodge at each camp
Prerequisites: None
Advance Preparation: Read merit badge pamphlet
Costs: None
Helpful Hints: None

MERIT BADGE DETAILS

GEOLOGY

Times Offered:	8:30 am, 9:30 am, 3:00 pm
Location:	Ecology Lodge each camp
Prerequisites:	None
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Two groups each session (3 class days each)

INSECT STUDY

Times Offered:	8:30 am, 2:00 pm
Location:	Ecology Lodge in each camp
Prerequisites:	None
Advance Preparation:	Complete requirement 3b prior to camp Bring completion verification to camp
Cost:	None
Helpful Hints:	Bring notebook to create insect scrapbook. Two groups each session (3 class days each)

INDIAN LORE

Times Offered:	8:30 am, 9:30 am, 2:00 pm, 3:00 pm during Day 6 of Merit Badge or Make-up day
Location:	Micosay Lodge in each camp
Prerequisites:	This merit badge is targeted for called Warriors. Limited to Age 14 and above. Req. 5.
Advance Preparation:	Read merit badge pamphlet
Cost:	None
Helpful Hints:	Micosay Braves to Warrior should take this Merit Badge as most of the requirements are passed during this process.

INSTRUCTIONAL SWIM

Times Offered:	Daily from 1:00 pm to 2:00 pm
Location:	Pool in each camp
Prerequisites:	None
Advance Preparation:	None
Costs:	None
Helpful Hints:	Bring adults to help

KAYAKING

Times Offered:	8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm
Location:	Lakefront in Camp Lone Star
Prerequisites:	Second year campers and above. Lifesaving merit badge, must pass swimmers test & earn a blue swim band before starting other requirements.
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Physically demanding badge. Recommended for stronger Scouts. Limited space: 18 per class, 6 per camp. Two groups each session (3 class days each) *Must be present Day 1 of camp

MERIT BADGE DETAILS

LIFESAVING

Times Offered:	8:00-9:30 am
Location:	Pool in each camp
Prerequisites:	Swimming merit badge, earn blue swim band, first and second-class swim requirements must be completed before the rest of requirements.
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Helpful to take CPR prior to camp. Physically demanding badge *Must be present Day 1 of camp

LONG RANGE .22 MARKSMANSHIP ACTIVITY

Times Offered:	8:30-10:30 am, 2:00-4:00 pm
Location:	Briley Creek, further down the path from the Shotgun Range
Prerequisites:	16 years of age. Already earned Rifle Shooting Merit Badge.
Advance Preparation:	None
Costs:	$20 receipt purchased at trading post
Helpful Hints:	Limited sign-up: 8 per class. 3 day program. *Must be present Day 1 of camp

MAMMAL STUDY

Times Offered:	9:30 am, 2:00 pm, 3:00 pm
Location:	Ecology Lodge in each camp
Prerequisites:	None
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Two groups each session (3 class days each)

METALWORK

Times Offered:	9:30 am, 3:00 pm
Location:	Handicraft Lodge in each camp
Prerequisites:	Must be at least 13 years old
Advance Preparation:	None
Costs:	$10 receipt bought at ORTC
Helpful Hints:	6 day badge. Must be there for safety talk on day 1.

MILE SWIM BSA ACTIVITY

Times Offered:	9:30 am for class and see Pool Director for exact time to swim the mile
Location:	Pool in each camp
Prerequisites: :	Pass the swimmer test
Advance Preparation:	Send a leader to count laps. Requires practice swim before Day 8.
Costs:	None
Helpful Hints:	Great for Scouts who are also enrolled in Lifesaving Merit Badge as class meetings immediately after that Lifesaving. Meet with Pool Director during Day 1 of Merit Badge.

MERIT BADGE DETAILS

MOTOR BOATING

Times Offered:	8:30-11:30 am
Location:	Lakefront in Camp Lone Star
Prerequisites:	Must be at least 14 years of age. Lifesaving merit badge, earn blue swimmer band Must present evidence of completion of Missouri state-required training or Home State Certification and **photo ID.** (Must have photo ID with you).
Advance Preparation:	Read merit badge pamphlet
Costs:	$10 program fee (pay at the ORTC)
Helpful Hints:	Multiple groups each session (1 class day each). You can earn this badge in one morning period. New group each class period.

NATURE

Times Offered:	9:30 am, 3:00 pm
Location:	Ecology Lodge in each camp
Prerequisites:	None
Advance Preparation:	Needs previous work in order to complete at camp. Read merit badge pamphlet. Bring evidence (pictures, records, and log book) of completed projects.
Costs:	None
Helpful Hints:	The camp ecology lodge offers requirements: 4a 1; 4b 1&2; 4c 1, 2, 3; 4g 1, 2; 4h 1, 2.

PIONEERING

Times Offered:	8:30 am, 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.

PLANT SCIENCE

Times Offered:	9:30 am
Location:	Ecology Lodge in each camp
Prerequisites:	13 years of age or older
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Notebook needed for plant pressing

POTTERY & SCULPTURE

Times Offered:	8:30 am, 2:00 pm
Location:	Handicraft Lodge in each camp
Prerequisites:	Requirement 7 for Pottery must be done outside of camp
Advance Preparation:	Read merit badge pamphlet and complete Requirement 7 for Pottery. Bring any worksheet to class.
Costs:	$2 Program Fee for Sculpture and $3 Program Fee for Pottery (pay at ORTC). Bring receipt to class.
Helpful Hints:	Wear old clothing. Two groups each session (6 class days each).

MERIT BADGE DETAILS

REPTILE & AMPHIBIAN STUDY

Times Offered:	8:30 am
Location:	Ecology Lodge in each camp
Prerequisites:	Requirement 8 cannot be completed at camp
Advance Preparation:	Needs previous work in order to complete at camp. Read merit badge pamphlet. Requirement 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed.
Costs:	None
Helpful Hints:	None

RIFLE SHOOTING

Times Offered:	8:30 am, 9:30 am, 2:00 pm, 3:00 pm
Location:	Sawmill & Piercing Arrow rifle ranges
Prerequisites:	Second year camper and above. Must be present on first day of class.
Advance Preparation:	Read merit badge pamphlet
Costs:	$6 – Pay at ORTC. Take receipt to class
Helpful Hints:	32 spots available per class, 16 per camp in Sawmill and Lonestar 16 spots available per class in Camp Piercing Arrow

ROWING

Times Offered:	8:30-10:00 am, 10:00-11:30 am, 2:00-3:30 pm, 3:30-5:00 pm
Location:	Lakefront in Camp Lone Star
Prerequisites:	Lifesaving merit badge. Earn blue swimmers band before starting other requirements.
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Physically demanding badge. Recommended for stronger Scouts. Limited space: 9 per class, 3 per camp. Two groups each session (3 class days each) *Must be present Day 1 of camp

SHOTGUN SHOOTING

Times Offered:	8:30, 9:30 am, 2:00 pm, 3:00 pm
Location:	Briley Creek - attend class period of choice
Prerequisites:	Limited to 2nd year campers and up. 14 years and older Must be present on first day of class
Advance Preparation:	Read merit badge pamphlet
Costs:	$25 payable at any ORTC. Take receipt to class
Helpful Hints:	Called Warriors should take 8:30 am or 2:00 pm class

SIGNS, SIGNALS & CODES

Times Offered:	2:00 pm, 3:00 pm
Location:	Scoutcraft Lodge in each camp
Prerequisites:	Must be a Second Year Camper or above Requirements 7, 9a, 9c & 10 cannot be completed at camp
Advance Preparation:	Needs previous work to complete at camp. Read merit badge pamphlet. Bring evidence (picture or other records) of completed project.
Costs:	None
Helpful Hints:	None

SOIL & WATER CONSERVATION

Times Offered:	3:00 pm
Location:	Ecology Lodge in each camp
Prerquisites:	None
Advance Preparation:	Read Merit Badge Book
Costs:	None
Helpful Hints:	2 groups per session (3 class days each)

MERIT BADGE DETAILS

SMALL BOAT SAILING

Times Offered:	8:30-10:00 am, 10:00-11:30 am, 3:30-5:00 pm
Location:	Lakefront in Camp Lone Star
Prerequisites:	Second year campers and above. Lifesaving merit badge and must earn blue swimmer band before starting other requirements.
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Limited space: 18 per class, 6 per camp *Must be present Day 1 of camp.

SNORKELING BSA ACTIVITY

Times Offered:	9:30 am
Location:	Pool in each camp
Prerequisites:	Pass the swimmer test
Advance Preparation:	None
Costs:	None
Helpful Hints:	Snorkeling is a 3 day activity taught twice a session starting on Day 2 and Day 5 or 6 depending on Visitor's Day. It is signed up for through Hoac-camps.org. Snorkeling gear provided

SPACE EXPLORATION

Times Offered:	9:30 am, 3:00 pm
Location:	Ecology Lodge in each camp
Advance Preparation:	Helpful to read merit badge book
Costs:	Rocket kits available at ORTC, $10-$20 range
Helpful Hints:	None

SWIMMING

Times Offered:	2:00 pm, 3:00 pm
Location:	Pool in each camp
Prerequisites:	Complete Second and First Class swimming requirements before doing other requirements
Advance Preparation:	Read merit badge pamphlet
Costs:	None
Helpful Hints:	Physically demanding badge

WATER SPORTS

Times Offered:	8:30-11:30 am, 2:00-5:00 pm
Location:	Lakefront in Camp Lone Star
Prerequisites:	14 years of age, Lifesaving Merit Badge, earn blue swimmer band before starting any other requirements
Advance Preparation:	Read merit badge pamphlet. CPR Training before camp is useful.
Costs:	$20 - pay at any ORTC and take receipt to class. Cost pays for entire session.
Helpful Hints:	Physically demanding badge. You can earn this badge in one morning or one afternoon period. New group each class period. Limited space: 6 per class, 2 per camp

MERIT BADGE DETAILS

WEATHER

Times Offered:	2:00 pm
Location:	Ecology Lodge in each camp
Prerequisites:	None
Advance Preparation:	Read merit badge pamphlet. Bring “weather instruments” you have made to camp. Bring evidence of completing Requirement 9 and 10 to class.
Costs:	None
Helpful Hints:	Two groups each session (3 class days each)

WILDERNESS SURVIVAL

Times Offered:	9:30 am and 3:00 pm Overnight campout on Day Three or Seven
Location:	Scoutcraft Lodge in each camp
Prerequisites:	Second year campers and above. Needs previous work in order to complete at camp, requirement 5.
Advance Preparation:	Read merit badge pamphlet. May bring “survival kit” to camp
Costs:	None
Helpful Hints:	Called Braves should do first 3 days of merit badges. A sleeping bag, ground cloth, canteen, flashlight and rope are required for the overnight.

WOODCARVING

Times Offered:	8:30 am, 9:30 am, 2:00 pm, 3:00 pm
Location:	Handicraft Lodge in each camp
Prerequisites:	Totin’’ Chip card required
Advance Preparation:	Read merit badge pamphlet. Bring a good carving knife
Costs:	Woodcarving kits available in ORTC. $1.00 to $3.50 range
Helpful Hints:	Two groups each session (3 class days each)

TREK

Times Offered:	8:30-10:30 am
Location:	Briley Creek
Prerequisites:	Age 15
Advance Preparation:	None
Costs:	$0
Helpful Hints:	This program area will allow participants to complete the Exploration merit badge and many prerequisites for the Hiking merit badge. Participants will spend one night out, hike and help maintain camp trails.

TRAIL TO FIRST CLASS PROGRAM

This program will be led by the Scoutcraft Counselor with assistance from the Ecology staff. The Scoutcraft Lodge in your camp will be the headquarters, but the activities may take you to other locations. **Scouts do not have to attend every session.** They can just take advantage of the skills they need by going to the days those skills are covered.

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

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

DAY A 9:30

Scout

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

Tenderfoot

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

DAY A 10:30

Tenderfoot

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

Second Class

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

DAY B 9:30

Scout

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

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

Tenderfoot

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

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

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

DAY B 10:30

Second Class

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

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

DAY C 9:30

Second Class

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

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

DAY C 10:30

Second Class

6a. Demonstrate first aid for the following:

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

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

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

DAY D 9:30

First Class

3a. Discuss when you should and should not use lashings.

3b. Demonstrate tying the timber hitch and clove hitch.

3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.

3d. Use lashings to make a useful camp gadget or structure.

TRAIL TO FIRST CLASS PROGRAM

DAY D 10:30

First Class

5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.

5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.

5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.

DAY E 9:30

Second Class

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

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

DAY E 10:30

Second Class

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

DAY F 9:30

First Class

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

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

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

DAY F 10:30

Tenderfoot

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

First Class

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

DAY G 9:30

Make-Up Day

DAY G 10:30

Make-Up Day

Trail to First Class Program Schedule

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

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

PATROL ACTIVITY PROGRAMS

Make Reservations for Patrol Activities through the Lodge Director

ARCHERY RANGE

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

CAMP WIDE ACTIVITIES

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

DAVIS LODGE

Davis Lodge is not open during Patrol Activity time.

FISHING

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

HIKING

Hiking on our reservation is encouraged but if your unit plans a hike to Iconium, or other places off the reservation, a hike permit must be filed with the OTRC. **Observe good hiking practices by not walking on the road, staying on the trails and staying off private property.** If the hike is after dark, reflective clothing must be worn and a good supply of flashlights is required. If any Meals would be missed during the hike then the Program Center must be notified 24 hours in advance.

SPECIAL MEAL REQUESTS

Special meal requests must be arranged by 11am the day before. **This is not special diets**. See page 37 for detials.

PADDLE BOARDING

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

PATROL ACTIVITIES

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

RESERVATION CAVE POLICY

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

RIFLE RANGE

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

STAFF PREVIEW PROGRAM

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

TROOP SWIM

Make Reservations for Patrol Activities through the Lodge Director

TROOP SWIM

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

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

ADULT LEADER TRAINING COURSES

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

Online Training Courses

Youth Protection (available online only)
Climb On Safely (available online only)
Merit Badge Counselor (available online & Bartle)
Safe Swim Defense (available online & Bartle)
Safety Afloat (available online & Bartle)
Trek Safely (available online only)
Weather Hazards (available online only)
Youth on Youth Abuse (available online only)
Scoutmaster/Asst. Scoutmaster Leader Specific (available online only)

Training Courses Offered At Camp

MENTAL HEALTH AWARENESS TRAINING

(20 per class)

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

Cost: None

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

When: 8:30 am – 4:00 pm
refer to page 27-28 for schedule
Training will include lunch.

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

CHAINSAW TRAINING

What: Training for adult leaders

Who: **Must be 21 by Day 1 of the session**

When: Day 2 - 1pm-5pm
3 halfday field practicals discussed @ class

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

OUTDOOR LEADER TRAINING

(OLS-21+ and OLS-18+)

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

Who: **Must be 18 by Day 1 of the session.**
Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters.

When: Refer to page 27-28 for schedule

Where: Pioneer Trails.

Register: Online when your troop registers for merit badges.

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

PADDLE CRAFT SAFETY

Is open to youth 16 years of age and older who have earned the Swimming, Lifesaving, Canoeing, and Kayaking Merit Badges and all adults. For adults, knowledge of canoeing is helpful, but not required. All participants must have the Blue swimmers band, 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 Days 6-8 from 2:00 pm to 5:00 pm.

SAFE SWIM DEFENSE & SAFETY AFLOAT

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

ADULT LEADER TRAINING COURSES

Safety Afloat is a required leader training for unit activities involving float trips. This training is a prerequisite for the Swim and Water Rescue and Paddle Craft Safety courses. This training is available online at the training website listed above. It will also be offered during Instructional Swim on Day 5.

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 band and Safe Swim Defense and Safety Afloat training (see above). Swimming & Water Rescue expands the awareness instruction provided by Safe Swim Defense and includes information and skill to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This is a three-day course conducted at the pool on Merit Badge Days 6-8 from 9:30 am to 10:30 am.

MERIT BADGE COUNSELOR TRAINING

What: Training to become a merit badge counselor in your troop and/or district.

Cost: None

Who: Must be 18 by Day 1 of session

When: Day 3 at 3:00 pm
Refer to pages 27-28 for schedule

Where: Catholic Chapel

WILDERNESS FIRST AID

15 per Class

What: Wilderness First Aid Training for High Adventure.

Cost: $35

Who: Must be 18 by Day 1 of session

When: 8:30 am - 4:00 pm, 2 days training.
Day 3, 4 / 5, 6
Must attend both days to complete training.
Lunch is at the training both days.

Where: Training Center

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

Legend for Calendar on the following pages

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

Sign Up online for Training through Hoac-camps.org

MH-A or B = Mental Health Awareness

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

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

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

WFA- A or B = Wilderness First Aid
MBC = Merit Badge Counselor Training

OUTDOOR LEADER SKILLS TRAINING

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

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

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

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

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

- Scouts BSA Handbook
- Mess kit/including your own coffee cup
- Sleeping bag or bed roll
- Tent
- Ground cloth
- Flashlight
- Compass/pocket knife
- Comfortable chair
- Writing paper and 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 or you can take the bus to Pioneer Trails. Be ready to report at 8:30 am with all of the gear you will need for the course. We will meet at the gate and walk into camp as a group. This will satisfy requirement number one which is to present yourself properly dressed for going on an overnight camping trip, showing the right way to pack and carry your gear. Pack your gear in a way that allows you to hike into camp. Remember we are only going for one over night.

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

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

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

2025 CAMP CALENDAR

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

Session 4 and 5 on next page

2025 CAMP CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
July 6	**July 7**	**July 8**	**July 9**	**July 10**	**July 11**	**July 12**
S 4 - Day 1	**S 4 - Day 2**	**S 4 - Day 3**	**S 4 - Day 4**	**S 4 - Day 5**	**S 4 - Day 6**	**S 4 - Day 7**
	WFA-A	WFA-A OLS-21+ MBC	WFA-B OLS-21+ CALL NIGHT	WFA-B OLS-18+ SA/SSD SWR &PCS	MH-A OLS-18+ SWR & PCS WARRIOR CEREMONY	MH-B SWR & PCS
July 13	**July 14**	**July 15**	**July 16**	**July 17**	**July 18**	**July 19**
S 4 - Day 8	**S 4 - Day 9**	**S 4 - Day 10**	**S 5 - Day 1**	**S 5 - Day 2**	**S 5 - Day 3**	**S 5 - Day 4**
VISITOR'S DAY BRAVE CEREMONY				WFA-A	WFA-A MBC	VISITOR'S DAY CALL NIGHT
July 20	**July 21**	**July 22**	**July 23**	**July 24**	**July 25**	**July 26**
S 5 - Day 5	**S 5 - Day 6**	**S 5 - Day 7**	**S 5 - Day 8**	**S 5 - Day 9**	**S 5 - Day 10**	
WFA-B SA/SSD OLS-21+	OLS-21+ WFA-B WARRIOR CEREMONY	MH-A OLS-18+ SWR & PCS	MH-B OLS-18+ SWR & PCS BRAVE CEREMONY			

NIGHTLY EVENING PROGRAMS

Day 1 – Opening Night Campfire in each camp

Day 2 – Campsite Campfires in each campsite

Day 4 – Call Night in each camp

Day 5 – Night Shoots at the Rifle/Archery Ranges – Piercing Arrow/Sawmill

Day 6 – Warrior Ceremony

*Climbing Tower will be open for those not attending ceremonies

Day 7 – Night Swim

Day 8 – Brave Ceremony

Day 9 – Closing Night Campfire in each camp

GENERAL INFORMATION

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

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

1. All groups using the various Outpost programs must have one adult leader with them at all times.
2. If your unit is planning a special trip off the reservation (such as to Truman Dam, etc.) indicate if you need sandwiches, fruit, snacks, etc. 11:15 am the day before the Outpost occurs. If you are leaving your camp, you must file a hiking permit in your camp office (ORTC) before you depart. (This includes Iconium).
3. Any program additions, cancellations or changes in the number of participants must be made with the Outpost Program administrator (use the phone and call the Program Center) no later than 11:00 am two days before the scheduled Outpost (This does NOT apply to changes made on Day One of your session.) The dining hall and the Outpost Programs are NOT able to accommodate changes made later than the times indicated above; therefore your meal will be delivered to the program site. The Outpost Program administrator must be notified in person. The best time to call (or visit) is between 8:30 am and 11:15 am daily. Cancellations take spots from Scouts who would like to use those programs. Please be careful when planning and organizing to not over or under book reservations.
4. As indicated above, changes in your scheduled Outpost Programs may be made at the Program Center. Subsequent changes may be made no later than by 11:00am two days before the scheduled Outpost.
5. Please care for any equipment you are issued. We expect normal wear and tear. However, any unnecessary damage or loss of materials will result in your unit being charged the replacement cost.
6. This is a Scout Camp! Get out into the Wilderness; get your Scouts away from your campsite. Learn the hiking trails of Osceola; put some *OUTING* back into SC*OUTING!* 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.

1. **Follow the steps below to register for all Outpost Programs via the automated Merit Badge sign up. When you receive your unit's sign-on ID and password, you will then be able to submit your application for Outpost Programs: (See worksheet on page 39 in advance of online registration.)**
   a. Access the Online System" at https://www.hoac-camps.org
   b. Click on "Login" and enter your ID and password
   c. For additional details click on "Help"
   d. If you have already entered your units Merit Badge information, verify your unit's camp and session information.
   e. Click on "Enroll."
   f. Then click on "Outpost."
   g. If this is the first time you have signed into the Outpost section, the first item is to verify or change your contact information, which days you do NOT want an Outpost program, and designate the maximum number of Outpost Programs you want for your unit.
   h. Click on "New."
   i. Enter your Outpost Program activity requests in the priority order that you would like them assigned, if the program is available. The order can be edited following all the input if you choose.

2. **Please remember to enter the number of called Braves and called Warriors. We try** to schedule around their activities, as called Warriors have dance practice, both called Braves and called Warriors have a work day, and they are not available at other times due to Micosay obligations. Generally speaking, called Warriors are busy the first part each session and called Braves are busy the last part of each session. Micosay conflicts are as follows;

   Day 2 – Warrior dance practice not available for lunch and supper

   Day 3 – Warrior dance practice not available for lunch and supper

   Day 4 – Warrior dance practice not available for lunch.

   Day 5 – Warriors and Braves not available all day.

   Day 6 – Warriors and Braves not available for supper.

   Day 7 – Honorary Warriors and Honored Women not available for lunch and supper, Braves not available for supper.

   Day 7 - Called Braves in Sawmill not available for lunch.

   Day 8 – Braves and Honorary Warriors and Honored Women not available for supper.

3. Outpost Program requests will be submitted starting with your first choice and continue through your last choice. **To be in the lottery draw, your online application must be RECEIVED by 5:00 pm 14 days before your session begins. You may wish to fill program vacancies on Day One of your camping session, as there will be plenty of openings for programs. These requests may be made in person to the program administrator located at the H. Roe Bartle Program Center near the Camp Sawmill Parking Lot and Water Tower.**

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

COPE

The COPE Course is a three-day program for Scouts and Adults. Participants will work on team building exercises on the various "Low Course" events prior to participation on the "High Course." The High Course consists of Zip Line, Two-Wire Traverse, Vine Walk, Giant's Ladder, and a few other events to challenge your physical and mental capabilities.

The COPE Course is a physically intense program requiring good physical health. Completion of the COPE Course will allow for participation in climbing and rappelling at Cedar Bluff on make-up day.

AGE REQUIREMENT: Age 13 by date of participation

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

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

HOW MANY: 30 participants

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

PISTOLS

Learn the fundamentals of pistol shooting. The program focuses on safe firearms handling, proper maintenance and storage of pistols and use of a pistol for safe target shooting. Students will be given a 3 hour + curriculum of shooting one pistol action type, the components of pistol ammunition and safe pistol shooting fundamentals.

AGE REQUIREMENT: Age 14 by date of participation

COST: $20 for NRA materials + ammunition (approximately 50 rounds.)

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 and 9
Hamburgers, Hot Dogs, or Cold Sandwiches

Evening Program – Days 2,and 3
Dutch oven meal

TIME: Lunch Program – arrive at 10:30 am. Ends before 1:00 pm.

Evening Program – arrive at 4:30 pm. Ends before 7:00 pm.
No conflict with ceremonies or campfires.

WHERE: Briley Creek – Shotgun Area
Please take the bus

HOW MANY: 20 participants including 1 adult for each 10 Scouts
All shooters must be 13 years of age or older

COST: $10 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. A lunch or evening program of rock climbing, ice wall climbing and crate stacking and rappelling at the Climbing Tower.

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

Evening Program – Days 2, 3, 5, 6, 7 and 8
Dutch Oven Meal

TIME: Lunch Program – arrive at 11:00 am. Ends before 1:00 pm.

Evening Program – arrive at 4:30 pm. Ends before 7:00 pm.
No conflict with ceremonies or campfires.

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

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

COWBOY ACTION

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

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

Evening Program - Days 2, 3, 7, and 8. Dutch oven meal

TIME: Lunch Program – arrive at 11:00 am. Ends before 1:00 pm.

Evening Program – arrive at 4:30 pm. Ends before 7:00 pm.
No conflict with ceremonies or campfires.

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

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

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

ESCAPE ROOM OUTPOST

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

WHEN: Lunch Program
Hamburgers, Hot Dogs, or Cold Sandwiches

Evening Program - See availability chart under COPE Dutch Oven Meal

TIME: Lunch Program - Arrive at 11:00 am. Ends before 1:00 pm.

Evening Program - Arrive at 4:30 pm. Ends before 7:00 pm.
No conflict with ceremonies or campfires.

WHERE: Clearing by the COPE Course.

HOW MANY: 16 Participants including 1 adult for each 10 Scouts.

FISHING OUTPOST

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

WHEN: Days 2, 3, 5, 6, 7 and 8

Evening Program, immediately head to lakefront after supper

Morning after, return to lakefront. (if you attended fishing outpost on Day 3 then your morning session would be the morning of Day 4)

TIME: Evening Program only – arrive before 7:00 pm
Morning - arrive before 6:00 am (must return to dining hall for breakfast)

WHERE: Lakefront

HOW MANY: 8 participants including 1 adult

LUNCH WITH LIZARDS

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

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, and 8

TIME: Lunch Program - Arrive at 11:00 am Ends before 1:00 pm
Hamburgers, Hot Dogs, or Cold Sandwiches

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

MOUNTAIN MAN RENDEZVOUS

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

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

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

Evening Program - Days 2, 3, 5, 6, 7, and 8
Dutch oven meal

TIME: Lunch Program – arrive at 11:00 am. Ends before 1:00 pm.

Evening Program – arrive at 4:30 pm. Ends before 7:00 pm.
Does not interfere with ceremonies or campfires

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

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

PADDLES

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

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, 8 and 9
Cold Sandwiches

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

WHERE: Meet at the Lakefront

HOW MANY: 40 participants including at least 2 adults

SPAR POLES/ZIPLINING

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

WHEN: Lunch Program - See availability chart under COPE
Hamburgers, Hot Dogs, or Cold Sandwiches

Evening Program
Dutch oven meal

TIME: Lunch Program - Arrive at 11:00 am. Ends before 1:00 pm.

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

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

SUPPER WITH SNAKES

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

WHEN: Evening Program - Days 2, 3, 4, 5, 6, 7, and 8
Dutch oven meal

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

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

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

TOP SHOT

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

WHEN: Lunch Program - Days 5, 6, 7, and 8
Hamburgers, Hot Dogs, or Cold Sandwiches

Evening Program - Days 5, 6, 7, and 8. Dutch oven meal

TIME: Lunch Program - arrive at 11:00 am. Ends before 1:00 pm.

Evening Program - arrive at 4:30 pm. Ends before 7:30 pm.

WHERE: Piercing Arrow, old Archery Range (near Campsite Long)

HOW MANY: 22 participants including 1 adult for each 10 Scouts

COST: $5 for each shooter. Pay at the ORTC and take your receipt with you to the range

TURKEY WING GUN CLUB

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

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

Evening Program - 5 and 6. Dutch oven meal

TIME: Lunch Program - arrive at 11:00 am. Ends before 1:00 pm.

Evening Program - arrive at 4:30 pm. Ends before 7:30 pm.

WHERE: Sawmill/Lone Star Rifle Range

HOW MANY: 16 participants including 1 adult for each 10 Scouts

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

UP & DOWN CAVE

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

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

Evening Program - Days 2, 3, 5, 7, and 8.
Dutch Oven Meal

TIME: Lunch Program - arrive at 11:00 am. Ends before 1:00 pm.

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

WHERE: Meet at the Climbing Tower. You will be escorted back to the cave.

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

SPECIAL REQUESTS

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

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

Units **may** be limited to one meal of Option B, C or D per session. Cookies are provided. You must register to take either of these two options in the space marked "Menu Option" on the application. Units can take as many of Option A meals as needed. **All requests must be submitted by 11am the day before the activity.**

WHEN: Days 2 to 9 (Not available on any Visitor's Day or Day 4 Dinner)

TIME & WHERE: The requested food will be picked up by the unit at the Commissary: The food will be available about 10:00 am for lunch meals and 1:00 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., empty and clean.

SAMPLE OUTPOST PROGRAM REQUEST WORKSHEET

SAMPLE FORM! To be in the lottery draw, your **ONLINE** application must be **RECEIVED** by 5 pm 14 days before your session begins. First Session - May 20th, Second Session - May 30th, Third Session - June 9th, Fourth Session - June 22nd, Fifth Session – July 2nd.

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

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

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

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

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

Priority Order (1 to 13)	Outpost	Maximum Capacity	Request # of		For Each Request, List # of	
			Scouts	Adults	Called Braves	Called Warriors
	BRILEY CREEK TRAP & SKEET	20				
	CLIFF HANGER	18				
	COWBOY ACTION ($2 per shooter pay at ORTC & take receipt)	20				
	ESCAPE ROOMS	16				
	FISHING	8				
	LUNCH WITH LIZARDS	24				
	MOUNTAIN MAN VILLAGE	30				
	PADDLES	40				
	SUPPER WITH SNAKES	24				
	TOP SHOT ($5 per shooter pay at ORTC & take receipt)	22				
	TURKEY WING GUN CLUB ($2 per shooter pay at ORTC & take receipt)	16				
	UP AND DOWN CAVE (13 YRS & OLDER)	10				
	ZIPLINE/SPAR POLES	20				
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 ☐

MERIT BADGE TRACKING WORKSHEET

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

Scout _____ **Attendance** **Requirements**

Badge _____ Camp _____ Session _____ Class _____ Instructor _____ Year _____	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																							Complete or Incomplete
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