

H. Roe Bartle Scout Reservation

BOY SCOUT RESIDENT CAMP 2004 PROGRAM GUIDE

ADVENTURE
BEGINS WHERE
THE ROAD ENDS



**Camp Lone Star
Camp Piercing Arrow
Camp Sawmill
Outpost Programs**



B. P.

Most experienced Scout leaders recognize the initials of Scouting's founder, Baden Powell, and will also know that "B.P." means "Be Prepared".

The most important job of Scout leaders is to prepare their Scouts for summer camp. Preparing them to have a fun-filled and positive learning experience involves more than collecting their fees and preparing their gear. In the weeks and days before camp, leaders need to discover what each Scout desires to experience while at camp; help him prepare ahead of time so that his time is well used and his efforts are rewarded with the recognition that comes with earning badges.

The following pages of information include forms that are designed to help you guide and prepare your Scouts. Your role as his leader will make his camp experience the memory of a lifetime.

See you at camp!

Bruce Reed
Reservation Program Director

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ADVANCEMENT OPPORTUNITIES AT CAMP

ADVANCEMENT IN CAMP

The opportunity for a boy to spend time in a Scout summer camp is a very important part of his life; it should stand out as a mountaintop experience in shaping his character. Don't make advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that no boy can advance beyond the rank of Tenderfoot Scout if he does not have a hiking and camping experience as a member of his patrol and troop. It is, therefore, important that individual boys, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

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

FIRST YEAR CAMPER PROGRAM

This program has been developed especially for Scouts attending camp for the first time. This program will emphasize "hands on" activities so Scouts can master their outdoor skills.

The focus of the first "year" camper program is based on the Tenderfoot through First Class requirements. Not all of these requirements can be completed at camp and the program is not designed to "make" a Scout First Class in one session. Scouting skills are taught but requirements are tested by your leadership back in the troop.

The Scout Craft Lodge will be headquarters for this program, but activities will take place at various locations in camp. Troop guides and assistant Scoutmasters for new Scouts are encouraged to attend and assist with instruction and supervision. To adequately provide program for the number of first time campers, Scouts will be divided into two groups, as shown on the next page.

GROUP 1		GROUP 2	
<u>Piercing Arrow</u> Bridger/Collins Dodge/Fremont	Leavenworth/Laramie	<u>Piercing Arrow</u> McKenzie/Scott McHenry/Niagara	Union/Osage
<u>Lone Star</u> Seneca Apache	Ottawa	<u>Lone Star</u> Cheyenne Mohican/Pawnee	Kickapoo
<u>Sawmill</u> Maple/Elm Sycamore/Spruce	Oak/Willow	<u>Sawmill</u> Walnut/Hickory Hawthorne/Cedar	Locust

First year campers in Group 1 should report to their camp Scout Craft Lodge from 8:30 – 9:30 AM, for the full session. Campers Group 2 will meet from 9:30 – 10:30 AM for the full session (no program on Visitors Day).

The following are requirements, which will be part of the First Year Camper Program:

First Year Camper Program (Continued)

Tenderfoot

- 4a Demonstrate how to whip and fuse the ends of a rope.
- 4b Demonstrate knowledge of and ability to tie the taut-line hitch and two half hitch knots.
- 5 Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.
- 6 Demonstrate knowledge of and ability to display, raise, lower and fold the American flag.
- 9 Explain why we use the buddy system in Scouting
- 11 Identify local poisonous plants; tell how to treat for exposure to them.
- 12a Demonstrate the Heimlich maneuver and tell when it is used.
- 12b Show first aid for the following:
 - a. Simple cuts and scratches
 - b. Blisters on the hand and foot
 - c. Minor burns or scalds (first degree)
 - d. Bites or stings of insects and ticks
 - e. Poisonous snakebite
 - f. Nosebleed
 - g. Frost bite and sunburn

Second Class

- 1a Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
- 2c On one campout, demonstrate proper care, sharpening, and use of knife, saw, and ax.
- 2d Use the tools listed above to prepare tinder, kindling, and fuel for a cooking fire.
- 5 Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
- 6a Show what to do for “hurry” cases of stopped breathing, serious bleeding and internal poisoning.
- 6c Demonstrate first aid for the following:
 - a. Object in the eye
 - b. Bite of a suspected rabid animal
 - c. Puncture wounds from a splinter, nail, and fishhook
 - d. Serious burns (second degree)
 - e. Heat exhaustion
 - f. Shock
 - g. Heatstroke, dehydration, hypothermia, hyperventilation
- 7a Tell what precautions must be taken for a safe swim.

First Year Camper Program (Continued)

First Class

- 1 Demonstrate how to find directions during the day and at night without using a compass.
- 2 Using a compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc).
- 4a Help plan a patrol menu for one campout that includes at least one breakfast, one lunch and one dinner, and that includes cooking at least two of the meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs.
- 4d Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.
- 6 Identify or show evidence of at least 10 kinds of native plants found in your community.
- 7a Discuss when you should and should not use lashings.
- 7b Demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashing by joining two or more poles or staves together.
- 7c Use lashing to make a useful camp gadget.
- 8a Demonstrate tying the bowline (rescue) knot and how it's used in rescues.
- 8b Demonstrate bandages for injuries on the head, the upper arm, and collarbone, and for a sprained ankle.
- 8c Show how to transport, by yourself, and with one other person, a person:
 - a. from a smoke-filled room
 - b. with a broken leg, for at least 25 yards
- 8d Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 9a Tell what precautions must be taken for a safe trip afloat.

Scouts participating in this program will be able to attend afternoon merit badge classes; all patrol activities, and Outpost Programs.

EARNING MERIT BADGES

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

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

- The Scout obtains from his Scoutmaster a signed merit badge application and the name of a qualified counselor for that merit badge. (A counselor must know the subject well be able to work effectively with Scouts, and be currently registered as a merit badge counselor with the Boy Scouts of America. The H. Roe Bartle Scout Reservation provides qualified merit badge counselors for the subjects listed in this guide.)
- The counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them so that he can get the most out of the experience.

Earning Merit Badges (Continued)

- The Scout completes the requirements, meeting with his counselor whenever necessary until he has finished working on the badge.

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

2. **The Scout is expected to meet the requirements as stated**—no more and no less. Furthermore, he is to do exactly what is stated. If it says, “show or demonstrate,” that is what he must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect, identify, and label.”

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

If the requirements as stated are the limits, what is there for the counselor to do other than help the Scout with the specifics of these requirements? Actually, we can go far beyond the requirements in our discussions with the Scout. He probably will welcome our willingness to share knowledge well beyond the requirements, and counselors will make a sincere contribution to him by doing so. But it isn’t required. That’s the key. The Scout does not have to show his knowledge of those things beyond the requirements.

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

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

Scouts must qualify by personally satisfying their merit badge counselor that they can meet all the requirements. This may be hard to do in a group. When one Scout in a group answers a question, that can’t possibly prove all the other group members know the answer. Then each Scout learns at his own pace. No Scout should be held back or pushed ahead by his association with a group.

So remember — we can coach more than one at a time, but only one Scout at a time can satisfy a counselor that he has met the requirements. Scout leaders are encouraged to help.

Not all requirements for merit badges offered at camp can be completed at camp. When requirements are done at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor, review with the Scout that he can demonstrate his understanding. For requirements done before camp, Scouts are advised to bring evidence of completion of projects with them to camp. For example, camping merit badge requirement 9a requires a Scout to have 20 days and 20 nights of camping. A note from a Scout leader certifying the required 20/20 is less satisfactory than the Scout providing a log of his camping experience. Notes attesting to completion are less satisfactory than evidence like photos, logs, journals, drawing, etc. Physical evidence and the Scouts personal knowledge displayed during the counseling enable the counselor to make certain that the requirements have been met. Please prepare your Scouts by helping them “show their stuff” to the camp merit badge counselor.

4. **Rank and age requirements:** It is most important that we adhere to the limitations and requirements set in the various program areas. It is to the Scouts advantage and personal growth that the leaders advise them of such instructions and not try to put a Scout in an area in which he is not qualified. All merit badges offered follow the requirements as printed in the Boy Scout Requirements #33215 (Current Edition)

Earning Merit Badges – Continued

To work on a merit badge a Scout:

- a. May sign up for a badge at any time during the session by delivering his merit badge card to the counselor of that program area with his Scoutmaster's signature, unless directed otherwise.
- b. May ask for any instructional assistance that he believes necessary to his success in the badge.
- c. May interview for completion of the badge at any time during the session by making an appointment with the counselor.
- d. May use a merit badge card he has partially completed as long as it is as recent as the previous camping season.

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

Registration for most badges will be conducted during the first full day in camp. Badges with limited enrollment; are done through the pre-camp Outpost sign-up form. Sign-ups for rifle shooting, lakefront, and lifesaving take place after dinner.

Records will be available in each program area during instruction periods. Leaders are encouraged to check these records beginning on day three to monitor a Scout's progress. Individual conferences with counselors/directors may be arranged at 4:00 – 5:00 PM each day. All complete and incomplete merit badge cards should be picked up at the camp office when the troop checks out at the end of the session.

5. **PROGRAM SCHEDULING.** In order to help Scouts make the most efficient use of the advancement possibilities in camp, Scout leaders are asked to help each Scout make an individual program schedule before coming to camp.

OPEN SESSIONS. Scouts planning to enroll in an open badge may sign up any day of the session, except the last full day unless otherwise directed. Open badges are not dependent on a formal sequence of presentations by the camp staff. Rather, the Scout is expected to submit projects as he completes them. Progress toward completion of the badge is the responsibility of the Scout.

GOLF MERIT BADGE. Willow Springs Golf Course in Lowry City offers discounts to those Scouts wanting to earn Golf Merit Badge. You must furnish your own counselor and transportation. Times and fees can be arranged by calling 1-417-644-1603. Don't forget to check out at the camp office when you go.

6. **HELPFUL HINTS TO LEADERS.** You can bring your own supplies.

Merit Badge Schedule

MERIT BADGE	Number of Days Scheduled	Notes (see below)	-----TIMES OFFERED-----			
			8:30 AM	9:30 AM	2:00 PM	3:00 PM
CONSERVATION LODGE						
Environmental Science	6	D	X	X	X	X
Fish & Wildlife Mgmt.	3	C,D	X	X		
Forestry	6		X	X		
Soil & Water Conservation	6				X	X
Weather	6				X	X
NATURE LODGE						
Astronomy	6	A,D			X	
Bird Study	3	C,D	X	X		
Geology	3	C	X	X	X	X
Mammals	3	C	X	X	X	X
Nature	6	D	X	X	X	X
Reptile & Amphibian Study	6	D	X	X	X	X
SHOOTING SPORTS						
Archery	6	K,A	X	X	X	X
Rifle Shooting	6	K,A	X	X	X	X
ARTS & CRAFT LODGE						
Art	Open*		X	X	X	X
Basketry	Open*		X	X	X	X
Leatherwork	Open*		X	X	X	X
Pottery	Open*		X	X	X	X
Sculpture	Open*		X	X	X	X
Woodcarving	Open*	M	X	X	X	X
LAKEFRONT						
Canoeing	6	B,F,O	X	X	X	X
Fishing	3	C	X	X	X	X
Motor boating	3	B,C,F,I,O	X	X	X	X
Rowing	6	B,F,O	X	X	X	X
Small Boat Sailing	6	A,B,F,O	8:30-10:00	10:00-11:30	2:00-3:30	3:30-5:00
Water skiing	3	B,C,F,I,O	8:30-10:30		2:00-4:00	
MIC-O-SAY						
Indian Lore	Open*		-----See Mic-O-Say Counselor-----			
POOL						
Lifesaving	6				(8:30 – 10:30 AM)	
Swimming	6	L			X	X
Mile Swim	4	P			(1:00 – 2:00)	
Beginners Swim					Daily at 1:00 PM	
BSA Lifeguard or Lifeguard Counselor	8	I	Must be at all sessions 8:30-10:30 and 2:00-4:00			
OUTPOST PROGRAM						
Shotgun Shooting at Briley Creek	6	I,G	X	X	X	X
Climbing M.B. at Climbing Tower	3	G	8:30-10:30		2:00-4:00	
SCOUTCRAFT						
Archeology	6	I,D,Q	X	X	X	X
Camping	3	A,D			X	X
Orienteering	6	A			2:00-4:00	
Pioneering	6	J			X	X
Wilderness Survival	3	A,D,N	X	X		
Surveying	3	R,I	8:30-10:30		2:00-4:00	

NOTES: The following codes apply to the merit badges listed above:

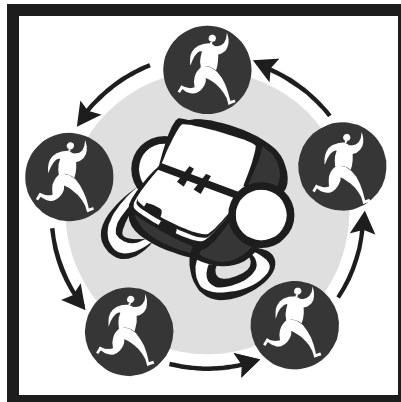
- A – Limited to second year camper or above.
- B – Scout must hold Lifesaving Merit Badge.
- C – Two groups each session; 3 class days each.
- D – Need previous work in order to complete at camp.
- E – Must have Swimming Merit Badge.
- F – Must have swimmers tag.
- G – Limited enrollment or special requirements; see Outpost Program Section.
- H – Merit Badge worksheet.
- I – Fourteen (14) years of age or older.

- J – First Class Scout and above.
- K – Must be present on first day of class (8:30, 9:30, 2:00 or 3:00).
- L – Must bring belt, long pants and long sleeved button down shirt.
- M – Totem Chip required.
- N – Overnight campout on either night 3, 7 or 8 is required.
- O – Lake sign up on first evening.
- P – Requires four hours (1:00 PM to 2:00 PM) before Day 8.
- Q – Meet at the Statue of Liberty
- R – Taught at Piercing Arrow Scoutcraft Lodge

SCHEDULES AND ACTIVITIES

Daily Schedule

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



Optional Activities

ARCHERY RANGE – The archery ranges is available for open shooting during patrol activity times (10:30 to 11:30 AM and 4:00 to 5:00 PM). Reservations are to be scheduled at the Camp Senior Patrol Leaders Council meetings.

BSA LIFEGUARD - BSA Lifeguard is an advanced aquatic certification for a boy 14 years of age or older or adult leader. This training has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervisions for activities on or in the water. Completion can be done at camp. CPR is a requirement. Bring your card to camp. The award offers a three-year certification. At least 24 hours of class instruction must be completed to be certified. Individuals participating need to purchase: American Red Cross Life guarding for their textbook (\$16.00 appx).

The pre-requisite test for BSA Lifeguard and Lifeguard Counselor will be given on day 1 after dinner and include the following:

- a. Swim 400 yards. Jump feet-first into water over your head and swim continuously for 400 yards in a strong manner. The 400-yard shall consist of a minimum of 50 yards of elementary backstroke; 50 yards of breaststroke; 50 yards of front crawl or trudgen; and 50 yards of sidestroke.
- b. Surface dive. Perform a feet-first and a tuck or pike surface dive in 8 to 10 feet of water and recover a 10-pound weight on both dives.
- c. Float. Demonstrate the ability to rest by floating.
- d. Dive. Perform a long, shallow dive.

Troops planning aquatic activities must have “qualified” supervision. BSA Lifeguard meets this requirement, as stated on the Local Tour Permit #34426 and National Tour Permit #4419B. All participants must be at **least 14 years old**. **This program is available for leaders**. Class held 8:30 –10:30 AM and 2:00 - 4:00 PM and will meet at each camp pool.

Participants will take a prerequisites test on day 1. **No make up on day 9, class will be held during this time. You must be at all classes to be eligible for certification.** You will be required to guard during a patrol swim.

BSA LIFEGUARD COUNSELOR - BSA Lifeguard Counselor program is designed to promote aquatic safety within the unit through the BSA Lifeguard program. BSA Lifeguard counselors train and certify BSA Lifeguard candidates. Candidates must be currently certified as BSA Lifeguards.

Certification Procedure:

- a. Must be 21 years old and approved by the local council (camping service).
- b. Complete requirements as outlined and be certified by a current Aquatics Instructor, BSA (Lakefront Director or Pool Director).
- c. Applications must be filed with National Council, through Local Council Service Center.
- d. Certification is valid for five (5) years.
- e. All requirements must be repeated for recertification.
- f. Applications will be available at camp.



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. This will be a great time to earn the **NRA Marksmanship Awards, which will be available to those who qualify**. Cost: \$1.00/25 rounds.

PATROL ACTIVITIES - Time is scheduled twice a day (10:30 AM and 4:00 PM) for patrol activities under the leadership of the patrol leader.

Activities selected by patrol members are scheduled at the camp senior patrol leaders' council meeting. Activities and procedures for patrol activity registration will be announced during camp arrival. (Lakefront activities require swim tag, see page 38).

CAMPWIDE ACTIVITIES - There are some camp wide activities scheduled in the evening. These could be water polo, treasure hunts or other activities, depending on the talents of the camp staff and other resources available. The evening of Warrior and Brave Ceremony there may be a scavenger hunt in your camp and/or an egg drop and paper airplane glide from the climbing tower. The senior patrol leader council generally plans the closing night campfire. Troops should be prepared with original skits or stunts, and songs, which they have practiced before camp to show off their talents and spirit. Scoutmasters should know what their unit is planning. All troops should be seated in their camp's council ring by 8:00 PM on Opening Night, Call Night, and Closing Night campfires.

HIKING - Hiking on our reservation is encouraged but if your unit plans a hike to Iconium, Missouri, or off the reservation, a hike permit must be filed with the camp office. Observe good hiking practices by not walking on the road, and staying off private property. If the hike is after dark on the highway, reflective clothing must be worn and a good supply of flashlights are required.


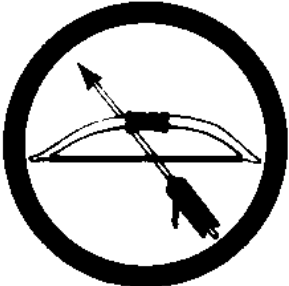


RESERVATION CAVE POLICY - Exploring caves can be a great adventure for some Scouts and can be done so if proper precautions are taken to ensure the safety of all involved. Any Scouts wishing to visit one of our many caves must be accompanied by at least two adults over 18 years of age and must have a hike permit filed with the camp office prior to leaving. Interested persons should first check with the camp director for a current list of possible cave closings. For access to Up and Down Cave refer to the Outpost Programs.





STAFF PREVIEW PROGRAM - Scouts interested in exploring the prospect of serving on the camp staff in future years will have an opportunity to preview that experience during their session at camp. The staff-preview program will be led by the Program Director in your camp. Interested Scouts (ages 14-17) will meet at the porch of the dining hall at 1:00 PM on days 2 and 6 of your session. Topics for training include effective leading, how to apply for staff, tour of camp staff living quarters and how to prepare themselves for staff. This preview program still leaves ample time for a Scout to pursue his own advancement toward Eagle and participate fully in the Tribe of Mic-O-Say activities. The participating Scout will visit four or five program areas (at times of his choosing) during the rest of the session. There they will learn a little about each area and get some "hands on" experience. All Scouts successfully completing the program will be recognized at the closing of the session.



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





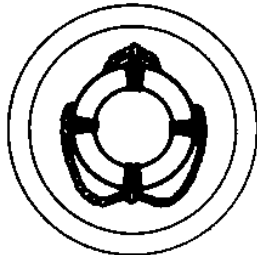
1. Environmental Science
2. Either Soil and Water Conservation or Fish and Wildlife Management
3. Citizenship in the World



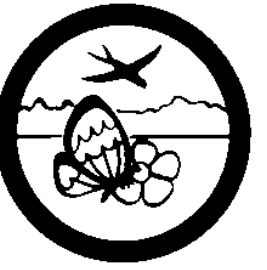

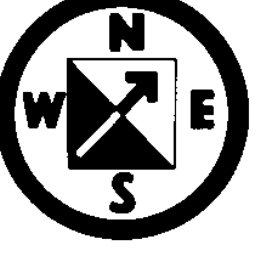
Merit Badge Program Available






<p>ARCHEOLOGY</p> 	<p>Times Offered: Open</p> <p>Location: Meet at the Statue of Liberty</p> <p>Prerequisites: For 14 years old and above campers.</p> <p>Advance Preparation: Complete requirements 4 and 11 prior to camp.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>ARCHERY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Piercing Arrow and Sawmill Archery Ranges</p> <p>Prerequisites: For second year campers and above. Attend sessions until requirements are completed.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Kits to make arrows are available in the ORTC for \$3.00</p> <p>Helpful hints: Please don't bring personal archery equipment to camp. Everything needed will be supplied at the range.</p>
<p>ART</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts & Crafts Lodge in each camp.</p> <p>Prerequisites: None. Attend session until requirements are completed.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$4.00 program fee (paid at ORTC) includes artist sketchpad and all art supplies needed. (Please pay before beginning the badge.)</p> <p>Helpful hints: Great badge for younger campers.</p>
<p>ASTRONOMY</p> 	<p>Times Offered: 9:30 AM, 3:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites: For second year campers and above.</p> <p>Advance Preparation: Read merit badge pamphlet. Requirement 8: Bring your report and visit a planetarium or three hours of observation of night skies. Requirement 5a can be more easily completed before coming to camp.</p> <p>Costs: None.</p> <p>Helpful hints: Bring worksheet in the appendix for requirement 5a and 8.</p>






<p>BASKETRY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp</p> <p>Prerequisites: None</p> <p>Advance Preparation: Helpful to read merit badge book.</p> <p>Costs: Basket and chair seat kits are available in the ORTC. Approximate range for basket kit is \$5 to \$6; seat kits are \$3 to \$10.</p> <p>Helpful hints: Great badge for younger campers. New requirements this year – must make two baskets.</p>
<p>BIRD STUDY</p> 	<p>Times Offered: 2:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Bring your field observation notebook to camp. Requirement 7: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Requirements 5 and 6 require work before coming to camp.</p> <p>Costs: None.</p> <p>Helpful hints: Begin now to keep your list of species seen in the wild. Bring your binoculars and bird guide.</p>
<p>CAMPING</p> 	<p>Times Offered: 2:00 PM, 3:00 PM</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites: For second year campers and above.</p> <p>Advance Preparation: Read merit badge pamphlet. Bring your “camping log” listing your 20 days and 20 nights. Complete requirements 5E, 7C, 8C, 9A, 9B, and 9C. Worksheets are provided in the appendix.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>CANOEING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: Lifesaving Merit Badge. Must pass the swimmer test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is helpful. Bring certification if you have it.</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge — better for stronger, larger Scouts.</p>



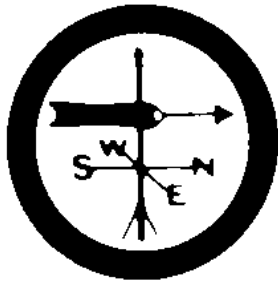


<p>CLIMBING</p> 	<p>Times Offered: 8:30 – 10:30 AM, 2:00 – 4:00 PM</p> <p>Location: Climbing Tower (sign up is on Day 1 before 6:00 PM in each Camp office).</p> <p>Prerequisites: Age 13 by Jan. 1st of current year — preferences given to oldest Scouts. Limited space.</p> <p>Advance Preparation: Read merit badge pamphlet. Must have proper footwear, long pants, and leather gloves (if possible). See Outpost Program section.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>ENVIRONMENTAL SCIENCE</p> 	<p>Times Offered: 8:30 PM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Conservation Lodge in each camp</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. It would be easier to complete requirements 3E, 4 and 5 before camp. Bring evidence of their completion.</p> <p>Costs:</p> <p>Helpful hints: Bring a two liter plastic bottle for terrarium (or purchase one at the ORTC). Worksheet forms are in the appendix section of this guidebook.</p>
<p>FISHING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints: The fish aren't always biting at camp. Bring pictures or records of fish previously caught. Bring your fishing equipment to camp.</p>
<p>FISH & WILDLIFE MGMT.</p> 	<p>Times Offered: 8:30 AM and 9:30 AM</p> <p>Location: Conservation Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Requirements 5 and 7 need to be done before camp. Bring evidence of completion of wildlife improvement projects.</p> <p>Costs:</p> <p>Helpful hints:</p>






<p>FORESTRY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM</p> <p>Location: Conservation Lodge at each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>GEOLOGY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>INDIAN LORE</p> 	<p>Times Offered: Open — see MOS Counselor</p> <p>Location: Arts and Crafts lodge in Sawmill and Piercing Arrow; Lakota Lodge in Lone Star</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Kits are available in the ORTC. \$8-\$12.</p> <p>Helpful hints: Mic-O-Say braves becoming warrior will complete many of the requirements. This badge is open to Scouts who are NOT IN MIC-O-SAY.</p>
<p>LEATHERWORK</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Craft kits available at ORTC. Range \$1-\$3.</p> <p>Helpful hints: Great for younger campers.</p>
<p>LIFESAVING</p> 	<p>Times Offered: 8:30 – 10:30 AM</p> <p>Location: Pool in each camp.</p> <p>Prerequisites: Swimming merit badge, first & second-class swim requirements must be done before rest of requirements.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints: Helpful to take CPR prior to camp.</p>

<p>MAMMAL STUDY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>MOTOR BOATING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: Must be 14 years of age. Lifesaving merit badge, pass swim test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$7.00 program fee (pay at the Osage River ORTC [ORTC]) Bring receipt to first class.</p> <p>Helpful hints:</p>
<p>NATURE</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Bring evidence (pictures, records, logbook) of completed project.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>OCEANOGRAPHY</p> 	<p>Times Offered: 8:30 AM, 2:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>ORIENTEERING</p> 	<p>Times Offered: 2:00 – 4:00 PM</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Bring a compass to class.</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge — Involves cross-country travel during the summer heat.</p>

<p>PIONEERING</p> 	<p>Times Offered: 2:00 PM, 3:00 PM</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites: First Class Scouts and above.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: ¼” rope for sale in ORTC (10 ft for \$1)</p> <p>Helpful hints: Troops can bring ¼” rope and natural fiber twine for participants.</p>
<p>POTTERY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: Program fee of \$2 (pay at ORTC) bring receipt to arts & crafts. Please pay before beginning the badge.</p> <p>Helpful hints:</p>
<p>REPTILE & AMPHIBIAN STUDY</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Nature Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Requirement 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed.</p> <p>Costs:</p> <p>Helpful hints: Worksheet form is in the appendix section of this guidebook.</p>
<p>RIFLE SHOOTING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Lone Star & Piercing Arrow rifle ranges</p> <p>Prerequisites: Second year camper and above.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: \$6 — Pay at ORTC. Bring receipt.</p> <p>Helpful hints:</p>
<p>ROWING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: Lifesaving merit badge. Must pass swimmers test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is helpful.</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge. Recommended for stronger, larger Scouts.</p>

<p>SCULPTURE</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$3 Program Fee for all materials (pay at ORTC). Bring receipt to first class. Please pay before beginning the badge.</p> <p>Helpful hints:</p>
<p>SHOTGUN SHOOTING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Briley Creek — Sign up before 6:00 PM at your camp's ORTC.</p> <p>Prerequisites: 14 years and older, limited class size</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$20 - Bring receipt to class.</p> <p>Helpful hints:</p>
<p>SMALL BOAT SAILING</p> 	<p>Times Offered: 8:30–10:00 AM, 10:00–11:30 AM, 2:00–3:00 PM, 3:30–5:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: Second year and above Lifesaving merit badge, must pass swimmers test before starting other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR training before camp is desirable.</p> <p>Costs:</p> <p>Helpful hints: Physically demanding badge. Recommended for stronger, larger Scouts.</p>
<p>SOIL AND WATER CONSERVATION</p> 	<p>Times Offered: 2:00 PM, 3:00 PM</p> <p>Location: Conservation Lodge in each camp.</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>SURVEYING</p> 	<p>Times Offered: 8:30-10:30 AM, 2:00-4:00 PM</p> <p>Location: Scoutcraft Lodge in Piercing Arrow.</p> <p>Prerequisites: 14 years and older, limited class size.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs:</p> <p>Helpful hints: A good understanding of Geometry is necessary.</p>

<p>SWIMMING</p> 	<p>Times Offered: 2:00 PM, 3:00 PM</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Complete Second and First Class swimming requirements before doing other requirement.</p> <p>Advance Preparation: Read merit badge pamphlet. Must bring belt, long sleeved shirt, and long pants for floatation survival skill requirement. CPR (requirements 2A & 2B)</p> <p>Costs:</p> <p>Helpful hints:</p>
<p>WATERSKIING</p> 	<p>Times Offered: 8:30-10:30 AM and 2:00-4:00 PM</p> <p>Location: Lakefront</p> <p>Prerequisites: 14 years of age, Lifesaving MB, pass swimmers test before starting any other requirements.</p> <p>Advance Preparation: Read merit badge pamphlet. CPR Training before camp is useful.</p> <p>Costs: Program fee is \$12. Pay and bring receipt to class.</p> <p>Helpful hints: Physically demanding badge.</p>
<p>WEATHER</p> 	<p>Times Offered: 2:00 PM, 3:00 PM</p> <p>Location: Conservation Lodge in each camp</p> <p>Prerequisites:</p> <p>Advance Preparation: Read merit badge pamphlet. Bring "weather instruments" you have made to camp. Requirement 8A weather log should be completed prior to camp and brought to class as evidence of completion.</p> <p>Costs:</p> <p>Helpful hints: Worksheet form is in appendix section of this guidebook.</p>
<p>WILDERNESS SURVIVAL</p> 	<p>Times Offered: 8:30 AM, 9:30 AM Overnight on day 3, 7, or 8.</p> <p>Location: Scout Craft Lodge in each camp.</p> <p>Prerequisites: Read merit badge pamphlet. Bring "survival kit" to camp.</p> <p>Advance Preparation:</p> <p>Costs:</p> <p>Helpful hints: Worksheet form is in appendix section of this guidebook. A sleeping bag, ground cloth, canteen and flashlight are helpful for the overnight.</p>
<p>WOODCARVING</p> 	<p>Times Offered: 8:30 AM, 9:30 AM, 2:00 PM, 3:00 PM</p> <p>Location: Arts and Crafts Lodge in each camp</p> <p>Prerequisites: It would be easier if you have earned your Totin-Chip card.</p> <p>Advance Preparation: Read merit badge pamphlet. Bring a good carving knife.</p> <p>Costs: Woodcarving kits available in ORTC. \$2.50 to \$3.50 range</p> <p>Helpful hints:</p>

<p>FIRST YEAR TRAIL PROGRAM</p> 	<p>Times Offered: 8:30-9:30 AM and 9:30-10:30 AM</p> <p>Location: Scout Craft Lodge in each camp</p> <p>Prerequisites:</p> <p>Advance Preparation: Read and bring your Scout handbook.</p> <p>Costs:</p> <p>Helpful hints: Leaders should attend with their Scouts and record their progress.</p>
<p>STAFF PREVIEW PROGRAM</p> 	<p>Times Offered: 1:00 PM on Days 2 and 6; other times as scheduled.</p> <p>Location: Dining Hall porch in each camp.</p> <p>Prerequisites: 14-17 year old Scouts</p> <p>Advance Preparation:</p> <p>Costs:</p> <p>Helpful hints: For Scouts interested in being on staff in a coming year.</p>
<p>BSA LIFEGUARD</p> 	<p>Times Offered: Check-in with Pool Director after dinner on Day 1.</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Swimming and Lifesaving merit badges</p> <p>Advance Preparation:</p> <p>Costs:</p> <p>Helpful hints: Good for strong swimmers, youth or adult. CPR prior to camp is helpful.</p>
<p>BEGINNING SWIMMER INSTRUCTION</p> 	<p>Times Offered: Daily at 1:00 PM</p> <p>Location: Pool in each camp</p> <p>Prerequisites:</p> <p>Advance Preparation:</p> <p>Costs:</p> <p>Helpful hints: Bring adults to help.</p>
<p>MILE SWIM</p> 	<p>Times Offered: Daily conditioning at 1:00 PM</p> <p>Location: Pool in each camp</p> <p>Prerequisites: Pass the swimmers test.</p> <p>Advance Preparation: Send a leader to count laps. Requires four hours of swimming before Day 8.</p> <p>Costs:</p> <p>Helpful hints:</p>

Outpost Registration

1. The lottery system will be used to fill outpost program requests. Please note the deadline to return all Outpost Program Applications listed below. Troops will be selected at random in a lottery draw. After all troop numbers have been drawn, outposts will be filled by working down to the bottom of this list, and then back up the list, starting with each troop's first choice. If a troop's first choice is not available, then its second choice will be filled, until all choices for all troops are filled or denied. The more detail and information you provide, the easier it will be for us to fulfill your requests. Climbing Merit Badge and Shotgun Shooting Merit Badge are on a "draw system" on Day 1 after arriving at camp. Special "draw slips" are available in each camp office and the Program Outpost office. All draws slips must be submitted before 6 PM on Day 1.

To be in the lottery draw, your application must be RECEIVED by 5:00 PM April 15, 2004 at the Council Service Center. Applications received after this date will NOT be filled prior to camp. You may wish to fill program vacancies at the Outpost Office on Day 1 of your camping session.

2. Please use the application and print or type so it's legible.
3. If there are certain dinner or lunch program times that your unit does not want to attend outpost outposts, please circle those times on the application in the space provided. Please feel free to attach a separate sheet of paper if you have specific instructions or questions.
4. Sign up for Project COPE and Turnip Top Trek will take place at camp or you may request slots with the enclosed Outpost Program form. **Names and birth dates for COPE, Climbing, and Turnip Top Trek need to be listed in the Program Outpost Office by noon the day before your unit is scheduled.**
5. List the number of Scouts and adults that you think will attend each program. Please indicate whether you want to stay overnight on the outposts that have this option (Paddles and Special Requests only.) (Paddles overnight may not be available if the lake levels are too high to provide a safe outing.)
6. Your program confirmation will be mailed back to the registered camp Scoutmaster. Please make sure all information on file at the Heart of America Council Service Center is correct.
7. All program fees are due no later than 11:30 AM on day three of each session. At 1:30 PM on day three of each session, any program for which the fees have not been paid will be available on a first-come, first-served basis.
8. The Outpost staff does not have any way to tell that the Special Needs Request form you submitted to the Council Service Center concerns any particular individual attending a program area. If you have special needs, contact the Outpost Office on each specific need and will be happy to meet your needs. We will do our best to accommodate your requests.
9. Participants at all "lunch" programs are normally provided cold-cut sandwiches. If your unit is sending leaders to the outpost that would like to cook hamburgers or hotdogs, let us know on the application and we will provide the food. Circle the appropriate menu item (i.e. hamburger, hot dog, cold) on the application. If you fail to specify the food option, you will be scheduled for a cold-cut sandwich lunch.

NOTE: Also indicate, in the space provided, the number of called Braves and called Warriors who wish to attend each outpost so we may schedule programs at appropriate times.

10. Send your completed application to:

**Program Outpost Confirmations
Camping Service
Heart of America Council, B.S.A.
10210 Holmes Rd.
Kansas City, MO 64131-4212**

Fax Number: 816-942-8086

Please do not make multiple copies of your application.

Outpost Programs Available

MOUNTAIN MAN VILLAGE - Great program for Scouts of all ages. Activities include firing a black powder rifle. Eat a hearty mountain man dinner. Please be prepared for a short hike (¼ mile) to the shooting area.

WHEN: Lunch Program – Days 4, 6, and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 4:30 PM

WHERE: “The Settlement” (Across from the Piercing Arrow baseball fields)

HOW MANY: Maximum 30 participants (1 adult for each 10 scouts)

MEN OF SHERWOOD FOREST - Great program for Scouts of all ages. Range archery for any Scout. Enjoy an evening meal, bow and arrow shooting, and games from the “Sherwood Forest”.

WHEN: Lunch Program – Days 4, 6, and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 4:30 PM

WHERE: Piercing Arrow Archery Range

HOW MANY: Maximum 36 participants (1 adult for each 10 scouts)

BRILEY CREEK TRAP & SKEET - Challenging program for your older Scouts (14 and up). Trap shooting with .20 gauge shotguns, Hunter and Gun Safety, dutch oven cooking.

WHEN: Lunch Program – Days 2, 4 and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 4:30 PM

WHERE: Briley Creek. About ½ mile down the hill past the “Indian.” Parking is located just inside the first gate.

HOW MANY: 24 participants (1 adult for each 10 scouts). All shooters must be 14 years of age or older.

COST: \$6.00 for each shooter. This pays for ammunition and supplies. Pay at the Outpost Office and take your receipt with you to Briley Creek.

Outpost Programs Available (Continued)

CLIFF HANGER - A challenging program for your older Scouts (Must be 13 years of age by January 1, 2004). A lunch or evening program of rock climbing and rappelling at the Climbing Tower.

WHEN: Lunch Program – Days 2, 4 and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 3, 5, and 7. (No meal)

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 6:45 PM (after meal in dining hall)

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

HOW MANY: 15 participants including 1 adult for each 10 scouts. All participants must be over 13 years of age by January 1, 2004.

COST: \$3.00 for each climber. This helps pay for ropes and equipment. Pay at the Outpost Office and take your receipt with you to the tower.

TURKEY WING GUN CLUB - Great program for Scouts of all ages. Activities: Load and fire 22 caliber rifles. Safety training and instruction.

WHEN: Lunch Program – Days 4, 6, and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 4:30 PM

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

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

COST: \$1.00 for each shooter. Pay at the Outpost Office and take your receipt with you to the range.

DAVY CROCKETT - Great program for Scouts of all ages, particularly the first year Scouts. Activities include loading and shooting air rifles, tomahawk throwing and safety training and instruction.

WHEN: Lunch Program – Days 4, 6, and 8 (except for Sundays). Hamburgers, hot dogs, or cold sandwiches – see instructions.
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:45 AM
Evening Program – arrive at 4:30 PM

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

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

COST: \$1.00 for each shooter. Pay at the Outpost Office and take your receipt with you to the range.

Outpost Programs Available (Continued)

WAR CANOES AT BARTLE - Weather permitting, use our 14-man canoes. Good activity for Scouts of all ages.

- WHEN:** Lunch Program – Any day of your session. Special request meals available.
Evening or Overnight Program – Any day of your session. Special request meals available.
- TIME:** Lunch Program – arrive at 10:30 AM and return approximately 1:30 PM
Evening Program – make your own travel plans.
- WHERE:** Make arrangements at the Program Outpost Office. Meet at the Lakefront for program.
- HOW MANY:** We have three canoes and could accommodate up to 42 participants (14 per canoe).
- REQUIREMENTS:** The provisions of “Safe Swim Defense” and “Safety Afloat” will apply (qualified supervision, physical fitness, swimming, ability, personal flotation equipment, buddy system, skill proficiency, planning, equipment and discipline). **All participants must have a BLUE swim tag and wear personal flotation devices.**

SPECIAL REQUEST

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

Option A	Option B	Option C	Option D (includes Option C)
<u>(Sack Lunch)</u>	<u>(Hot Lunch)</u>	<u>(can be an Overnight)</u>	(If overnight)
2 Sandwiches	Cheeseburgers	<u>DINNER</u>	<u>BREAKFAST</u>
Chips	Baked Beans	Foil Scout Dinner	2 eggs
Fruit	Chips	Salad	Bacon
Cookies	Fruit	Drink Mix	Bread and Jelly
Fruit Drink	Cookies		Fruit
	Drink		Milk

Units may be limited to one meal of Option B or C per session. You must register to take either of these two options in the space marked “Menu Needs” on the application. Units can take as many of Option A as needed. All requests must be submitted before 5 PM on Day 2 of your Troop’s session.

- WHEN:** Days 2 to 9
- TIME & WHERE:** The pick up time and location can be discussed at camp. Contact the Program Outpost Office on your first day of camp.
- HOW MANY:** Any number, but 3 or more preferred.
- UTENSILS:** Unit must provide their own cooking gear. The Program Outposts will provide plates, utensils, cups, and foil upon request.

Outpost Programs Available (Continued)

TURNIP TOP TREK - Scouts will tour scenic sections of St. Clair and Benton counties by mountain bike. Visit and attack the famed "Hogels Hill" and the scenic Turnip Top Hollow. The length of the ride will depend on the endurance of the group and the weather, but will be at least 17 miles. Most of the ride is on gravel roads. A sack lunch is provided. All equipment is "state of the art" including 21 speed bikes and helmets. We will ride "rain or shine," so be prepared!

There will be only one opening each day for a unit leader to ride. Units with scouts signed up will have priority for the leader opening on that same day. Check with the Program Outpost Office for additional openings.

- WHEN:** Days 3, 4, 5, 6, 7, 8, and 9. (Except Visitor's Day)
- TIME:** 8:30 AM until about 2:00 PM
- EQUIPMENT:** Comfortable biking clothes, rainwear (if necessary)
- WHERE:** Meet at the Program Outpost Office at 8:30 AM
- WHO:** Scouts must be 13 years of age and up.
- HOW MANY:** 15 participants
- COST:** \$5.00 per biker (includes water bottle) Sign up is pre-registration only.



PROJECT COPE - Project COPE (Challenging Outdoor Personal Experience). COPE will be a three-day morning only program. Participants will be provided lunch at the COPE course and will return to their campsites prior to the 2:00 PM Merit Badge classes.

- AGE REQUIREMENT:** Age 13 by January 1st of current year.
- CLOTHING:** Long pants (NO sweats or nylon pants), boots or shoes (NO sandals or aqua Socks), leather gloves (if possible.)
- FEE:** \$6.00 due at the Program Outpost Office before departing.
- WHERE:** Project COPE groups meet at the Program Outpost Office before departing.
- WHEN:** All groups meet at 8:30 AM (Sundays at 9:30 AM) at the Program Outpost office and will return at approx. 1:30 PM. Lunch is served on the course. Participants will miss morning merit badge classes. THIS IS A MORNING THREE-DAY YOUTH PROGRAM.
- SIGN-UP:** Must pre-register with NAMES and BIRTHDATES at the Program Outpost office by 11:30 AM the day before the group leaves. The COPE Director is required to review the health forms the night before, so NO LATE SUBSTITUES.

GROUP	CAMP DAYS	DATES	GROUP	CAMP DAYS	DATES
Session 1			Session 4		
Youth 1-A	2, 3, 4	June 15, 16, 17	Youth 4-A	2, 3, 6	July 15, 16, 19
Youth 1-B	6, 8, 9	June 19, 21, 22	Youth 4-B	7, 8, 9	July 20, 21, 22
Session 2			Session 5		
Youth 2-A	2, 3, 6	June 25, 26, 29	Youth 5-A	2, 3, 4	July 25, 26, 27
Youth 2-B	7, 8, 9	June 30, July 1, 2	Youth 5-B	6, 7, 8	July 29, 30, 31
Session 3			Session 6		
Youth 3-A	2, 3, 4	July 5, 6, 7	Youth 6-A	2, 3, 4	August 4, 5, 6
Youth 3-B	6, 7, 9	July 9, 10, 12	Youth 6-B	7, 8, 9	August 9, 10, 11

Outpost Programs Available (Continued)

SHOTGUN SHOOTING MERIT BADGE

- WHEN:** Days 2, 3, 4, 5, 6, 7, 8, 9 (except Visitor's Sunday)
- WHERE:** Briley Creek Trap & Skeet Range
- TIME:** Four classes: 8:30 AM 9:30 AM 2:00 PM 3:00 PM
- WHO:** All scouts 14 years of age and older.
- LIMIT:** 20 scouts per class
- COST:** \$20.00. Pay at the Program Outpost office. Take your receipt with you to the Briley Creek Trap & Skeet Range.
- SIGN-UP:** Sign up at the Program Outpost office or in your respective Camp Office (LS,SM,PA). Special "Application Coupons" are available in each Camp Office. All applications must be filled out and turned in prior to 6 PM on Day 1. The results of the draw will be posted at each Camp Office during the Campfire.

CLIMBING MERIT BADGE

- AGE REQUIREMENT:** Preference will be given to oldest Scouts.
- CLOTHING:** No sweat or nylon pants. Wear boots or shoes, no sandals or aqua socks. Leather gloves (if possible).
- WHERE:** Climbing and Rappelling Tower located adjacent to the "Indian."
- WHEN:** Offered as a four (4) day merit badge class and will meet either from 8:30 AM – 10:30 AM or from 2:00 PM to 4:00 PM.
- SIGN-UP:** Sign up at the Program Outpost office or in your respective Camp Office (LS,SM,PA). Special "Application Coupons" are available in each Camp Office. All Applications must be filled out and turned in prior to 6:00 PM on Day 1. The results of the draw will be posted at each Camp Office during the Campfire.



LOBO'S CHALLENGE – Great program for second year campers and older. Good team building exercises for groups going to Philmont, Sea Base or the boundary waters. This is an introductory Outpost Program for the new COPE course. Participants will learn some team building games and participate in some of the COPE "low course" events. The evening will include an informative tour of the COPE "high course."

- AGE REQUIREMENT:** Age 13 by January 1st of current year. Maximum of 24 participants per evening including 1 leader for each 10 Scouts.
- CLOTHING:** Long pants (NO sweats or nylon pants), boots or shoes (NO sandals or aqua Socks), leather gloves (if possible.)
- WHERE:** Meet at the entrance to the COPE course. You will be escorted to the event areas.
- WHEN:** Evening Program on Days 2, 3, 5, 6, 7 and 8. Evening meal will be hamburgers, hot dogs or cold sandwiches (see instructions????). Participants should arrive by 4:30 PM.

Outpost Programs Available (Continued)

UP AND DOWN CAVE – Good program for campers who at least 14 years of age. Participants will spend the evening testing their skill at the Up and Down Cave under the direction of the Climbing Staff.

AGE REQUIREMENT: Age 13 by January 1st of current year. Maximum of 10 participants per evening including 1 leader for each 9 Scouts.

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

WHERE: Meet at the Climbing Tower. You will be escorted to the event areas.

WHEN: Evening Program on Days 2, 3, 5, 6, 7 and 8. Evening meal will be hamburgers, hot dogs or cold sandwiches. Participants should arrive by 4:30 PM.

SOUTHERN CROSS – Good for all ages. Australian games, food and legends.

WHEN: Evening Program – Days 2, 3, 5, and 7. Hamburgers, hot dogs, or cold sandwiches – see instructions.

TIME: Evening Program – arrive at 6:45 PM (after meal in dining hall).

WHERE: Meet at Pioneer Trails area.

HOW MANY: 15 participants including 1 adult for each 10 scouts.

LAKEFRONT PROGRAMS

General Information

The lakefront staff wants to offer your troop the best possible lakefront experience. Our goal is to provide each Scout with a top quality learning experience that he can remember for life. One key responsibility of that goal is safety. In order to provide the large number of people, who use the lakefront, a quality program at a level of safety that will benefit everyone, some general policies are necessary.

Lakefront Rules

1. All Scouts and Scouters must have a swim tag. A swim tag does more than just display the skill level, it tells the lakefront staff that the Scout is physically fit to participate in aquatic activities. All activities do not require Scouts to be a swimmer, but everyone, must have a swim tag. The three classifications of swimming skills are: non-swimmer, beginning swimmer, and swimmer.
2. All boating badges: Canoeing, Water skiing, Sailing, Motor boating, and Rowing, require a swimmer's tag and Lifesaving merit badge. (Emergency Preparedness is not a substitute.) Personal Flotation Devices (PFD's) must be used at all times when on the water.
3. Due to state law, Scouts in Motor boating merit badge must be 14 years of age prior to operating the boat.
4. Fishing merit badge requires a swim tag (Any level).
5. Patrol activity of canoeing is open to those with a swimmer's tag. Patrol fishing is open to any boy with a swim tag. Each patrol must bring one adult per ten boys each with a swim tag. Paddles are open to all boys. Those persons not wearing a swim tag will not be allowed to go. Non-swimmers and beginners must ride in a motorboat. Swimmers will ride in canoes.
6. The lakefront is off limits to everyone after dark.
7. Dock space is not available for personal boats.

Fishing Requirements

The Bartle Scout Reservation has many opportunities to fish and work on the Fishing merit badge. If a Scout registers for the Fishing merit badge, he will need to provide rod and reel.

When recreational fishing, please use the following guidelines:

1. During regular class hours (8:30-10:30) and (2:00-4:00) supervision will be provided by the lakefront staff. Proper safety equipment will be worn.
2. At any other time of day, Scouts may fish when accompanied by an adult. The second leader for two-deep leadership is Lakefront staff during lakefront hours (8:30 AM-8:00 PM) — except for ceremony nights. The adult accompanying the Scouts must be in sight of the Scouts at all times. The adult must be a swimmer.
3. Any Scouts not with adult supervision will be asked to obtain supervision. The breakwater and lakefront are excellent fishing places. Please check-in at Lakefront office before going to the breakwater. Fishing below the point is not allowed.
4. Adults (16-64) must have a valid fishing license.

Lakefront Activities Available

MERIT BADGE AND PROGRAM SIGN-UP - To participate in lake merit badges except for fishing the Scout must qualify for the BSA Swimmer. Any scout that shows up without a swimmers tag will forfeit his spot in the class. Sign-ups for Canoeing, Rowing, Motor boating, Small Boat Sailing, and Water-skiing will be held in each camp after dinner on the first day. There are a limited number of spaces available. For young men who do not get a place in the class, they are welcome to come to the lake on the first day and any open spots will be given to those Scouts. Fishing and Canoeing can be signed up for on the first day of classes at the lake.

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

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

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

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

APPENDIX

Dear Scoutmaster:

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

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

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

FISHING Merit Badge is possible, but if the fish aren't biting, may be difficult.

The following aquatic related badges all require you to be able to demonstrate knowledge of CPR.

CANOEING
LIFESAVING
MOTORBOATING
ROWING
SMALL BOAT SAILING
SWIMMING
WATERSKIING

Sincerely,

Bruce Reed
H. Roe Bartle Reservation Program Director

ARCHAEOLOGY MERIT BADGE



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

Requirement 4. Do TWO of the following:

A. GATHER RESEARCH ON THREE ARCHAEOLOGICAL SITES LOCATED OUTSIDE the United States. Point out each site on a world map. Explain how each site was discovered. Describe some of the information from the past that has been found at each site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the relative ages of the sites. **Bring this information to camp to present to your counselor.**

B. GATHER RESEARCH ON THREE ARCHAEOLOGICAL SITES THAT ARE WITHIN the United States. Point out each site on a world map. Explain how each site was discovered. Describe some of the information from the past that has been found at each site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the relative ages of the sites. **Bring this information to camp to present to your counselor.**

C. VISIT AN ARCHAEOLOGICAL SITE AND GATHER RESEARCH ON IT. Explain how the site was discovered. Describe some of the information from the past that has been found at the site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the age of this site with the ages of the other sites you have researched. **Bring this information to camp to present to your counselor.**

Requirement 11. Do ONE of the following:

A. RESEARCH AMERICAN INDIANS WHO LIVE OR ONCE LIVED IN YOUR AREA. Find out about traditional lifeways, dwellings, clothing styles, arts and crafts, and methods of food gathering, preparation, and storage. Describe what you would expect to find at an archaeological site for these people. **Bring this information to camp to present to your counselor.**

B. RESEARCH SETTLERS OR SOLDIERS WHO WERE IN YOUR AREA AT LEAST ONE HUNDRED YEARS AGO. Find out about houses or forts, ways of life, clothing styles, arts and crafts, and dietary habits of the early settlers, farmers, ranchers, soldiers, or townspeople who once lived in the area where your community now stands. Describe what you would expect to find at an archaeological site for these people. **Bring this information to camp to present to your counselor.**

C. VISIT AN ARCHAEOLOGICAL SITE AND GATHER RESEARCH ON IT. Explain how the site was discovered. Describe some of the information from the past that has been found at the site. Explain how the information gained from the study of these sites answers questions that archaeologists are asking and how the information may be important for modern people. Compare the age of this site with the ages of the other sites you have researched. **Bring this information to camp to present to your counselor.**

Name _____ District and Troop Number _____

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ASTRONOMY MERIT BADGE



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

Requirement 5a. Show in a sketch the position of the Big Dipper and its relation to the North Star and the horizon early some evening and again six hours later the same night. Record the date and time of making each sketch.

Day, Date and Time of 1st Sketch _____ Day, Date and Time of 2nd Sketch _____
(Use an additional sheet of paper if this space is inadequate.)

Requirement 8. For this requirement you have been given two options. Select and complete one of them.

IF YOU SELECTED OPTION A: Visit a planetarium or observatory and submit a report to your counselor both on the activities occurring there and on the exhibits of instruments and other astronomical objects you observed. Use the area below to take notes on your visit. Attach a copy of your report to this worksheet.

What activities did you see occurring at the planetarium? _____

What exhibits of instruments did you see? _____

What other astronomical objects did you observe? _____

(CONTINUED ON REVERSE SIDE)

Bird Study Merit Badge (Continued)

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

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

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

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

What species are most common? _____

What species are most uncommon? _____

Why are these birds present in small numbers? _____

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

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

Name _____ District and Troop Number _____

CAMPING MERIT BADGE



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

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

Leader's Signature _____ Date _____

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

Leader's Signature _____ Date _____

Requirement 8C. Cook for your patrol, a trail meal, requiring the use of a lightweight stove. Have your leader sign and date here when completed.

Leader's Signature _____ Date _____

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

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

Have your leader sign and date here when completed.

Leader's Signature _____ Date _____

(CONTINUED ON REVERSE SIDE)

Camping Merit Badge (Continued)

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

_____ Hike up a mountain, gaining at least 2,000 vertical feet.

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

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

_____ Backpack for at least four miles.

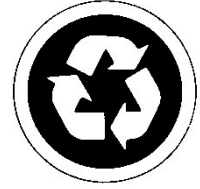
_____ Rappel down a rappel route of 30 feet or more.

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

Date of project: _____ Leader verification signature: _____

Name _____ District and Troop Number _____

ENVIRONMENTAL SCIENCE MERIT BADGE



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

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

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

What endangered species did you select? _____

What is its natural habitat? _____

What is being done to preserve it? _____

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

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

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

What organism did you select? _____

How did this organism recover from being endangered? _____

What is the new status of this organism? _____

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

Requirement 4. *It is possible to complete this requirement at camp if you bring two 2-liter plastic bottles with you to camp. You might find it easier to do at home and bring to camp with you.* Build an ecosystem in a bottle. Include soil, plants, fungi, and small animals found in your local environment. Observe it daily and keep a record of your observations. Give a brief description of your ecosystem, the items included and how you built it.

Environmental Science Merit Badge (Continued)

After maintaining and keeping a record of your ecosystem for 7 days, list a few of the things you noticed about your ecosystem.

Show your ecosystem to your counselor.

Counselor’s Signature _____ Date _____

Requirement 5. *It is possible to complete this requirement at camp, but would be easier to do at home and bring to camp with you.* For this requirement you are required to select an outdoor area to study. Once you have selected the area that you will study you have two options to choose from for this requirement. Select and complete one of them.

IF YOU SELECTED OPTION A: Mark off three study plots of four square yards each, and count the number of species found there.

Number of species: Plot 1: _____ Plot 2: _____ Plot 3: _____

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

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

Draw a graph, chart or table to compare the plots. Use a separate piece of paper.

Write a report that adequately discusses the biodiversity and population density of your study area. Use a separate piece of paper.

Present this report to your counselor and discuss it.

IF YOU SELECTED OPTION B: Make four visits to the study area, staying for at least 30 minutes each time, to observe the living and non-living parts of the ecosystem. Use this area to take notes during each of your four visits. In your notes you will want to include such items as the time of day, weather conditions, temperature, any activity you see and any differences to the study area since your last visit. Compile your notes into a journal.

Environmental Science Merit Badge (Continued)

First Visit:

Second Visit:

Third Visit:

Fourth Visit:

Once you have completed your visits, combine your notes and write a report on all your observations. Use separate sheets of your own paper for this report. Once your report is finished, show it to your counselor.

Name _____ District and Troop Number _____

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FISH AND WILDLIFE MANAGEMENT MERIT BADGE



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

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

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

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

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

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

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

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

_____	_____	_____
_____	_____	_____
_____	_____	_____

Fish and Wildlife Management Merit Badge (Continued)

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

Describe your project. _____

What were the results of your project? _____

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

Describe your blind. _____

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

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

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

Results: _____

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

What were the results of your census? _____

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

Fish and Wildlife Management Merit Badge (Continued)

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

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

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

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

Name _____ District and Troop Number _____

FISHING MERIT BADGE



Requirement 7. Catch two different kinds of fish by any legal sportsmanlike method and identify them.

Fish #1 Species _____
 Date _____
 Length and/or Weight _____
 Method Used and Bait _____
 Witness _____

Fish #2 Species _____
 Date _____
 Length and/or Weight _____
 Method Used and Bait _____
 Witness _____

Name _____ District and Troop Number _____

NATURE MERIT BADGE

All of the requirements in five fields must be completed to earn the badge. Requirements 4b, 4c, 4g and 4h may be completed at camp. Choose one other area to complete prior to camp.



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

List of birds: _____

Date: _____ Parent Verification Signature _____

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

Date: _____ Parent Verification Signature _____

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

Species of fish caught: _____

List of four kinds of food collected: _____

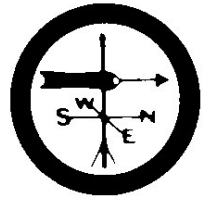
Date: _____ Parent Verification Signature _____

IF YOU SELECTED OPTION F: Collect, mount and label six shells of mollusks or crustaceans. Bring your collections to camp and show your counselor.

Date: _____ Parent Verification Signature _____

Name _____ District and Troop Number _____

WEATHER MERIT BADGE



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

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

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

Which instrument did you build? _____

Briefly describe how you built your instrument. _____

Bring the instrument to camp to show your counselor.

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

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

Who or what did you visit? _____

Give a brief description of your visit: _____

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

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

Name _____ District and Troop Number _____

Weather Merit Badge (Continued)

DAILY WEATHER LOG

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

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

Was your instrument successful at gathering data? _____

Name _____ District and Troop Number _____

2004 Outpost Program Application

DUE IN COUNCIL SERVICE CENTER BY 5:00 PM on April 15, 2004

Troop # _____ District _____ Session **1 2 3 4 5 6** Camp **LS SM PA** Campsite _____
 Submitted by _____ Camp Scoutmaster's Name _____ E-Mail _____
 Number of Scouts Attending Camp _____ Number of Leaders Attending Camp _____

Priority Order (1 to 11)	Outpost	Maximum Capacity (Leaders and Scouts)	Requested Number Of		For Each Request, List Number of		Overnight?	Lunch Menu Option (circle)
			Scouts	Adults	Called Braves	Called Warriors		
	BRILEY CREEK GUN CLUB	24					N/A	Hamburger Hot Dog Cold Cut Sandwich
	MEN OF SHERWOOD FOREST	36					N/A	Hamburger Hot Dog Cold Cut Sandwich
	MOUNTAIN MAN VILLAGE	30					N/A	Hamburger Hot Dog Cold Cut Sandwich
	TURKEY WING GUN CLUB	30					N/A	Hamburger Hot Dog Cold Cut Sandwich
	DAVY CROCKETT	18					N/A	Hamburger Hot Dog Cold Cut Sandwich
	LOBO'S CHALLENGE	24					N/A	Hamburger Hot Dog Cold Cut Sandwich
	UP AND DOWN CAVE	10					N/A	Hamburger Hot Dog Cold Cut Sandwich
	CLIFF HANGER	17					N/A	Hamburger Hot Dog Cold Cut Sandwich
	TURNIP TOP TREK	15					N/A	N/A
	SOUTHERN CROSS	15					N/A	MENU SET
	WAR CANOES (3 CANOES)	14 per canoe					Yes No	N/A
N/A	SPECIAL REQUEST ON DAY _____	Unlimited SPECIFY: Lunch Or Dinner					Yes No	SPECIFY A B C D

NOTES: Capacity on Outposts is for total of Scouts and Leaders. Turnip Top Trek can accommodate only ONE Leader per day. Sign-ups for Climbing Merit Badge and Shotgun Shooting Merit Badge will take place at camp. Note any special menu needs or questions on a separate sheet.

Circle days and times that your unit does NOT want Outposts scheduled:

Lunch Program Days: 2 3 4 5 6 7 8 9
 Evening Program Days: 2 3 4 5 6 7 8

Forward this completed application to:

BARTLE OUTPOST PROGRAMS
 HOAC Program and Camping Service
 10210 Holmes Rd
 Kansas City, MO 64131-4212

OR FAX: 816-942-8086

**PLEASE DO NOT SEND
 MULTIPLE COPIES**

OR E-Mail: ronjohnson.home@att.net

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

Scout Oath

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

Scout Law

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



A United Way Agency