



SUMMER CAMP 2025

QUEST FOR THE DRAGON'S TREASURE
LEADER'S AND CAMPER'S GUIDE



Theme Details
TBA

WHAT'S NEW?

Sailboats
Waterfront Inflatables
Cowboy Action Range
Stand Up Paddle Boards
A new road, cool!

THINGS TO DO

Pathfinders for 1st Year Campers
Merit Badges
Adult Training

DATES

Cub Camp - June 18 - 21
Scouts BSA - June 22 - 28

SCOUTING AMERICA
ALABAMA-FLORIDA COUNCIL



WELCOME TO HEERSINK SCOUT RESERVATION

HOME OF CAMP ALAFLO



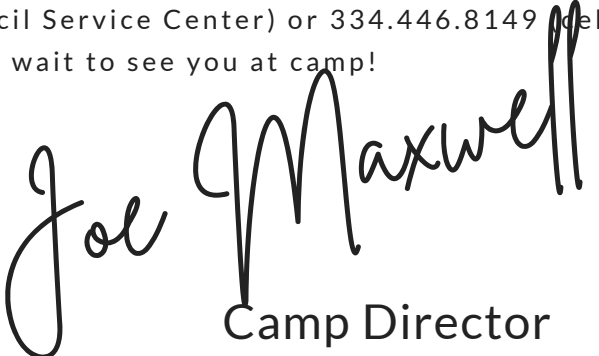
Looking forward to summer camp 2024 at Heersink Scout Reservation! I'm thrilled to return as Camp Director, having come full circle from a young Scout to a Camp Staff Member in the Alabama-Florida Council. From building friendships as a camper to serving in roles like CIT, Trading Post staff, Camp Commissioner, and Program Director, camp has always been home to me. Now, I get to experience it as both a parent and leader.

Thanks to your feedback, our camp ratings have consistently been high, but we're always striving to improve.

This year, you can look forward to:

- More Heersink Scout Reservation-branded items in the Trading Post
- A new merit badge schedule
- Expanded opportunities for Merit Badges and High Adventure activities
- New adventures at the waterfront and Ranges & Target activity areas

We'll keep the Southern Hospitality you love while continuing to improve campsites, facilities, and programs. Thank you for choosing Heersink Scout Reservation for your summer camp adventure. If you have questions or comments, feel free to email me at joe.maxwell@scouting.org or call 334.793.7882 (Council Service Center) or 334.446.8149 (cell). I can't wait to see you at camp!


Camp Director



Program Overview

**TRAVEL MAKES ONE MODEST. YOU
SEE WHAT A TINY PLACE YOU
OCCUPY IN THE WORLD.**

GUSTAVE FLAUBERT

NEW



Cowboy Action Shooting

Cowboy Action Shooting is a fun, family-friendly sport that combines marksmanship with a love of the Old West. Participants dress in period-appropriate attire and compete in timed shooting scenarios that replicate scenes from Western movies or history. Using replicas of 19th-century firearms, including revolvers, rifles, and shotguns, shooters engage steel targets in creative courses of fire. Emphasizing safety, sportsmanship, and creativity, Cowboy Action Shooting offers Scouts an exciting way to learn about history, practice firearm safety, and develop shooting skills in a unique and entertaining setting.

INFLATABLE LAKE ELEMENTS

Inflatable lake elements are exciting, large-scale water features designed to provide Scouts with fun, challenge, and adventure on the water. These inflatable structures can include climbing walls, trampolines, obstacle courses, slides, and balance beams. They are anchored in place on lakes, creating a safe environment for Scouts to build confidence, teamwork, and agility. Inflatable elements are great for fostering camaraderie and promoting physical activity, all while ensuring participants stay cool and enjoy the outdoors. Safety gear like life jackets is always required, and activities are supervised to ensure a memorable and safe experience for everyone.

Sailing Merit Badge

The Sailing Merit Badge introduces Scouts to the exciting world of sailboats and navigation on the water. Scouts learn essential skills, including understanding wind dynamics, mastering sailing knots, rigging a sailboat, and steering using a rudder and sails. The program emphasizes safety, teamwork, and environmental stewardship, teaching Scouts how to respond to emergencies, capsize recovery, and proper care for equipment. By earning this badge, Scouts develop confidence, self-reliance, and an appreciation for the art of sailing, all while enjoying the adventure and challenges of the open water.

MERIT BADGE OPTIONS



Art
Archery
Astronomy
Camping (partial)
Canoeing
Chemistry
Chess
Communication
Cooking (partial)
Digital technology
E Science
Electronics
Exploration
First Aid
Fishing

Geocaching (partial)
Home Repair
Indian Lore
Insect study
Intro Swim
Inventing
Journalism
Kayaking
Leatherwork
Nature
Photography
Pioneering
Plumbing
Public Speaking
Rep Amph Study (partial)

Rifle
Robotics
Sailing
Salesmanship
Scouting Heritage
Search and Rescue
Shotgun
Space exploration
Swimming
Textile
Theater
Weather
Wilderness Survival
Woodcarving

The Current Merit Badge Catalog will be posted at the registration link
<https://scoutingevent.com/003-86193>



PROGRAM

Pathfinders

Pathfinders is Heersink Scout Reservation's new/first year camper program. It is designed with the intent of teaching the basic skills that all Scouts must master for rank advancement, camping, and other outdoor activities. Highlights include camping, first aid, ropework, map and compass work, and nature hiking. While designed primarily for Scouts who are new to the Scouting program and/or attending summer camp for the first time, the program is open to any interested Scouts. This is a premiere program that in addition to the skills, allows for work on the First Aid, Pioneering and Swimming Merit Badges.

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether they should sign up for this program. While a Second Class Scout may gain valuable skills in the program, they may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in their first summer at camp, but may be advanced enough to bypass this program in favor of merit badges.

The following requirements will be completed:

Tenderfoot: 1b, 1c, 2a, 2b, 2c, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 7b

Second Class: 1a, 1b, 1c, 3a, 3b, 3c, 4, 5a, 5c, 5d, 6c, 6d, 6e, 7c, 8a, 8b, 8c, 8d, 8e, 9a, 9b, 10

First Class: 1a, 1b, 2a, 2e, 3a, 4a, 4



**A SCOUT IS NEVER TAKEN BY
SURPRISE; HE KNOWS EXACTLY
WHAT TO DO WHEN ANYTHING
UNEXPECTED HAPPENS.**

BADEN POWELL

ADULT TRAINING OPPORTUNITIES

There will be several opportunities for adult leaders to participate in training this year.

Available Training:

- Cub Scout BB gun Range Master 3 hours
- NRA Range Safety Officer
- CPR/AED/First Aid
- Chain Saw Safety
- Swimming & Water Rescue
- Paddle Craft Safety
- IOLS
- Leave No Trace

Available Awards:

- Smallboat Sailing
- BSA Scuba
- Standup paddleboarding
- Kayak Award
- BSA Snorkeling
- Miles Swim
- BSA Snorkeling



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BADEN POWELL

PAYMENT & FEES

Heersink Scout Reservation offers your scouts numerous adventures. Starting with our premier first year camping program, Pathfinder, to our professional style range and target activities, and exciting new waterfront experiences.



	Early Bird Through 3/15/25	Base Fee 3/16/25 - 4/30/25	Late Fee 5/1/25 & beyond
Youth-Scouts BSA	\$275	\$325	\$375
Youth- Cub Scout	\$160	\$185	\$200
Leaders- Scouts BSA	\$100	\$125	\$150
Leaders-Cub Scout	\$50	\$85	\$100
Unit Reservation	\$50		

Leader Fees: \$100 per Leader with discounts listed below for the number of Scouts attending Heersink Scout Reservation.

- 1 - 5 Scouts = 0 Leaders Free
- 5 - 10 Scouts = 1 Leader Free
- 11 - 15 = 2 Leaders Free
- 1 Leader Free for every 5 Scouts more than 15

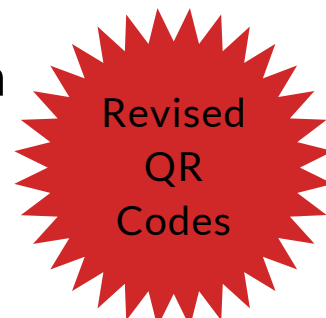
ADULT LEADERS BSA policy requires that at least two adult leaders accompany each troop to summer camp. All leaders must be at least 21 years of age. All adults staying at Heersink Scout Reservation must bring proof of completion of Youth Protection Training taken within the past 2 years. If any adult stays more than a combined 72 hours on camp property, they must be a registered adult leader with the council.

Cub Scout Resident Camp Registration

<https://scoutingevent.com/003-86193>

Scouts BSA Summer Camp Registration

<https://scoutingevent.com/003-scoutcamp>



DIRECTIONS

HEERSINK SCOUT RESERVATION

DRIVING DIRECTIONS

(Look for Boy Scout Camp Alaflo sign on HWY 27 or
HWY 167)

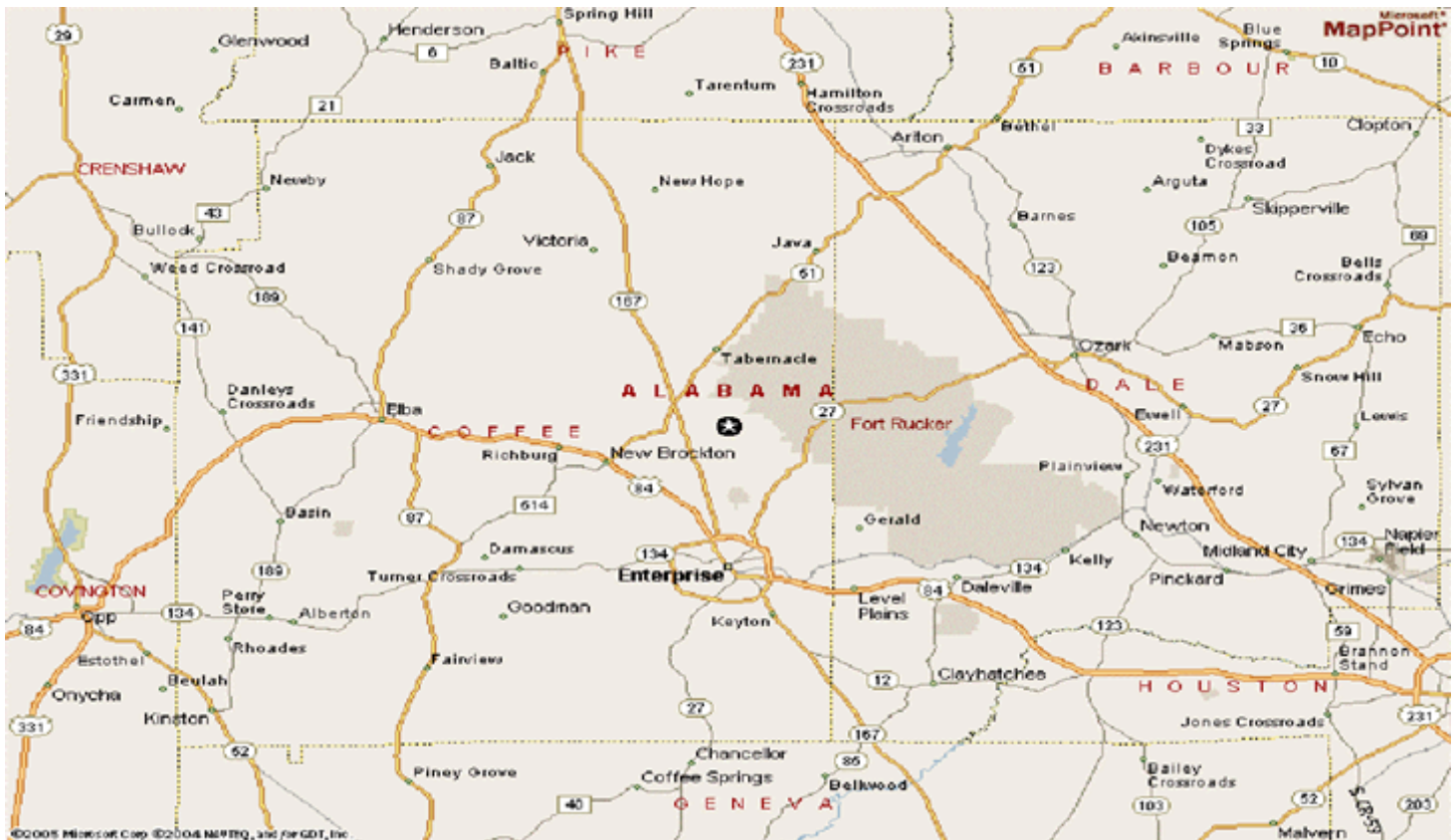
FROM TROY: HWY 167 SOUTH TAKE LEFT ON
COUNTY ROAD 156/259

FROM ANDALUSIA: HWY 84 EAST TAKE RIGHT ON
HWY 167 NORTH, THEN TAKE RIGHT ON COUNTY
ROAD 156/259

FROM DOTHAN: HWY 84 WEST TAKE RIGHT ON
HWY 27 NORTH, THEN TAKE LEFT ON COUNTY
ROAD 156/259

FROM OZARK: HWY 27 SOUTH TAKE RIGHT ON
COUNTY ROAD 156/259

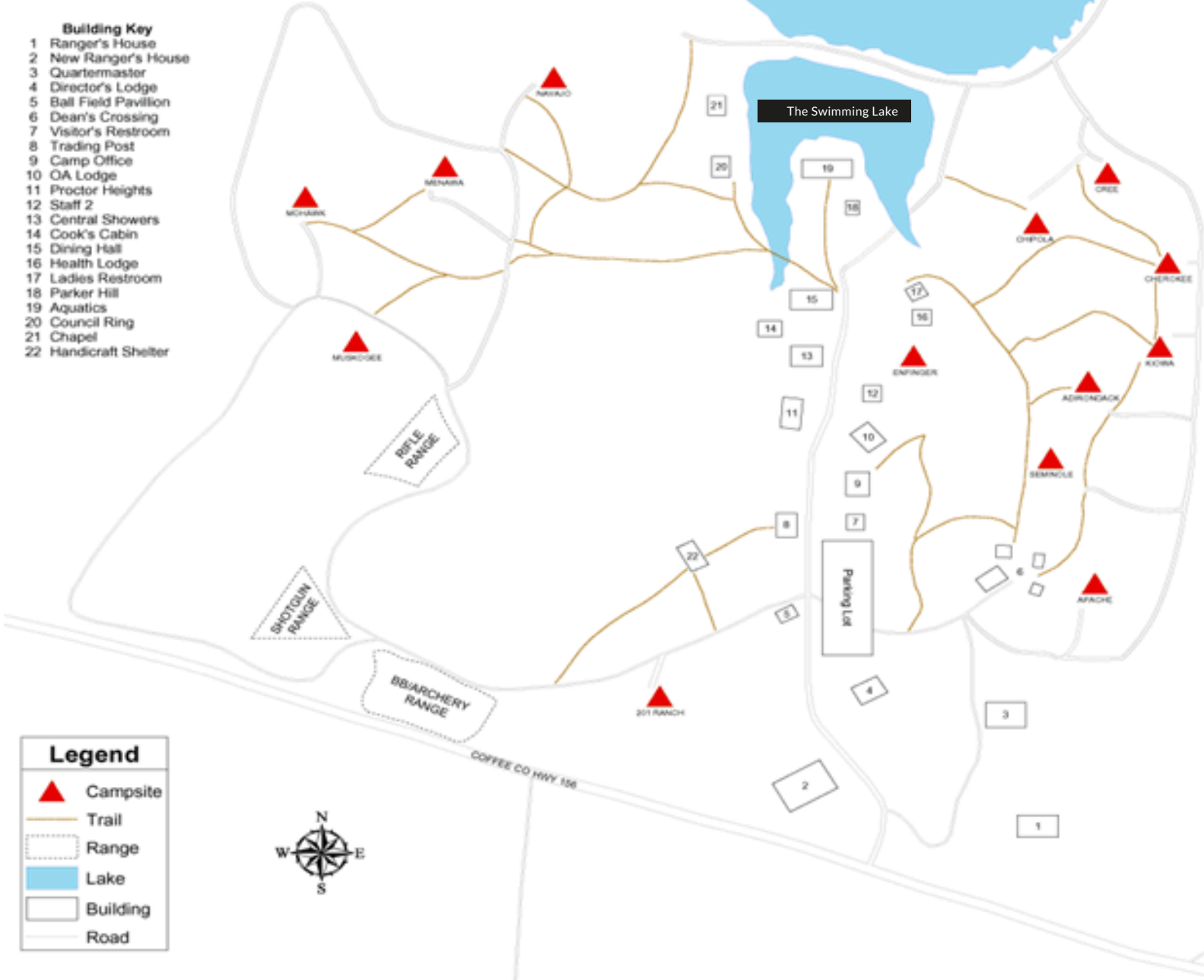
1687 County Road 156
New Brockton, AL 36351
31.40774
-85.82349





C.O.P.E.

- Building Key**
- 1 Ranger's House
 - 2 New Ranger's House
 - 3 Quartermaster
 - 4 Director's Lodge
 - 5 Ball Field Pavilion
 - 6 Dean's Crossing
 - 7 Visitor's Restroom
 - 8 Trading Post
 - 9 Camp Office
 - 10 OA Lodge
 - 11 Proctor Heights
 - 12 Staff 2
 - 13 Central Showers
 - 14 Cook's Cabin
 - 15 Dining Hall
 - 16 Health Lodge
 - 17 Ladies Restroom
 - 18 Parker Hill
 - 19 Aquatics
 - 20 Council Ring
 - 21 Chapel
 - 22 Handicraft Shelter



Legend

- Campsite
- Trail
- Range
- Lake
- Building
- Road

CAMP RULES

The consumption, possession or use of alcohol, illegal drugs, or controlled substances is not permitted. Violators will be asked to leave camp. Additional actions may be taken, including notification of local law enforcement officials.

Tobacco Smoking or the use of any tobacco product is not permitted in the presence of youth members at any Alabama Florida Council camp. Smoking or use of tobacco in or around buildings or around Camp Program Areas is PROHIBITED. Every campsite will have a designated area for smoking. Please ask the camp director where the appropriate smoking areas are when you arrive.

Camp Certification Heersink Scout Reservation is inspected each year by the state health department, and by the Boy Scouts of America. All areas of the camp will meet or exceed the standards for facilities, health and safety, and program. All Alabama-Florida Council camps are licensed to operate by the State of Alabama.

Camp Curfew No Scout may be out of his campsite after 10:00 PM, unless accompanied by an adult or with authorization from the Program Director or Camp Director to participate in an activity.

Firearms, Ammunition, Fireworks, Bows and Arrows
Personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, blow guns, bows, arrows, sling shots) ammunition, laser pointers, and fireworks are not allowed in camp. The Camp Director reserves the right to confiscate and return upon departure from camp any item that may be considered a potential risk to the general health and wellbeing of the camp.



**THE MOST WORTH-WHILE THING IS
TO TRY TO PUT HAPPINESS INTO
THE LIVES OF OTHERS.**

BADEN POWELL

CAMP RULES



Fires, Liquid and Propane Fuels When you arrive at camp your check-in procedure will include a fire ban status report. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that at times special dispensation can be made at the discretion of the local marshal to allow programmatic burns when appropriate. If there is no ban, fires are to be built only in designated areas and under proper supervision. Liquid or propane fuels are to be used only under adult supervision. Liquid fuels of any type cannot be used to start fires. Liquid fuel must be stored in approved containers and, along with propane cylinders, must be stored under lock and key. Under NO circumstance is any quantity of fuel to be stored in the campsite. Empty cylinders and cans must be given to the Camp Director for disposal. BSA policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. This also includes cigarette smoking.



Uniforms and Dress Codes

Each unit should have a clothing policy that meets the needs of their members in consultation with their charter partners and within the framework of Scouting America's clothing policy guidelines (activity appropriate attire).



While at camp you may note that your unit's clothing policy may differ from those of another unit and there may be situations where these differences may be questions by youth participants or adult volunteers. The individual unit leadership, in accordance with unit's policy, will be the ultimate body to determine whether the relevant policies are being followed by all their unit members, both youth and adult. Should you have a concern regarding another individual's dress, please contact that unit's leader--NOT THE YOUTH--unless it presents a clear and present danger to health and safety.

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UNDER ALL CIRCUMSTANCES.**

BADEN POWELL

VEHICLE USE POLICY

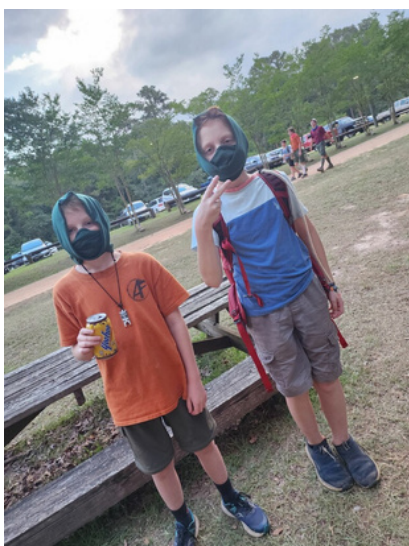
The troop must make arrangements for safe transportation of your Scouts to and from camp. Seat belts are required for all occupants of motor vehicles. The bed of a truck or a trailer is never an appropriate place for Scouts or Scouters to ride.

Vehicles in camp

- All leaders' and visitors' vehicles must be parked in the camp parking lot during camp sessions.
- One vehicle may be designated to carry gear to the campsite after check-in. It must be returned to the parking lot after unloading.
- Troops may leave one unattached equipment trailer at their campsite.
- No personal vehicles are allowed in the campsite.
- Persons with physical disabilities will be accommodated individually.
- BSA policy prohibits riding on fenders, hoods, trunks, or open truck beds.

Personal ATV's, Golf Carts & UTV's

- Note: Only 1 ATV, Golf Cart, or UTV per campsite.
- Personal ATVs, UTVs, or Golf Carts are not allowed at camp without permission from the Camp Director.
- For medical reasons, contact Camp Director Joe Maxwell at joe.maxwell@scouting.org before arriving at camp for approval.
- If approved, complete the necessary form in the packet and ensure the vehicle has a first aid kit and fire extinguisher at all times.
- To operate a UTV or ATV on camp property, you must provide a certificate of completion for a basic driving course at check-in.
- You will not be allowed to operate any UTV/ATV without this certificate. For more details, visit www.rohva.org.
- For more NCPA details, [click here](#).



UTV REQUIREMENTS

**“A WEEK OF CAMP LIFE IS WORTH
SIX MONTHS OF THEORETICAL
TEACHING IN THE MEETING ROOM.”**

BADEN POWELL

CHECK-IN



- The camp is closed from noon Saturday to noon Sunday; no one will be available for early arrivals.
- Upon arrival, go to the Camp Office for check-in.
- After check-in, your Troop Guide will direct your unit to the campsite to unload vehicles.
- Once unloaded, return all vehicles to the parking lot. Do not block roads, as they are essential for camp logistics.
- Health staff will be at check-in to conduct health re-checks.
- Bring medical forms for all participants, as every Scouter must have a current health form.
- The re-check ensures no significant changes have occurred since the physical examination.

REQUIRED PAPERWORK

Completed Health Forms (Parts A, B, & C) for all Scouts AND Scouters. This includes ANY adults who will be arriving after check-in.

Unit Swim Classification--Include classification for EVERYONE on your roster (Non-swimmer, Beginner, Swimmer).

Consent forms for any special activity for Scouts.



Unit Swimm Classification Record



HEALTH, MEDICAL RECORDS, & MEDICATIONS

Medical Forms, Insurance, and Permission Forms

- All youth and adult participants must bring a completed [BSA Medical Form 680-001](#) (Parts A, B, and C) to camp.
- These forms will be kept with the camp's health officer for the duration of the camp and returned to the unit leader at the end of the session.
- Part C of the form requires a physical examination by a medical professional (MD or PA) prior to camp
- Any participant without a completed health form, including the physical exam, will not be allowed to participate in camp activities until a valid exam is conducted. There are no provisions for physical exams at camp.

BSA Medication Policy

- All prescription medications (including those needing refrigeration) must be kept in locked storage, following BSA National Standards and local/state laws.
- The Health Lodge can securely store medications as needed.
- Schedule II narcotics must be secured with dual lock and key in the Health Lodge for participants under 18.
- For life-threatening conditions, a limited amount of medication (e.g., epinephrine autoinjectors, inhalers, heart medications) may be carried by a camper or leader.
- Medications must be sent in their original container with a completed.



Annual Health & Medical Record



Routine Drug Administration
Record

GENERAL INFORMATION



Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Camp Heersink Scout Reservation staff will lead the camp in returning thanks. The Alaflo Grace is often said during the week – it is recommended that Scouts learn this grace so they will be able to join in.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. We are also able to accommodate many typical food allergies and dietary restrictions. As necessary, individuals with these conditions are encouraged to bring to camp any specialty foods that they may need to supplement our regular menu. Such foods should be labeled with the individual’s name, unit number, and any specific instructions. We will make every effort to prepare these foods as required and have them ready for the Scout or leader at each meal. Please inform the Camp Director - Joe Maxwell at joe.maxwell@scouting.org of any special dietary needs, no later than May 13, 2025. We will do our very best to accommodate any special needs.

**“ WHEN YOU WANT A THING DONE,
‘ DON’T DO IT YOURSELF ’ IS A
GOOD MOTTO FOR SCOUTMASTERS. ”**

BADEN POWELL



Trading Post The Trading Post

If Scouts and Scouters are looking for refreshments the Trading Post will be the place to be during those warm camp days. In addition to snacks, other items including BSA supplies and equipment, handicraft materials, merit badge books, camp T-shirts and other souvenirs will be available. We also allow for Scouts to put money 'on account' at the store, so that they do not have to hang on to their money. When they make purchases, we will debit their account, and notify the Scout when they are getting low on funds. Credit and debit cards are available. It is recommended that scouts bring \$75-\$100 for the trading post.

Lost and Found

A central lost and found area is located at the Dining Hall next to the head tables with all other main areas of camp also keeping items they find at their respective areas. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, unclaimed lost and found items will be donated or discarded. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

Scoutmaster's Lounge (Elmore)

This is the gathering place only for adult leaders. Please note that the Scoutmaster's Lounge is sometimes reserved for merit badge sessions.

Check-Out

The check-out procedure begins on Saturday, and should be completed before 10:30a.m.

THE SCOUT SLOGAN IS "DO A GOOD TURN DAILY" THAT IS WHAT THE BOY SCOUT IN 1909 DID FOR WILLIAM BOYCE, AND THAT IS WHAT YOU SHOULD ALWAYS TRY TO DO, EVERY DAY—A GOOD TURN, WITHOUT EXPECTING REWARD



Wi-Fi

Wi-Fi access at camp Due to the location of Heersink Scout Reservation, internet access may or may not be available. While we are constantly improving our camp operation, please understand that this is an item that we might not be able to provide the general population. Available for Adults only

We would also request that youth be encouraged to take full advantage of being in an outdoor environment and leave the internet alone for a few days, unless there are specific merit badge course requirements.

Security & Visitors

Wristbands in camp As part of the check-in process when you arrive, your unit will be issued one wristband per registered youth and adult. It is important that every registered person wears the wristband properly as this is part of our Youth Protection program. If a wristband is broken or lost during your week, you may replace it at the camp office. During the week, it is expected that new leaders, family members, and program guests will visit camp. All guests must check in at Camp Office to register and receive a camp wristband. Anyone without a wristband will be asked to immediately report to the Camp Director, Camp Commissioner or Program Director.

Check-in and out

Checking in and out of camp during the week We understand that there will be times that youth participants and adult visitors will be coming and going. We ask that each time someone arrives or leaves camp to please check in/out at the camp office.



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BADEN POWELL

CAMP RULES

Special Check Out Procedures

Any unit with special check-out considerations should make plans through the Program Director or the Camp Director. Merit Badge applications, health forms and other paperwork will be given to each unit at the breakfast assembly. After Breakfast, the unit will return with the guide to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment. The guide and unit leader will conduct another inventory of the campsite to make sure that no equipment has been misplaced or damaged during the week. Return any borrowed equipment to the Quartermaster, and the guide will inspect the site to be certain that it is clean. The cost of any damaged property or equipment will be charged to the unit. The unit leader should stop by the Administration building on the way out of camp to check-out and take care of any last-minute business.

Family Night

Visitors' Night at camp is Wednesday evening. At that time, parents may wish to bring a picnic supper to enjoy with their Scout and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony. Visitors are always welcome to join the campers for meals and other activities. The cost of visitors' meals is \$8.00 per person and may be purchased at the Trading Post or Camp Office (\$8 per meal). Guests may or may not be seated with the unit, depending upon dining hall seating arrangement and the length of notice of arrival. Visitors must present meal ticket to dining hall steward upon arrival to mealtime. All visitors to camp MUST Sign in at the Camp Office.



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F A Q S

How do I pre-register for Merit Badges at Heersink Scout Reservation?

All merit badge registration is done through the website, which will be available for scheduling on Feb 15, 2024. Please refer to the Program section of this guide for more merit badge class details. You will be able to print out your Unit's Merit Badge schedule via the Tentaroo website prior to camp.

How does the Dining Hall at Heersink Scout Reservation work?

All meals at Heersink Scout Reservation are served cafeteria style. Your unit will be assigned seating in groups of fifteen. Every unit will need to provide one table waiter per group of fifteen attendees. That person will take care of the needs of your table before, during, and after the meal. If you are bringing fewer than fifteen (youth and adults) then you may be sharing a table with another unit.

What forms are needed for Check-in?

Four things are needed when you check in at Heersink Scout Reservation:

- 1) Complete roster of all youth and adults in attendance.
- 2) Completed medical form (A, B, C) for all youth and adults in attendance.
- 3) A Youth Protection completion certificate dated in the last two years for every adult in attendance.
- 4) Out of Council units will need to bring proof of Troop insurance and two (2) copies of their local insurance claim form

What Order of the Arrow Programs will be available at camp?

Yes. We will have a call-out ceremony and will also offer the opportunity for qualifying Arrowmen to earn the Brotherhood honor. You are encouraged to engage your Troop's Arrowmen to prepare for Camp, Ordeal callout, and Brotherhood opportunities.



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F A Q S

What if our unit is changing out adult leadership during the week?

During the registration process please account for the total number of adult leaders registering for Camp. For example if you are changing out adults on Wednesday, with no overlapping evenings, simply account for both leaders with one adult registration. You may pay for any overlapping meals in the Trading Post or Camp Office (\$5 per meal). All adults coming on camp during the week **MUST** show proof of Youth Protection Training when they check in at the camp office. Please be sure to have ALL adults check-in/out at the camp office. 2024 Alabama-Florida Council Summer Program Information and Leader Guidebook.

What if we have visiting adults that will not attend the full week?

Any adult not accounted for in your registration fees will need to pay for any meals they eat in the Dining Hall. They can do this at the Trading Post or Camp Office (\$5 per meal).

What is Tentage like?

Campers are responsible for providing their own tents. Cots are available upon request.

Does the camp have picnic tables and shelter in the campsites?

All campsites have a permanent shelter in the campsite. Picnic tables are also provided in the campsite.

Is there power available in the campsites?

No - there is not power in our traditional campsites. We have one (1) campsite that is ADA Compliant and does have power, but this campsite is reserved for Units with Special Needs. Contact the Camp Director for more information.

Will we be sharing a campsite?

Be sure to check the campsite maximums on the reservation form. If you are bringing fewer people than the campsite will hold, then chances are you will be sharing your campsite with another unit.





HEERSINK SCOUT RESERVATION CAMPSITE INSPECTION

Campsite/Health/Safety	Points	Mon	Tue	Wed	Thu	Fri	Comment
Tents Properly Set Up	10						
Tent Doors Closed	5						
Tents and Hammocks Neat	5						
Campfire area properly cleared	5						
Fire tools Present and readily available	10						
Fireguard chart posted and filled out each day	5						
Fuel Properly secured and stored	5						
Equipment clean and properly stored	5						
Duty roster posted	5						
Troop and American Flag Displayed	5						
Campsite neat and free of litter	10						
Latrine/Shower clean/swept out	10						
First aid kit in camp and readily available	5						
Camp Gadget (one per day)	10						
No Vehicle in Campsite	5						
Ax Yard (Optional)							
Ax Yard properly laid out and marked	5						
Tools Properly Stored	5						
Total Points	110						



SCOUTMASTER MERIT BADGE

75 POINTS NEEDED TO EARN MERIT BADGE

Item	Points Available	Points Earned	Item	Points Available	Points Earned
Spend 5 minutes suggesting improvements to, complimenting, or otherwise occupying a staff member (NOT Program or Camp Director!)	5		Serve as Chaperone for Wilderness Survival/Camping Overnighter	5	
Attend Scoutmaster Coffee 3 times during week	3		Help your troop work on a Camp Improvement project	5	
Attend the Scoutmaster's luncheon	5		Spend 3 nights/days in camp with your troop	3	
Go Fishing	5		Participate in 2 evening activities	2	
Go all week without accessing the Internet	5		Take one nap in the afternoon heat - sometimes a few days of practice are required before this requirement can be completed correctly.	5	
Complete Safe Swim Defense / Safety Afloat training	2		Complete the Mile Swim	5	
Compliment 2 meals cooked in the Dining Hall	5		Take a picture with the Camp Director and post on social media	10	
Earn either the Swimming & Water Rescue Certification or Paddle Craft Safety Certification	15		Share your best Fish impersonation with Camp Commissioner	5	
Learn to tie a new knot. Teach it to a Scout	5		Participate in the Rawhide 5 mile hike	5	
Attend free swim as a participant	5		Participate in the Camp Commissioner's "Whittle a Spoon" contest	10	
Attend 5 Merit Badge sessions with your Scouts	5		Participate in Staff vs SM activity	10	
Pick up 10 pieces of litter	5				

I certify, on my honor, that I have satisfied the requirements for the Scoutmaster Merit Badge

Name _____ Troop _____ Campsite _____



HEERSINK SCOUT RESERVATION HONOR CAMPER

This recognition will be given to campers who complete the following. Have your Adult Leader or Staff Member initial the completed column to validate.	
Complete all of the following:	Completed
1. Participate in the Outdoor Skills Challenge (Monday Night)	
2. Assist in cleaning up the dining hall after dinner (one time)	
3. Help keep camp clean by picking up trash around camp	
4. Do a Good Turn each day	
5. Show Scout spirit at all assemblies (merit badge classes, Dining hall and campfires)	
Do 4 of the following:	
1. Demonstrate 5 basic knots.	
2. Identify 5 trees.	
3. Take a nature hike on the nature trail	
4. Complete a handicraft project	
5. Make a camp gadget	
6. Help another Scout learn a skill	
Do 5 of the following:	
1. Attend open swim	
2. Catch a fish	
3. Attend open Shooting Sports	
4. Attend the Vesper Service	
5. Attend "The O A Campfire" on Wednesday night	
6. Complete the mile swim	
7. Participate in a sports activity	
8. Dump Dining Hall Garbage Can (with staff assistance)	
This Form must be turned in by Friday SPL meeting.	
Camper Name: _____ Unit Number: _____	
Leader Signature: _____	



Heersink Scout Reservation Packing List

<p>___ BSA Annual Health & Medical Record (Parts A,B & C required) ___ Medication Sheet</p>	
<p>Personal Gear</p> <ul style="list-style-type: none"> --- Complete Scout Uniform --- Sweater and/or Jacket --- Swim Suit --- Scout related T-Shirt (3 minimum) --- Raincoat or Poncho --- Hiking boots and tennis shoes --- Sleeping bag and pillow 	<ul style="list-style-type: none"> --- Shorts --- Scout Belt * --- Socks (3 pair)* --- Extra footwear ___ Underwear/T-shirts ___ Drinking Cup/Canteen ___ Insect Repellent ___ Flashlight w/ fresh batteries <p>Toilet Articles</p> <ul style="list-style-type: none"> --- Toothbrush/Toothpaste --- Wash Cloth/Towels (2) --- Deodorant --- Comb and/or Brush --- Sunscreen
<p>Items you may want to bring</p> <ul style="list-style-type: none"> --- Mosquito Net* --- Pocketknife* --- Spending money (Average \$100) --- Personal first aid kit* --- Fishing gear* --- Sunglasses --- Compass* --- Camera --- OA Sash --- Canteen/1 Liter water bottles --- Day pack (Rawhide) --- Alarm clock --- Plastic Mug/Sierra Cup --- Knife/Fork/Spoon* --- Ground Cloth 	<p>Advancement Materials</p> <ul style="list-style-type: none"> --- Scout Handbook* --- Notebook w/ Paper/Pens/Pencils* --- Merit Badge pamphlets* --- B.S.A. Requirement Book* --- Long pants and a long sleeved shirt (For Swimming Merit Badge only) <p>WHAT TO LEAVE AT HOME</p> <p>Fireworks, firearms, ammunition, cell phones, radios & pets.</p>
<p>*Trading Post Items (while supplies last)</p>	



HONOR TROOP CHALLENGE

THE HEERSINK SCOUT RESERVATION STAFF CHALLENGES YOUR TROOP TO EARN THE HONOR TROOP AWARD. THE HONOR TROOP CHALLENGE TAKES YOUR TROOP TO NEW FRONTIERS. CAN YOUR TROOP DO IT? A MINIMUM SCORE OF 1,000 (OUT OF A POSSIBLE 1,325) IS REQUIRED TO EARN HONOR TROOP AWARD

Item	Points Available	Points Earned
Monday Campsite Inspection Score	100	
Tuesday Campsite Inspection Score	100	
Wednesday Campsite Inspection Score	100	
Thursday Campsite Inspection Score	100	
Friday Campsite Inspection Score	100	
At least 65% of the youth campers earn the Honor Camper Award	200	
Troop Participates in Outdoor Skills Competition	75	
Complete a camp improvement or conservation project. See the Camp Director, Camp Ranger or Camp Commissioner for camp needs/project ideas.	100	
The entire troop, arrive on-time to meal assemblies at least 80% of the time	100	
Scoutmaster AND Senior Patrol Leader Attend Sunday Night SM/SPL Meeting	25	
Senior Patrol Leader attends daily SPL Meeting - (10 pts per day)	50	
Conduct grace at a meal-time assembly	50	
Provide a program (cheer, song, etc.) at a meal-time	25	
Conduct a flag ceremony at a morning or evening assembly	25	
As a troop, attend camp Vesper service	25	
Troop Sweep/Mop Dining Hall	25	
At least 2 Adult Training Courses are completed during the week	50	
One adult serves as chaperone for Wilderness Survival/Camping Overnighter	25	
Scoutmaster participates in Staff vs SM activity	20	
Scoutmaster participates in Staff vs SM activity	25	

THIS FORM MUST BE TURNED IN AT FRIDAY'S SPL MEETING.
 I CERTIFY, ON MY HONOR, THAT MY TROOP HAS SATISFIED THE
 REQUIREMENTS FOR THE HONOR TROOP AWARD

----- TROOP ----- CAMPSITE -----

(SIGNATURE OF SENIOR
 PATROL LEADER)