



# Leader's Guide 2023





## Dear Leader,

Welcome to Ingersoll! I hope you are as excited as we are for the 2023 camping season. This summer will be an exciting year as we gear up to provide new and exciting opportunities for our Scouts.

We have a new program schedule that is designed to reduce the amount of downtime spent in program areas and increase the amount of program offerings.

Please take some time to review this guidebook carefully and share with other leaders in your troop to prepare them for your week at camp. If there is anything we can do to help you have a successful week please do not hesitate to contact us.

As we approach closer to camp, we'll continue posting more news and reminders on our website (<https://ingersollbsa.org>) and Facebook/Instagram.

Thank you for choosing Ingersoll Scout Reservation and we look forward to meeting you at camp!

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## Table of Contents

### Registration & Preparing for Camp

Summer Camp Fees.....	4
Financial Assistance.....	4
Refund Policy.....	5
Unit Reservation.....	5
Campsites.....	6
Key Dates.....	7
Pre Camp Touch Base.....	7
Subscribe to Text Message Alerts (In Camp).....	7
What to Bring to Camp.....	8

### Check-in & Required Paperwork

Arriving at Camp.....	9
Transportation & Parking.....	9
Check-In.....	9
Aquatics Orientation.....	9
BSA Health Form.....	10

### While at Camp

Commissioner Service .....	11
Unit Leader & SPL Meetings.....	11
Day Visitors.....	11
Wireless Internet.....	11
Cell Phone Service.....	11
Family Night.....	12
Trading Post.....	12
Flag Ceremonies.....	12
Postal Mail.....	13

### Policy and Procedures

Unit Leadership in Camp.....	13
Special Dietary Needs.....	14
Health and Safety.....	14
In Case of Accident or Emergency.....	15
Heat Alert.....	15
Lost & Found.....	15
Check-Out.....	15

### Program

Merit Badges.....	15
Merit Badge Descriptions.....	16-20
Merit Badge Prerequisites.....	21
Merit Badge Schedule.....	22
Troop Time Offerings.....	23
Daily Camp Schedule.....	24
Outpost Programs.....	25
Camp-wide Programs.....	26
Order of the Arrow.....	27
OA Summer Camp Participation Award.....	28
Camp Staff.....	29
Counselor-in-Training Program (CIT).....	29
Wilderness Counselors.....	29
Camp Map.....	30
Final Checklist.....	31
Preparing for 2023 Summer Camp.....	31
Contact Information.....	31

### Forms

Scout Release from Camp Request.....	32
Swim Classification Record.....	33
Swim Classification Procedures.....	34
Application for Financial Assistance.....	35-36





## Summer Camp Fee Schedule

All fees must be paid in full by May 15, 2023. Fees can be paid in person at the Peoria or Bloomington Scout Service Centers, mailing a check, or online. All registrations received after May 15, 2023 will incur an additional \$25 late fee (e.g. \$400 for youth, \$200 for adult)

### Camp Fees

Early Bird Youth Fee = \$350.00

Regular Youth Fee = \$375

Adult Fee = \$175

**Early Bird Fees are due by April 15, 2023. Fees paid after April 15th will be charged the regular price.**

**Visitor Fees:** \$35.00 per day

**Individual Meal Tickets:** \$10.00 per meal (Please pay for meals when you check-in at the Camp Office)

**Family Night Meal Ticket:** \$8 online, \$10 at the door. Dinner for Wednesday Family Night Dinner.



## Financial Assistance

Registered youth members who cannot pay the total cost of attending Summer Camp may apply for partial financial assistance. The fund assists deserving Scouts to attend local council events with a percentage of the cost based on need, it is not intended to provide the total fee.

To apply for financial assistance please fill out the Financial Assistance Application (Page 35). The information requested is confidential and necessary to help determine the percentage of need for each applicant. Please print legibly. Applicants must be currently registered members of the W. D. Boyce Council of the Boy Scouts of America.

Mail or drop off completed applications to the Peoria Scout Service Center, or email to [lisa.marz@scouting.org](mailto:lisa.marz@scouting.org). For full consideration, the Financial Assistance Applications must be received by April 1, 2023.



## Refund Policy

The W. D. Boyce Council Refund Policy is intended to cover emergencies beyond your control while protecting the council's pre-paid program expenses based on registration numbers.

The transfer of fees, without penalty, to another Scout or Scouter attending the same program may be requested.

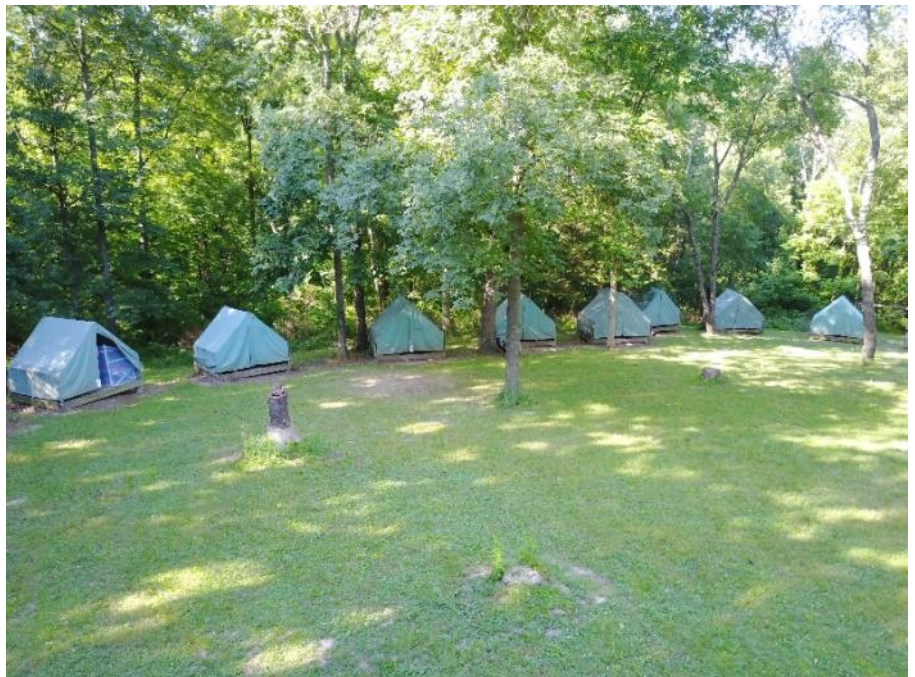
If an emergency, beyond your control occurs, call the Peoria Scout Service Center immediately at (309) 673-6136 ext. 128. All emergencies will be considered on a case by case basis and given the highest consideration when appropriate documentation is provided.

All refund requests will be reviewed by the Camping Executive. All program fees collected on-site are non refundable. Refund Request forms are available through the W. D. Boyce Council Service Center or online at [www.wdboyce.org](http://www.wdboyce.org). Refund requests received 30 days prior to the event will receive a full refund. Requests received less than 30 days but more than 2 weeks will receive a 50% refund. Requests received less than 2 weeks in advance of the event are at the discretion of the event Camping Executive, usually only granted in cases of emergency unless otherwise stated.

## Unit Reservation

To reserve a campsite for the summer, go to <https://scoutingevent.com/138-2023ISRSummerCamp> and make a \$250 deposit. Troops that make a deposit but do not attend camp forfeit their \$250 deposit. All summer camp correspondence and registration materials should be sent to the Peoria Scout Service Center (614 NE Madison Ave, Peoria, IL, 61603).

**Smaller units will be asked to share a campsite with another unit if necessary to accommodate all units attending that week of camp.**





## Campsites

At Ingersoll we offer a variety of campsite options to suit your Troops needs. All campsites include a latrine, bulletin board, flag pole, dining fly or pavilion, picnic tables, fire ring, and are located in close proximity to one of the three shower houses all with individual shower stalls and hot water. For campsites without cabins or platform tents, Troops are requested to bring their own tents.

### North Ridge

Located on hilly terrain, North Ridge campsites overlook Lake Roberts and are close to Shooting Sports and Eco-Con program areas. All North Ridge Campsites include platform tents, with (2) Folding cots in each.

Powderhorn - 28 (includes 14 platform tents)

Arrowhead - 30 (includes 15 platform tents & large pavilion)

Gunflint - 20 (includes 10 platform tents)

Diamond Hitch - 32 (includes 16 platform tents)

### South Ridge

Situated in the center of camp, South Ridge campsites are located near Scoutcraft, STEM, Fish Shack, and the Lakefront program areas.

Conestoga -34

Musket - 24 (includes large pavilion)

Tomahawk - 40

Doublebit - 18 (includes 9 platform tents)

Buckskin - 24 (Includes 6 four-person cabins)

### West Ridge

The closest to the Dining Hall and Scoutcraft program areas, West Ridge campsites offer large open areas for tent camping.

Kickapoo - 32

Sauk - 36 (includes large pavilion)

Tonkawa - 20

Kaskaskia - 38 (includes large pavilion)

Winnebago - 40 (includes large pavilion)

Illini - 32 (includes large pavilion)





## 2023 Key Dates

- ✓ Financial Aid Forms Due – April 1, 2023
- ✓ Online Merit Badge Selection – April 1, 2023 (\$100 Deposit per youth required)
- ✓ Family Night RSVP Available —April 1, 2023
- ✓ Early Bird Deadline – April 15, 2023
- ✓ All Fees are Due – May 15, 2023

## 2023 Scouts, BSA Summer Camp Weeks

Week 1: June 11 - 17

Week 2: June 18 - 24

Week 3: June 25 - July 1

Week 4: July 2 - 8



## Pre-Camp Touch Base

Roughly 5-7 days before you arrive to camp, one of our camp admin team members will reach out to the registered unit leader to confirm head count, go over final reminders, and answer any questions you have. We will also be posting updates via Facebook and Instagram as summer approaches, to help keep everyone informed.



## Subscribe to Text Message Alerts (In-Camp)

Ingersoll uses the **Remind** app to allow the camp administration to quickly send alerts to adult leaders during their stay at camp. This free service (carrier rates may apply) will be used to communicate important reminders, inform of any schedule adjustments, and to provide direction in case of inclement weather or emergency.



The free app can be downloaded in the iOS App Store or Android Google Play Store—visit <https://remind.com/apps> for the links.

A special join code specific to your week of camp will be provided to the primary unit leader shortly before your arrival at camp, which we encourage to be distributed to all adult leaders. You will not be able to use the app until you have received the join code.



## What to Bring to Camp

Every Troop should take a few minutes to determine if they have everything necessary for a quality week at summer camp. The following is a suggested list of items to take to camp. Consult the Scoutmaster's Handbook for a more detailed list.

The Scout uniform builds individual and unit pride. The Scoutmaster's attitude towards wearing the Scout uniform will be reflected in the dress of his or her Troop. Scouts are encourage to wear their Field Uniform to and from camp with pride, as well as at evening flag ceremonies and campfires.

### Personal Packing List

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Bedding or sleeping bag  | <input type="checkbox"/> Insect Repellent                              | <input type="checkbox"/> Merit Badge Books  |
| <input type="checkbox"/> BSA Uniform              | <input type="checkbox"/> Sunscreen                                     | <input type="checkbox"/> Personal hygiene gear                                      |
| <input type="checkbox"/> T-shirt or casual shirts | <input type="checkbox"/> Underwear                                     | <input type="checkbox"/> Medical form (Parts A, B, & C) With Copy of Insurance Card |
| <input type="checkbox"/> Jeans/Long pants         | <input type="checkbox"/> Socks   | <input type="checkbox"/> Paper, pencil, and pens                                    |
| <input type="checkbox"/> Sweater or sweatshirt    | <input type="checkbox"/> Towels  | <input type="checkbox"/> Old Shoes (which can get wet)                              |
| <input type="checkbox"/> Heavy shoes or boots     | <input type="checkbox"/> 2 Swimming suits (one for lake, one for pool) | <input type="checkbox"/> Canteen or water bottle                                    |
| <input type="checkbox"/> Sneakers or moccasins    | <input type="checkbox"/> Wrist watch                                   |   |
| <input type="checkbox"/> Raincoat or poncho       | <input type="checkbox"/> Flashlight                                    |   |
| <input type="checkbox"/> Pajamas                  | <input type="checkbox"/> Scout Handbook                                |   |
- 

### Optional Equipment

- |                                      |   |  |
|--------------------------------------|---|--|
| <input type="checkbox"/> Work Gloves | <input type="checkbox"/> Hat                  | <input type="checkbox"/> Religious books |
| <input type="checkbox"/> Compass     | <input type="checkbox"/> Sunglasses           | <input type="checkbox"/> Pack or duffel  |
| <input type="checkbox"/> Camera      | <input type="checkbox"/> Musical Instrument   | <input type="checkbox"/> Foot powder     |
| <input type="checkbox"/> Sewing Kit  | <input type="checkbox"/> Stamps and Envelopes |  |
- 

### Troop Equipment

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Troop Flags and Pole                   | <input type="checkbox"/> Lashing Rope                | <input type="checkbox"/> Merit Badge Pamphlets            |
| <input type="checkbox"/> Lanterns                               | <input type="checkbox"/> Alarm Clock                 | <input type="checkbox"/> Props for campfire               |
| <input type="checkbox"/> First Aid Kit                          | <input type="checkbox"/> Trash Bags                  | <input type="checkbox"/> Water Containers (3 to 5 Gallon) |
| <input type="checkbox"/> Locked Medication Dispenser & Log Book | <input type="checkbox"/> Program Reference Materials |   |
| <input type="checkbox"/> Axe yard equipment                     | <input type="checkbox"/> Games                       |   |



## Check-In and Required Paperwork

### Arriving at Camp

Please plan to arrive at Ingersoll between 12pm and 2pm. Troops that are going to arrive after 2pm should notify the Camp Administration by calling (309) 673-6136 x 123. No Staff will be available to handle early arrivals so please do not plan to arrive before noon.

### Transportation & Parking

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet BSA insurance requirements. Transporting Scouts or Adults in the bed of a pickup truck or trailer (whether it is covered or uncovered) is against the policy of the Boy Scouts of America.

Parking is provided at the camp only in the main parking lot near check-in.

Vehicles are not to be parked in the campsite during your stay. Trailers can be dropped off in your campsite during the check-in process for the week and returned to the parking lot until check-out.

To maximize safety and keep traffic in camp to a minimum, only camp vehicles will be allowed to operate within camp during the week.

### Check-In

Upon arrival at Ingersoll, you will be greeted by an ISR Staff member at the front gate who will welcome you to camp and show you the way to the parking lot. At the parking lot you will meet your Site Guide, who will guide your Troop through the Check-In process. The Unit Leader must go check-in with Camp Administration, where they will finalize paper work including payment, Health Forms, update last minute program changes, and schedule time for Aquatics' orientation.

As the Unit Leader is checking in, the rest of the troop will take their gear to the campsite. Gear in a trailer can either be pulled by your own truck with an ISR Staff member riding along to make sure the roads are clear, or the ISR Ranger can pull your trailer to your campsite with a camp truck. If you don't have a trailer, the ISR Ranger can use the camp truck to transport gear from the parking lot to your campsite.

Once you are checked-in and your gear is in the campsite, the site guide will help the troop setup and take you on a camp tour. Units will go through aquatics orientation, dining hall orientation, a shooting sports safety briefing, and storm shelter procedures.

### Aquatics Orientation

Even if the Scouts have completed their swim checks prior to camp (page 33), they still must visit the Aquatics Staff for the Aquatics Safety Orientation and get buddy tags made at the Pool. This is also the time that Scouts can complete their Swim Check if needed. Remember that a shirt and shoes with a covered heel and toe must be worn at all times in camp.





## Health Forms

All participants, both youth and adults, staying in camp for longer than 72 hours must have completed the [BSA Annual Health and Medical Record parts A, B, & C](#) with a copy of Insurance cards (Front and Back), and be registered members of the BSA. Adults must have current Youth Protection Training.

The Health Officer will collect them at check-in, any missing parts of the Health Form must be fixed within 72 hours for the participant to remain in camp. The forms will be returned to the unit with the units Check-out Packet.

Those staying in camp less than 72 hours only need Parts A & B.

## Here are a few commonly missed parts of the Health Form:

Part B first page, asks for copies of Insurance Card (Front and Back) attached with the Health Form

Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

The second page of Part B, asks if Non-prescriptions medications administration is authorized and this requires a Parent or Guardian Signature.

Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Part C must be filled completed by a certified and licensed physician (MD,DO), nurse practitioner, or physician assistant on this form.

## Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

**C**



## While at Camp

### Commissioner Service

After your Site Guide finishes helping you check-in, a Commissioner will be your main resource for campsite needs. The Commissioner will stop by your campsite each day to see how things are going and make sure you have all the supplies you need. If there is something broken or missing in your site, please report it to your commissioner and they will see that it is taken care of.



### Unit Leader & SPL Meetings

Starting Monday, a daily Leaders' Meeting will be held in the Wilderness Training Center (WTC) at 1:30pm. Unit Leaders will get the opportunity to ask questions and get updates on special events going on in camp.

A Senior Patrol Leader meeting will also be held each weekday after Breakfast (8:30am) at the Dining Hall.

### Day Visitors

Day visitors should park in the parking lot and check-in at the Camp Office. Please note that the camp wide

speed limit is 15 MPH.

If a day visitor wants to eat in the Dining Hall, a meal ticket must be purchased from the Camp Office, for \$10.00 per meal.

Day visitors must check-in upon arrival and check-out during departure at the Camp Office. There are no facilities at Ingersoll Scout Reservation to allow day visitors to stay overnight.

### Wireless Internet

Ingersoll has high-speed internet available at various areas throughout camp. We ask that all internet users be courteous of others and help conserve bandwidth, especially when streaming video content.

### Cell Phone Service

There is limited cellphone service at camp. With that said, Verizon and AT&T are the cellphone providers with the most service available throughout camp.



## Family Night

We are excited to invite all parents and family members of participating Scouts to come out to camp on Wednesday evening. This is the perfect opportunity to spend time visiting with Scouts in your Troop and enjoy an evening at Ingersoll.

- Families are welcome to begin arriving at **5pm** and join us for dinner at the Dining Hall at **6pm**.
- Families visiting camp can purchase meal tickets online for \$8, or onsite at the Trading Post and Dining Hall for \$10 per meal.
- Following dinner, families will get a chance to hear from the staff and get to learn about the exciting things the campers have experienced during the week.
- As the highlight of the evening, the Order of the Arrow (OA) Call out ceremony will take place. Families are invited to join their units and participate in the OA Callout, with expected conclusion by **8:30pm**.



## Trading Post

Ingersoll operates a Trading Post that stocks many items such as camp souvenirs, craft kits, pocket knives, toiletries, ice cream, and other snacks. We recommend that Scouts bring no less than \$30 - \$50 to spend in the Trading Post. This would generally pay for program supplies, Ingersoll souvenirs, and some snacks throughout the week. The Trading Post accepts cash, check, and credit cards.

## Flag Ceremonies

The camp will assemble for Flag Ceremonies in the morning and evening. Scouts and Leaders are expected to attend evening flag ceremonies in full BSA Field Uniform. (Activity Uniform is recommended for morning flag assembly) Units will have the opportunity to show off cheers and run-ons during Roll Call at most flag ceremonies. Scouts are encouraged to be creative, but longer skits and songs are better suited for meals or Closing Campfire.



## Postal Mail



Scouts may receive mail while at camp. Send mail to the following address:

Ingersoll Scout Reservation  
Unit(#), (Scout's Name)  
33 Knox Rd. 650 E  
London Mills, IL 61544

Please be sure to include the Unit Number on all mail, as this will make it much easier to route the mail to the proper participant.

All mail can be picked up by Adult Leaders in the Camp Office.

To ensure Scouts receive mail or packages at camp, it is a good idea to send them before your week of camp begins.

## Policies & Procedures

### Unit Leadership in Camp

Each unit is required to have at least 2 registered adult leaders in camp at all times during the entire week. Small troops that are sharing leadership with another troop must have chartered org rep approval of shared leadership. As per Boy Scouts of America policy, all adults staying in camp longer than 72 hours must be registered members of the Boy Scouts of America and have completed Youth Protection Training. Two registered adult leaders 21 or older must be with the unit at camp. There must be one registered female adult 21 years of age or older for every unit serving females.

Under the troop system of camping, the unit leader is in charge of the troop at all times. Organization and discipline are the responsibilities of the unit leader. The camp staff will work with the unit leadership as advisors. Discipline of Scouts is to be reported to the Camp Director. Should a call need to be made to parents to pick up a Scout, the Unit Leader must first consult with the Camp Director.

Ingersoll fully enforces the youth protection policies set by the Boy Scouts of America. Violations of these policies will not be tolerated. Offenders will be asked to leave the property and the appropriate authorities will be notified.





## Special Dietary Needs

At Ingersoll, our first priority is the safety and well being of our campers. We have systems in place to ensure that all Scouts and Leaders who have special dietary needs or food allergies are accommodated at Camp.

We can store supplemental food in our Dining Hall kitchen, prepare a modified menu, or work with Scouts, parent(s), or leaders to provide meal alternatives.

When naming Scouts and Participants on Black Pug (the Online Merit Badge Registration system) it will ask if each Scout or Adult has any Special

Dietary Needs—this is where you will write in any needs that will allow for our Food Service Team to prepare for your week at camp.



## Health and Safety

The Camp Health Officer can be reached at all times at 309-673-6136 x117. We want every Scout to have a fun and exciting stay at Ingersoll. Safety is our top priority in our program areas, campsites, and around Ingersoll. Please take note of and share these policies and procedures with your adult leaders and scouts to ensure a fun and safe experience.

A few helpful tips for a safe camping experience:

- BSA Policy always prohibits transporting passengers in the back of trucks or trailers.
- Wear closed-toed shoes at all times (except in the pool area).
- Carry a water bottle with you at all times.
- Always use the buddy system: 2 or more Scouts go everywhere together.
- Fires should always be attended to and completely extinguished. Do not create new fire rings.
- Follow Totin' Chip safety rules when using knives and axes. Fixed blade knives are not permitted in camp.
- Use insect repellents containing DEET, diluted vanilla, or Permethrin.
- Always wear sunscreen and sun hats for protection from the sun.
- Carry flashlights if you expect to be walking after dusk.
- Shake out clothing and shoes before wearing them.
- Keep food out of tents at all times.
- Be able to identify poisonous plants such as poison ivy, oak, and sumac.
- Be able to identify snakes. Though uncommon to Ingersoll, venomous snakes such as copperhead, cottonmouth, timber rattler, and massasauga are native to Illinois.
- Wildlife should be admired from a distance. Wild animals can be dangerous when agitated.



## In Case of Accident or Emergency: Health Officer, 309-673-6136 x117

Ingersoll has a Health Lodge that is accessible 24 hours a day and managed by staff members trained in handling accidents and illnesses. There are also local hospitals and clinics nearby in the event of an injury. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such trip is required, we ask that a Scout's leader drives the Scout to the hospital (along with another adult for youth protection). This way the Health Officer will still be in camp to treat any other potential injuries. If necessary, the Camp Office will call emergency services.

Camp emergency procedures will be covered at the opening leader's meeting and during the Camp Tour on Check-in Day.

## Heat Alert

Hiking, Camp Wilderness Outposts, Climbing, COPE, Mountain Biking/Boarding, along with any other activities deemed strenuous will be limited or canceled on days when temperatures reach or exceed the high 90's coupled with high humidity. During these times Scouts, Leaders, Staff, and Visitors are reminded to drink plenty of water, which is available at campsites, program areas, and activity areas. Anyone feeling the effects of too much heat should go immediately to the Health Lodge for a check-up.

## Lost & Found

Clothing and equipment should be clearly marked with your last name and troop number. The W. D. Boyce Council is not responsible for security or loss of personal items. During camp, Lost and Found items are kept at the Camp Office for people to claim. If anything is missing after your departure from camp contact the ISR Camp Office at (309) 673-6136 x123. At the end of August, all items in the Lost and Found will be donated to a local charity or thrown away.

## Check-Out

On Saturday morning, your Site Guide will arrive at your campsite to deliver breakfast and assist with the check-out process. Once a Commissioner has inspected and cleared your campsite, arrangements will be made with our Ranger staff for transporting your trailer/gear back to the parking lot. A leader will also need to stop by the office once the campsite is cleared for final checkout, where you will receive your check-out packet containing advancement records, camp patches, and medical forms. This is also a great time to make one last stop at the Lost & Found to ensure nothing got left behind.

## Program

### Merit Badges

The following pages have descriptions of all the Merit Badges offered at ISR Summer Camp. They are broken out by program area and have the recommended numbers of years a participant should have been to camp to participate in the badge. **Note: some merit badges may require special materials provided at and additional cost, which will be added to the registration total automatically during merit badge sign-up.**

1 - First year at camp or more      2 - Second year at camp or more      3+ - Third year at camp or more



## ISR Merit Badge Descriptions

**Archaeology (1)** - Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

**Archery (2)** – A classic summer camp activity, Scouts learn to shoot on compound bows. With a steady hand and a calm eye, a Scout may be able to even split an arrow! Scouts will also learn how to make a bowstring and fletch an arrow.

**Astronomy (3)\*** – Scouts will study how space affects our planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and dazzling array of stars. An evening astronomy hike will also take place (Pre-req: 5b)

**Animation (1)** - Scouts will learn how to create visual animations, discuss the ways in which animation is used, and explore the fun and exciting career opportunities in animation.

**Aviation (2)\*** – For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird. Learn how we float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher. (Pre-req: 4)

**Basketry (1)** – Each Scout will learn to weave their own basket that they can take home! This is a great merit badge for young scouts to participate in.

**Bird Study (1)** – Birds are among the most fascinating creatures on Earth. Scouts will get to study different bird species and how they live, and explore the interesting hobby of bird-watching. (pre req: 5,7)

**Camping (2)\*** – Scouts will be taught the basic skills of both campsite and backcountry camping. They will be taught the importance of Leave-No-Trace. Scouts are welcome to bring some of their own gear, but it is not required. (Pre req: 4b, 5e, 7a-b, 8c-d, and 9a-b)

**Canoeing (2)** – This is a classic Scouting activity. Scouts will learn the strokes, swamp their boat, and paddle the lake! (Pre req: 2)

**Chemistry (1)** – Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen, but proven to exist.

**Chess (1)** – Scouts will learn the classic game of Chess. Going beyond the basic, they will learn different tactics, strategies, and moves to emerge victorious with a checkmate.

\* includes prerequisites to be completed before arriving at camp



**Climbing (3)** – Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice these throughout the week on our 50 foot climbing tower! Suggested age 13+.

**Emergency Preparedness (2)\*** – Scouts will learn how to recognize, prevent, prepare for, and respond to a wide variety of emergency situations. They will need to bring pen and paper with them to class. The First Aid Merit Badge is a pre-requisite. (Pre-req: 1, 2c, 6c, 8b)

**Environmental Science (3)** – This badge is required for Eagle. It requires daily hikes, field notes, and experiments. This badge is recommended for older scouts (age 13+) as it requires a great deal of writing. Scouts will need to bring a notebook and pen.

**First Aid (1)\*** – Scouts will learn what to do first when a medical emergency strikes. They should come with pen and paper so they can take notes about skills such as splints, bandages, and CPR. The skills they learn here might save someone's life. (Pre-req: 1, 5)

**Fishing (1)\*** – “Every Scout ought to be able to fish in order to get food for himself. A Tenderfoot who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch a fish.” - Robert Baden-Powell in *Scouting for Boys*. (Pre-req: 1a-d. 6a-b)

**Fish and Wildlife Management** - Scouts will learn to understand fish and wildlife life cycles, habitat requirements, predator- prey relationships, natural succession, competition, and a host of other fish and wildlife management principles.

**Fly-Fishing( 2)\*** – Fly-fishing is a specialized form of fishing that combines skill and artistry. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. (Pre-req: 1a-b. 7a-b)

**Forestry (1)** - Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

**Game Design (1)** - Games come in almost every shape, size, and format. Scouts will learn what makes a fun game, and explore how games make us who we are.

**Insect Study (1)** - Scouts will meet creatures with tremendous strength and speed, and learn how they see, hear, taste, smell, and feel the world around them. (Pre req: 5,9)

**Kayaking (1)** – This merit badge will introduce you to recreational kayaking and help prepare you for advance paddle sports such as touring/sea and whitewater kayaking. This is a great way to prepare for more adventurous paddling trips! (Pre req: 2)

\* includes prerequisites to be completed before arriving at camp



**Leatherwork (1)** – Scouts will learn to make useful leather items using the same types of raw materials that our ancestors used. This is another excellent merit badge for young scouts.

**Lifesaving (2)\*** – This badge is required for Eagle (with alternatives). It is a challenging merit badge that requires physical strength and stamina. Bring long pants, long-sleeved button-down shirt, and shoes that can get wet. Second Class requirements 5a-5d and First Class requirements 6a-b, 6e should be completed prior to camp (Pre-req: 2a, 16b). Recommended age 13+.

**Metalwork (3)** – Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. Meet at Horseshoe Bend.

**Moviemaking (2)** - Scouts will learn how to tell stories visually through the art and science of motion picture photography. Scouts are asked to bring a smartphone with a working camera to this merit badge that can be used for recording and editing short videos.

**Nature (2)** – There is a very close connection between the soil, plants, and animal life. Understanding this connection and the impact we have is important to preserving the wilderness and our own well-being.

**Orienteering (2)** - Scouts will learn to navigate with a map and compass, what the various symbols and markings on a map represent, learn first aid for injuries that can occur during orienteering, and participate in orienteering events. (Pre-req: 7a-b)

**Pioneering (2)** – Learn the rustic construction techniques used by the pioneers of old. Scouts will learn a wide variety of knots, lashings, and splices. They will then use these skills to make camp gadgets such as tables or a bridge. They will be amazed by the awesome power of rope! It is recommended that Scouts have completed the 1<sup>st</sup> Class Rank for this Badge.

**Plant Science (1)** - Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

**Pulp and Paper (1)** - Paper is used in countless facets of our lives, but where does paper come from? Scouts will learn about the different aspects of using trees to create pulp, which then forms paper, along with the impacts on our world.



**Rifle Shooting (2)** – Accurate rifle shooting requires discipline and control. Scouts will learn firearm safety, the mechanics of a rifle, and how to accurately fire a .22 caliber rifle. There is an accuracy requirement that may require Scouts to come to open rifle if they need more practice. (Pre-Req: 1f)

**Robotics (2)** - Earning the Robotics merit badge requires a Scout to understand how robots move, sense the environment, and understand what to do.

**Sculpture (1)** - This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he or she sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

**Search and Rescue (2)** - Assisting the lost and confused is the aim of the Search and Rescue merit badge. This badge shows Scouts how to find search subjects, bring them to safety and avoid becoming lost themselves. (Pre-Req: 6a-c, 10)

**Shotgun Shooting (3)** – This program will teach Scouts the basic of handling and shooting a shotgun as well as safety precautions for firearms. They will have the chance to shoot trap and practice to sharpen their skills. (Pre-Req: 1f)

**Small Boat Sailing (3)** – Have your Scouts climb aboard and set sail in this merit badge! Scouts will learn the necessary skills to command sailing vessels, including knots and rigging. This badge is not for land lubbers! It's big fun in small boats! (recommended age 13+) (Pre req: 2)

**Soil and Water Conservation (3)** - Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

**Space Exploration (1)** – Ready for lift off? Scouts should prepare themselves for an epic journey through the cosmos. Scouts will design, construct, launch, and recover a model rocket!

**Stand Up Paddleboarding (SUP) Award (2)** - Though technically not a merit badge, Scouts will spend time on Lake Roberts learning the basic of Stand Up Paddleboarding (SUP) including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation. (Pre req: 2)

**Swimming (1)\*** – This life skill is the gateway to many hobbies and experiences. This is a good entry-level aquatics badge and is required for Eagle (with alternatives). It is strongly suggested that Scouts take this before other Aquatic merit badges. Scouts must pass the BSA swimmer test in order to take this badge.

**Textile (1)** - Scouts will explore the countless fibers and fabrics that are used in our everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture, boat sails, bandages, sleeping bags, and more.

\* includes prerequisites to be completed before arriving at camp



**Welding (3)** – More goes into welding than just sticking two pieces of metal together! In this 3-hour session Scouts will learn all about the different types of welding machines and will learn several different types of welds. Suggested age 13+ . Meet at Horseshoe Bend

**Wilderness Survival (2)\*** – What would you do if you were lost and stranded in the woods or desert? Learn the skills of self-reliance and how to build shelters and start fires from nothing. This merit badge requires an overnight camping trip while at camp, schedule for Tuesday night weather permitting. Requirement 5 requires putting together a personal survival kit. This should be done before coming to camp. Suggested age 13+ (Pre-req: 5)

**Woodcarving (1)**– Great for first-year Scouts! Whether it's carving an elaborate piece or just whittling around the campfire, Scouts will always be using the skills they learn here. Scouts will need their Totin' Chip which may be earned during open Scoutcraft. Knives are available for Scouts to use or Scouts may use their personal carving knives. Pocket knives do not work well for this badge.

## **Brownsea Island First Year Camper Program**

The Brownsea Island program gives first year Scouts an introduction to Scouting Methods and Camp. Scouts will work as a model Troop. The focus of this program is not on rank requirements, but on the basic skills of the patrol method, orienteering, knots, first aid, and nature.

Over the course of the program, Scouts will complete some advancement requirements. The camp staff will not sign off on the Scout's book but will provide a list of all requirements they went over during the week for the Scoutmaster to review with the Scout and sign off.



The Requirements that will be covered during this program are:

- Tenderfoot: 3a-d, 4a-d, 5a-c, 7a, 8
- Second Class: 1b, 2f-g, 3a-d, 4, 5a-d, 6a-e, 8a-b, 9a-b
- First Class: 3a-d, 4a-b, 5a-d, 6a-e, 7a-c

\* includes prerequisites to be completed before arriving at camp



## Pre-Requisites

Not all merit badges can be completed in just a week at camp. Some of the Merit Badges have pre-requisites that should be completed before arrival at camp. The Scout should bring proof that they completed the requirement before camp, so the merit badge instructor can sign off on the individual requirement. If the Scout does not have proof of completing the requirement, they will leave camp with a partial completion. They can finish the badge with a registered merit badge counselor after camp. The Black Pug Advancement Report provided will list all the requirements that the Scout completed at camp.

Below is a list of Pre-requisites that need to be completed before camp with a brief description of the requirement. Please consult the actual merit badge books for the official wording of the requirements.

Merit Badge	Pre-Req	Brief Description
Astronomy MB	5b	List most visible planets and write a chart when they will be observable.
Aviation MB	4	Visit an airport, FAA facility, or air show.
Bird Study MB	5, 7	Observe 20 bird species and prepare field notebook. Describe bird call for at least 5 of these 20 bird species.
Camping MB	4b, 5e, 7a-b, 8c-d, 9a-b	Help patrol prepare for a campout. Cook one breakfast, one lunch, and one dinner. Camp 20 days/nights. Half of 9b can be completed by rappelling at the climbing tower during Open Climb.
Canoeing MB	2	Complete the BSA Swimmers Swim Test.
Emergency Preparedness MB	1, 2c, 6c, 8b	Complete the First Aid Merit Badge. Teach family how to make an emergency kit and create a family emergency plan. Make a personal emergency service pack and a family emergency pack.
First Aid MB	1, 5	Complete all the First Aid requirements for Tenderfoot, 2nd Class, and 1st Class. Prepare a First Aid kit for home, bring your kit to camp.
Fishing MB	1a-d, 6a-b	Possess a copy of the Fishing MB pamphlet and read it. Practice the Arbor Knot, Improved Clinch Knot, Palomar Knot, Uni and Uni-to-Uni Knot.
Fly-Fishing MB	1a-b, 7a-b	Possess a copy of the Fly Fishing MB Pamphlet and read it. Practice the Arbor Knot, Perfection Loop, Loop-to-Loop Connection, Surgeon's Knot, and Improved Clinch Knot, but not the Nail Knot.
Insect Study MB	5,9	Observe 20 species of insects and complete a scrapbook. Raise an insect through complete metamorphosis.
Kayaking MB	2	Complete the BSA Swimmers Swim Test.
Lifesaving MB	2a, 16b	Must be a Swimmer. Complete Second Class requirements 5a-5c & First Class reqs 6a-b, 6e. Complete CPR training from certified instructor.
Robotics	6a or b, 7	Attend a robotics competition or learn about three youth competitions. Learn about three robotics related career fields.
Search and Rescue	6a-c, 10	Interview a member of a search and rescue team. Find out about career or volunteer opportunities in SAR.
Small-Boat Sailing MB	2	Complete the BSA Swimmers Swim Test.
Stand Up Paddleboarding Award	2	Complete the BSA Swimmers Swim Test.
Swimming MB	2	Complete the BSA Swimmers Swim Test.
Wilderness Survival MB	5	Put together a personal survival kit. Bring your kit to camp.

# 2023 Ingersoll Scout Reservation Merit Badge Schedule

## 2023 Merit Badge Schedule

	9:00	9:15	9:30	9:45	10:00	10:15	10:30	10:45	11:00	11:15	11:30	11:45	12:00	12:15	2:00	2:15	2:30	2:45	3:00	3:15	3:30
															TROOP TIME / OPEN AREAS (See Daily Schedule)						
Brownsea Island	Tenderfoot			Second Class			First Class														
Climbing Tower	Climbing			Climbing																	
Ecology / Conservation	Environmental Science			Forestry			Soil & Water														
	Insect Study			Astronomy			Fish & Wildlife														
Field Sports	Shotgun Shooting			Rifle Shooting			Shotgun Shooting														
	Archery			Archery			Archery														
Fish Shack	Fishing						Fly Fishing														
Lakefront	Canoeing						Small Boat Sailing														
	Kayaking						Stand-up Paddle Boarding Award														
Pool	Swimming (2nd year+)						Swimming (2nd year +)														
	Lifesaving						Lifesaving														
Scoutcraft	Leatherwork			Woodcarving			Pulp & Paper														
	Camping			First Aid			Archaeology														
	Sculpture			Textile			Wilderness Survival														
STEM Center	Robotics			Aviation			Game Design														
	Chemistry			Space Exploration			Animation														
	Metalwork (at Horseshoe Bend)			Welding (at Horseshoe Bend)																	



## Troop Time

In the afternoons (Mon—Thu), Troops will have the option to choose a specialty program to participate in as a group at areas around camp (adults too!). Troops will get ample opportunity after arrival at camp to vote on their preferences, awarding leadership responsibility to SPLs to gather the troop's preferences. These programs are designed to be flexible to the interests of each group, each one offering exclusive activities available only during designated Troop Time. If needed, smaller groups may be paired with another group to provide maximum opportunities for all.

**Tortuga Island**—Ahoy matey! This be a brand-new pirate-themed adventure! Meet at Eco-Con, then travel to a special area of the lake where sea shanties, knife-throwing, riddles, games, and nautical fun await you!

**Field Day**—Take advantage of our huge activity field with a friendly troop game of volleyball, soccer, flag football, sharks and minnows, kickball, Gaga ball, frisbee golf. Sports galore!

**Mountain Boarding**—Walking down Dining Hall Hill is so slow! If your troop wants to experience going down that hill faster, check out our mountain boards and start cruisin'. Sadly, they don't work as well going back up the hill, but it will be worth it! Limited to 8 participants at once, but plenty of opportunities for rotation.

**Mountain Biking**—Enjoy a staff-led tour on our mountain bike trail to see a whole new side of Ingersoll. Limited to 12 mountain bikers at a time with opportunities for rotation for larger groups.

**Climb Time**—Harness up and go climbing, rappelling, ziplining, and enjoy an assortment of team-building challenges. Limited to 15 participants.

**Pioneering Party**—Gather down the hill at Scoutcraft to prove your pioneering prowess by building exciting, eye-catching displays of Scout skill.

**Science & a Snack**—Meet at the STEM Pavilion and put your science skills to the test doing fun experiments and projects. Bring a shirt from home or buy one in the Trading Post to tie-dye and make it uniquely yours! Round out the afternoon with some homemade ice cream you make yourselves (yeah science!).

**Target Practice**—Enjoy some target practice and take your pick between Archery, Shotgun, Rifle, Chalk ball, or Cowboy Action Shooting. Limited to 15 participants.

**Beach Day**—Head down to Lake Roberts and grab a boat, enjoy a friendly game of Canoe Battleship, or have fun getting the waterslide all to yourselves!

**Fresh Catch**—Does your troop love to fish? Come on down to Greg's Fish Shack and enjoy a nice afternoon by the lake as a group and see who can catch the most!

**Conservation Craze**—Meet at Eco-Con to learn about recycling and conservation, and all of the ways you can reuse everyday items to make cool projects. Bring your garbage and see who can build the most useful camp gadget!

**Totin' Chip**—Prevent "finger carving" and learn safety and proper procedure for using a pocket knife while you earn this classic scouting award. Meet at Scoutcraft.

**Firem'n Chit**—Learn safety and proper procedures for fire building while earning this classic scouting award. Meet at Scoutcraft.

**Compass vs. GPS**—Test your skills at orienteering with a compass or GPS. Determine which technology is better, faster, and more accurate. Meet at Scoutcraft.

**Nature Hike**—Is that really poison ivy? Explore camp on a guided nature hike and get the answer! Meeting place TBD.



# Daily Schedule

	SUN	MON	TUE	WED	THU	FRI	SAT
6:00 a		Mile Swim	Mile Swim	Mile Swim	Mile Swim	Mile Swim	
7:00 a							Breakfast Delivered to Campsite
7:30 a		Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	
7:45 a		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
8:30-8:45a		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	Campsite Cleanup / Unit Departure
9:00 - 11:45a		Merit Badges	Merit Badges	Merit Badges	Merit Badges	Merit Badges	
12:15 - 1:15p		Lunch	Lunch	Lunch	Lunch	Lunch	
1:30p		Leaders Meeting	Adult Leader Training	Leaders Meeting	Adult Leader Training	Leaders Meeting	
2:00 - 3:30p		Merit Badges	Merit Badges	Merit Badges	Merit Badges	Merit Badges	
3:30 p		Troop Time	Troop Time	Troop Time	Troop Time	Open Areas	
5:00 p							
5:30 p	Dinner	Flag Ceremony	Flag Ceremony	Families Arrive	Flag Ceremony	Flag Ceremony	
6:00 p	Non- Denominational Worship Service	Dinner	Dinner	Dinner	Dinner	Dinner	
6:45 p							
7:00 p	Catholic Mass	Open Eco-Con & Open Shooting Sports & Open STEM	Open Scoutcraft & Night Boating & Night Fishing	OA Ceremony	Open Tower & Open Dining Hall & Night Swim		
7:30 p	Fire/Lost Scout Drill						
8:00 p	Flag Ceremony						
8:30 p	Opening Campfire				Night Zip & Movie Night	Closing Campfire	



## Outpost Programs

Outpost Programs are an opportunity for your troop to enjoy a meal at one of the program areas and then enjoy exclusive, themed program activities.

Sign up for these meal time programs online at the same time as signing up for Merit Badges. Select your Troop's preferences during registration.

**Chuckwagon Dinner at Horseshoe Bend** - Take a step into the Western Frontier at Horseshoe Bend where the old west comes alive. Enjoy a Chuckwagon Dinner and activities such as horseshoes, lassoing, branding, and blacksmithing. Gather at the Fish Shack at 5:15pm where a staff member will meet you and take you to the old west at Horseshoe Bend.



**Axe Yard Breakfast at Paul Bunyan** - Travel back to a 19<sup>th</sup> century logging camp, where its residents will bring the era to life. Spar pole climbing, branding irons, cross cut saws, logging games, tomahawks, and a Paul Bunyan sized breakfast will fill up the morning activities. Adults Leaders are asked to assist the logging camp residents with activities. Long pants and sturdy shoes are required for spar pole climbing. Meets at the Paul Bunyan Arch at 6:45am.





## Campwide Programs

**Night Zip** – Come to the Climbing Tower to zip down the line after it gets dark. With the lights, you will get the feeling you are an airplane landing on a runway. Space to participate in this program is limited; sign up at the Trading Post during camp.

**Movie Night**—Gather on the hilly area between the Dining Hall west doors and the Centennial Chapel entrance and enjoy an evening watching a fun Scout-themed movie.



**BSA Mile Swim** – No need to sign up, just show up at the pool at 6am starting Monday morning. Practice sessions



are available earlier in the week. After Scouts & Adults have attended a minimum of 2 practice sessions, they will be eligible to attempt to swim the mile to earn the BSA Mile Swim Award.

**Open Areas**—at various times throughout the week, each program area will have an Open Night, where fun activities will be made available for Scouts regardless of whether they are participating in any merit badges in that area. This is the perfect chance to see all areas of camp and get the most out of your week of summer camp!



## WENASA QUENHOTAN LODGE ORDER OF THE ARROW

The Order of the Arrow — the National Honor Society of the Boy Scouts of America — is active and visible all summer at Ingersoll Scout Reservation. From weekly call-outs and fun activities for all Scouts, and the Summer Camp Participation Award, Wenasa Quenhotan #23 Lodge brings fun, ceremony, service, and lasting memories to each week of camp. *This summary will be supplemented by detailed information available from the OA Camp Chief during each week of camp.*

### **Summer Camp Financial Assistance**

Wenasa Quenhotan Lodge offers financial assistance to Scouts and Ventures based on merit and need. Assistance is up to half of the total summer camp and is available to OA members and non-members. Application, deadline, and details at [wq23.org](http://wq23.org).

### **Weekly Call-Out Ceremony**

- Wednesdays— June 14, June 21, June 28, and July 5.
- The Call-Out Ceremony recognizes those Scouts and Leaders who have been selected by their peers to as someone who goes above and beyond in living the Scout Oath and Law
- All family members and Family Night guests are invited to stay for this exciting, memorable ceremony as Scouts and Scouters begin their journey towards membership in Scouting's National Honor Society, founded on the principles of Brotherhood, Cheerfulness, and Service
- Ceremony begins after dinner on Wednesday night.

### **Annual Dues (for members of Wenasa Quenhotan Lodge)**

To participate in OA activities, you must be current on your annual dues. 2023 dues of \$20 can be paid online at [wq23.org](http://wq23.org).

### **Out-of-Council Participation**

- We welcome our brothers from other lodges and invite them to participate fully in OA activities.
- Out-of-council candidates may be called out at ISR if an out-of-council letter is presented to the Camp Chief at the beginning of camp.

[www.wq23.org](http://www.wq23.org)



## OA Summer Camp Participation Award

- Units with OA members will have the opportunity to receive a special OA Summer Camp Participation Award—a patch for each member of the unit and a ribbon for the unit flag.
  - Applications are available on the lodge website, at [ingersollbsa.org/resources](http://ingersollbsa.org/resources), and will have copies in the camp office during summer camp.
  - Out-of-council units are eligible for this award.
  - Find the OA Summer Camp Participation Award worksheet at [www.wq23.org/form-downloads](http://www.wq23.org/form-downloads)
  - Requirements
    1. The Senior Patrol Leader attends the SPL Meetings
    2. At least one adult leader (the same adult) must stay with the troop for the entire camping week.
    3. At least 60% of Scouts 17 years of age and younger that are registered with the troop must be in camp for the entire camp session. Scouts in camp with the troop that are not registered with the troop do not count toward the 60% requirement.
    4. The unit has an Order of the Arrow Troop Representative.
    5. All Scouts in camp who have been inducted into the Order of the Arrow (meaning they have completed their Ordeal) have paid their current year membership dues.
    6. Participate in a troop service project while at camp.
- An out-of-council troop may qualify for the award by doing the following:
1. Meet the first three requirements listed above for W. D. Boyce Council Troops
  2. Participate in a troop service project while at camp.



WENASA QUENHOTAN LODGE  
ORDER OF THE ARROW



## Camp Staff

Serving as a member of the summer camp staff can be a fantastic learning and growing experience for a young man or woman. Summer camp staff members have the responsibility for working with the units to provide a high quality, safe, and fun experience for hundreds of campers over the course of the summer.

Staff members must be at least 16 years old prior to employment and must display talent, patience, Scouting values, and enthusiasm. Applications are to be completed online at [ingersollbsa.org/staff](https://ingersollbsa.org/staff).



## Counselor-in-Training Program

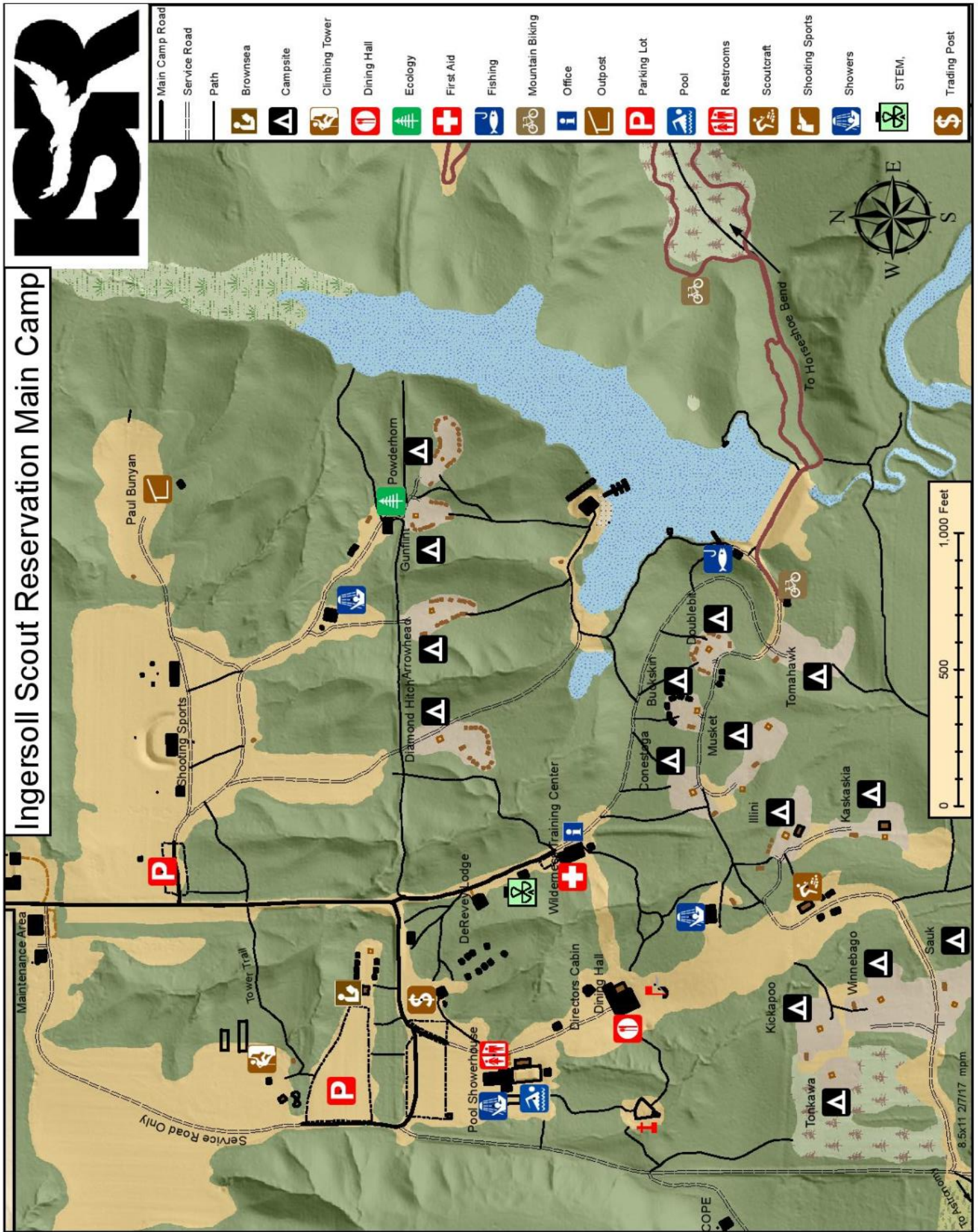
A Counselor-in-Training (CIT) program is available to Scouts that are 14 or 15 years of age. CIT's will be assigned to assist in various program areas where they will gain experience and skills. Weekly rotation will allow them to have a better understanding of all facets of camp staff duties and responsibilities. The CIT program is a vital part of the camp staff; these counselors are the future summer camp staff. CIT training and supervision is provided by the Camp Commissioner, and other administrators. Staff application, interview, and recommendations are necessary before considering acceptance. To apply for a CIT position go to [ingersollbsa.org/staff](https://ingersollbsa.org/staff)

## Wilderness Counselors

The W. D. Boyce's Outdoor Program Committee is forming a group of volunteers to help support and aid the ISR Summer Camp Staff. The Wilderness Counselors are a group of program experts that help train the Merit Badge Instructors at summer camp during Staff Week and provide support throughout the summer. If you have a interest in helping ISR become the best it can be and are willing to come out at least one day during Staff week, then this is your opportunity. Please fill out the Wilderness Counselor interest form at: [ingersollbsa.org/volunteer](https://ingersollbsa.org/volunteer)



# Ingersoll Scout Reservation Main Camp





## Final Checklist

This Checklist will be helpful in assisting Unit Leaders to make a final recap before embarking for camp.

- \_\_\_\_\_ Current BSA Health and Medical Record forms completely filled out and signed
- \_\_\_\_\_ Roster of Scouts/Adults with addresses and phone numbers
- \_\_\_\_\_ Transportation coordinated
- \_\_\_\_\_ All fees paid
- \_\_\_\_\_ Unit Camping Equipment
- \_\_\_\_\_ Unit Program Equipment
- \_\_\_\_\_ Unit Records as needed
- \_\_\_\_\_ Sufficient Adult Leadership
- \_\_\_\_\_ Parents aware of all plans
- \_\_\_\_\_ Emergency phone numbers with the unit at camp, and emergency numbers of camp at homes

## Preparing for 2023 Summer Camp

Planning for Summer Camp should start several months before your unit arrives at camp. As a Scoutmaster, it is your responsibility to ensure your Scouts are prepared to set and accomplish their personal goals.

**Find out what your Scouts want to do**—Schedule a few minutes at your troop meeting to talk about camp. If most of your Scouts are first years campers you could show slides of your troop's previous trips to camp. Keep a list of each Scout's personal goals and help guide them to have the best camp experience.

**Meet with Patrol Leader' Council**—Ask the Scouts to discuss what to do at camp as a Patrol or Troop. Encourage them to be creative and prepare in advance for roll call, skits, and songs to perform and what Outpost Programs they would like to do as a Troop while at camp.

**Meet with your Troop Committee**—They can help you and the Troop be successful. Discuss such items as transportation, equipment, and finances. Identify which adults will be staying for the whole week and which will be there part of the time. Make sure you have two deep leadership at all times.

### For Further information contact:

W. D. Boyce Scout Service Center  
614 N. E. Madison Ave  
Peoria, IL 61603  
Phone: 309-673-6136  
ingersollbsa.org

#### ISR Camp Director:

Mike Gray  
mike@ingersollbsa.org

#### ISR Program Director:

Jamie Lang  
jamie@ingersollbsa.org

#### Council Camping Executive:

Collin Martis  
collin.martis@scouting.org  
309-673-6136 ext. 128



## Scout Release from Camp Request

### Instructions

Scouts desiring to leave camp prior to the unit's departure or not as part of the unit must have a release signed by their parents and approved by the unit leader. Scouts will normally be permitted to leave only when accompanied by their parents. The form below must be used in handling all such departures. In an emergency, it may not be possible for a parent or guardian to sign the release. In that situation sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout and give detailed reasons for the requested release.

Scout Requested to be Released: \_\_\_\_\_

Home Address: \_\_\_\_\_

Home Council: \_\_\_\_\_ Unit: \_\_\_\_\_ Campsite: \_\_\_\_\_

Reason for request to Leave: \_\_\_\_\_

Date of Release: \_\_\_\_\_ Time: \_\_\_\_\_ Method of Travel: \_\_\_\_\_

Adult Accompanied By: \_\_\_\_\_

Date of Return: \_\_\_\_\_ Time: \_\_\_\_\_

In signing this request for release the BSA, the W. D. Boyce Council, the unit leaders, and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee: and that the BSA or its representatives shall not be held liable for any loss to the Scout's person or property

The request is made by (parent or guardians' signature except noted for emergency departure request)

Parent or Guardian Signature: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ Request made (Date & Time): \_\_\_\_\_

Unit Leader Approval: \_\_\_\_\_

### ON-SITE RELEASE

Before leaving the campsite or troop, scouts must check-out with their unit leader and the camp office.

Signed by Unit Leader: \_\_\_\_\_ Unit: \_\_\_\_\_ Date: \_\_\_\_\_

# Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number \_\_\_\_\_

Date of Swim Test \_\_\_\_\_

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

## NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

\_\_\_\_\_  
Print Name

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Type of Authorization/Training  
(Attach a copy of certification if required by council procedure)

\_\_\_\_\_  
Expiration Date if applicable



## Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

### ADMINISTRATION OF SWIM CLASSIFICATION TEST

#### OPTION A (at camp):

The swim classification test is completed the first day of camp by Camp Aquatics personnel.

#### OPTION B (before camp by a verified, qualified instructor):

The swim classification test is completed by the unit under the supervision of a qualified instructor (BSA Lifeguard, Red Cross Lifeguard, or equivalent). A complete swim roster listing each persons' swim level, along with verification of instructor's qualifications/credentials MUST be turned in upon camp check-in.

### REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

### TO THE SWIM TEST ADMINISTRATOR

#### SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

#### BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.



## Application for Financial Assistance

For full consideration, submit by April 1, 2023.

Both sides of form must be filled out completely or it will not be considered!

Financial assistance is available for Cub Scouts, Scouts BSA, Ventures, and Explorers who wish to attend W. D. Boyce Council summer programs. The Council Program Committee will make every effort to honor requests, however, funds are limited.

### Financial Assistance Guidelines:

1. The youth must be a registered member of the Boy Scouts of America and reside in the jurisdiction of the W. D. Boyce Council.
2. There must be a demonstrated need for assistance. Reasons why this camp fee can not be afforded must be stated.
3. The youth's family and/or unit must be prepared to pay at least 50% of the fee.
4. This form must be submitted by April 1, 2023 to Lisa.Marz@scouting.org for full consideration. Incomplete forms (both sides) will not be considered.
5. All information is kept strictly confidential.
6. Assistance can be granted only once in a twelve month period to a scout.
7. All that apply for Financial Assistance will be locked in to the Early Bird Prices whether or not they receive Financial Assistance.

## Scout Information

Please print legibly

Youth's Full Name \_\_\_\_\_ Grade in the fall \_\_\_\_\_  
Street Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_  
Home Phone Number \_\_\_\_\_ Currently registered \_\_\_\_ Yes \_\_\_\_ No Unit # \_\_\_\_\_  
Parent/Guardian Name \_\_\_\_\_ Email \_\_\_\_\_  
Parent/Guardian Phone Number (work) \_\_\_\_\_ (home) \_\_\_\_\_  
Size of family: Youth \_\_\_\_ Adults \_\_\_\_ Is parent/guardian employed? \_\_\_\_ Yes \_\_\_\_ No \_\_\_\_ Full time \_\_\_\_ Part time \_\_\_\_  
If spouse, is spouse employed? \_\_\_\_ Yes \_\_\_\_ No \_\_\_\_ Full time \_\_\_\_ Part time \_\_\_\_  
Specific reasons for assistance, not simply that the fee can not be afforded. Attach more paper if needed, must be completed for full consideration.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Assistance requested for: \_\_\_\_\_ Cub Scout Family Camp \_\_\_\_\_ Cub Scout Resident Camp \_\_\_\_\_ ISR Scouts BSA Camp  
(check one program only) \_\_\_\_\_ Cub Scout Day Camp \_\_\_\_\_ NYLT

### Assistance Needed - Must be Completed.

Cost of Summer Program \$ \_\_\_\_\_  
Amount the family will pay \$ \_\_\_\_\_  
Amount the youth will pay \$ \_\_\_\_\_  
Amount the unit will pay \$ \_\_\_\_\_  
Total available funds \$ \_\_\_\_\_  
Amount of assistance requested \$ \_\_\_\_\_  
(Not to exceed 50% of program fee)

### OFFICE USE ONLY

Date Received \_\_\_\_\_ Date Reviewed \_\_\_\_\_  
Amount received with application \$ \_\_\_\_\_  
Amount approved \$ \_\_\_\_\_  
Council approval by \_\_\_\_\_  
Notice of Approval sent to unit leader \_\_\_\_\_  
(date)

Parent/Guardian Signature \_\_\_\_\_

## Application for Financial Assistance—Page 2

### Unit Leader must complete this side of form

Based on your knowledge of the family, do you think assistance should be granted?

\_\_\_\_\_ Yes \_\_\_\_\_ No If yes, explain:

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Has the youth been active with the unit? (participation in unit meetings and activities),

Please explain:

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Has the youth demonstrated initiative to earn money to help pay for any of his/her activities?

If yes, explain:

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Does your unit participate in the Council Popcorn Sale? Yes/No

What was the total of the youths sale? \_\_\_\_\_

Unit Leader's Approval \_\_\_\_\_

(signature)

Unit Leader's Name \_\_\_\_\_

(please print)

Street Address \_\_\_\_\_

City \_\_\_\_\_ Zip \_\_\_\_\_

Phone number: (W) \_\_\_\_\_ E mail: \_\_\_\_\_

(H) \_\_\_\_\_