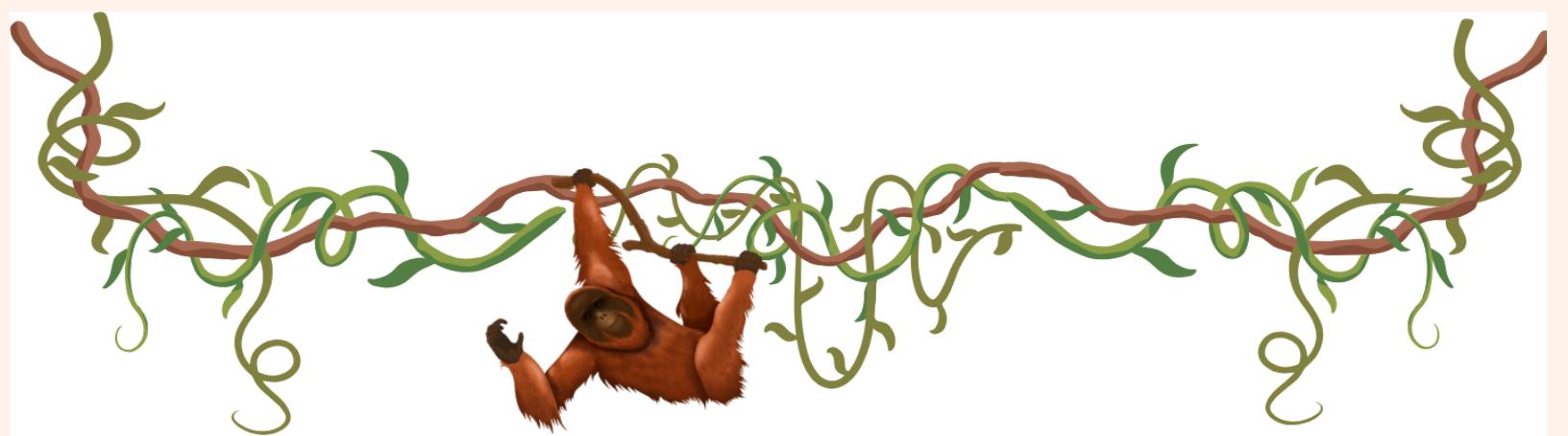


# Survival Quest



Endurance-Challenge-Adventure

Mitigwa Scout Reservation  
Summer Camp 2026



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## Welcome to the Mitigwa BSA Summer Season!

We are thrilled about the upcoming 2026 camping season and hope you and your unit are preparing for an unforgettable summer adventure.

At Mitigwa, the primary purpose of camp is for Scouts to have FUN. While advancement is an important part of the camping experience, we believe Scouts who engage in a variety of programs will enjoy camp even more.

Our program team has chosen the theme Survival Quest: Endurance, Challenge, Adventure for Summer 2026. The schedule is designed with advancement-focused mornings and action-packed afternoons featuring patrol and individual challenges—culminating in crowning the ultimate Survivor at week's end.

This guide provides leaders with essential information to help prepare for camp and ensure a rewarding experience for your Scouts. Inside, you'll find details on what to expect at camp and the merit badges offered this year.

Merit Badge registration opens March 23 at 9:00 AM. We've implemented a three-year rotation for merit badges. While core Scout skills will be offered annually, other badges will rotate to provide variety. It's important to work with your Scouts to plan their camp experience thoughtfully. Scouts who design their own journey and have fun at camp are more likely to stay in Scouting and return year after year.

Now is the perfect time to start planning for next summer. If you've already reserved your spot—thank you! If you're still deciding, take a look at what's happening on the hills above the river and come home to Mitigwa.

I look forward to seeing you in the Summer of '26!

Scott Robinson  
Camping Director



# TIMELINE

## A SCHEDULE FOR UNIT PLANNING

### RIGHT NOW

- Get your unit registered for camp on our website:  
<https://campiowa.org/>
- Mid-Iowa Council units, sign up to get camp cards for your Scouts to sell to help pay for their camp fees.

### MARCH

- Contact your Arrow of Light Scouts who have crossed over to see if they would like to attend camp. Help families fundraise if necessary.
- Register your Scouts for merit badges on March 23th.
- Be sure all Scouts and adults have their physicals updated within 13 months of your camp date.

### BEFORE YOU DEPART

- Collect any remaining health forms.
- Have payment for Scouts/Adults participating in their Order of the Arrow Ordeal at camp.
- Have one car or trailer to transport heavy gear to your campsite.
- Only your Scout Master and SPL will need to check in at Deere Center when arriving.

### FEBRUARY

- Verify your youth and adult participant numbers and pay the \$150 deposit.
- Prepare your Scouts to select what merit badges they would like to take for registration in March.
- Recruit at least 2 adult leaders (one 21 years old or older) to be at camp all week.

### APRIL

- Finalize camp roster.
- Make final payment before the due date of May 1st.
- Make arrangements for pre-camp swim tests.
- Collect medical forms and consent forms. Put in alphabetical order by last name.

**Sunday afternoon there will be an ALL ADULT PARTICIPANT meeting in the amphitheater. This meeting will cover safety and security. ALL registered adults MUST attend this meeting. There will be planned programming for your Scouts led by camp staff during this time.**

## Pre-Camp Swim Tests

- Units are encouraged to complete swim tests on their own, prior to camp. A Red Cross Lifeguard or equivalent must administer the tests and certify results.
- A trained staff member will be available to do swim tests upon arrival.

For questions contact Kim Hammen at the Scout Office.

## What to Bring

Sneakers/Hiking Shoes	Rain Gear	Flashlight
T-shirts (Class B)	Towel	Spending Money
Underwear & Socks	Personal Hygiene Items	Fishing Gear
Jeans/Pants	Small Pillow	Camera
Shorts	Backpack	Compass (if needed)
Long-Sleeved Shirts	Watch	Sleeping Bag
Pajamas	First Aid Kit	Foam Pad or Cot
Sweatshirt or Jacket	Pocket Knife	Notebook and Pencil/Pen
Official Scout Uniform	Hat & Sun Glasses	Battery Power Pack
Scout Handbook	Sunscreen	Tent (unless troop supplied)
Swimsuit*	Insect Repellent (non-aerosol)	

\*One piece or tankini/swim trunks are recommended

Label clothes & valuables with name and unit number.

Allow for extra clothing, socks, and footwear as Scouts may get wet.

## Forms and Resources

### Medical Forms

Per National BSA policy, all participants must have a current annual exam to determine appropriateness for participation in Scouting activities. All participants staying at camp 72 hours or longer must have parts A, B, and C of the Annual Health and Medical Record filed with the Health Officer. Others staying less than 72 hours must have parts A and B on file. Please plan accordingly and make sure medical exams have been completed within the calendar year of the week you are attending camp. Expired Annual Health and Medical Records will NOT be accepted.

### Camper Medical Release Form

This form ensures that your Scout can receive immediate attention at the Boone Medical Clinic if they need intermediate medical services that we cannot handle at camp. Please fill out this form with your Scout's Name and sign the consent to treat. The clinic will call you to obtain any information that is not on your Scout's BSA Medical forms in the case that your Scout is taken for treatment.

### Uniforms/Dress Requirements

Summer Resident Camp is a uniform event. Scouts and Scouters must conform to uniform policy as outlined by the BSA. Campers are requested to wear the Scout uniform to all evening flag ceremonies and to all campfires. Outside of the pool and shower house, shirts and closed-toed and closed-heeled shoes are required at all times. Modest attire should be worn at all times.

### Other Forms, Maps, & More

Activity Release Form, Cowboy Action Shoot Waiver, Camp Map, BSA Swim Test, and Maps to Mitigwa Scout Reservation are included at the end of this guide.

# Registration

Registrations and more detailed information can be done via [campiowa.org](http://campiowa.org).

## Deposits and Site Reservations

When you reserve your campsite for our Summer 2026 program, there will be a \$100 non-refundable deposit that will be applied to your final cost. You will also be asked for an estimated number of adults and youth participants. When providing estimated participant numbers, please be as accurate as possible. The deposit phase ends January 31, 2026. After the deposit phase ends, minimum down payments per participant will be required upon registration.

## Full Registration

Beginning February 1, 2026, in order to enter participant information, you will be required to verify your youth and adult participant number and pay a \$150 minimum down payment for each youth. After you verify your youth participants and make the minimum payment, those participants are considered fully registered. Nothing is due at that time for verified adult participants. All new registrations starting February 1, 2026, will require a verified count of youth and adults, with a \$150 down payment per youth.

## Merit Badges

Merit Badge class registration will tentatively open on March 23, 2026. All youth and adult participants must be verified, have required personal information filled in, and \$150 minimum down payment per youth to register for Merit Badges.

## Campsites

Campsites are assigned based on the order the registration is received. Earlier registrations with a proper registration deposit receive campsite priority. Campsite assignments are subject to change.

## 2026 Camp Fees

Scout \$420

Adult \$200

Partial Adult \$40 per day

## Refunds

Reservation deposits are non-refundable. These funds may not be applied for the next summer. From April 1 to June 1, 2026, there will be a \$100 fee for any Scout or Scouter who cancels.

Transfers are allowed. After June 1, 2026, there are no refunds allowed except per the regular Mid-Iowa Council Refund Policy.

All payments of fees for District and Council events are non-refundable except under the following conditions:

- Serious illness, with a refund request accompanied by a physician's note
- Death in the family
- Special, unexpected, and extraordinary circumstances, with a detailed explanation
- Event is cancelled

More information can be found at [campiowa.org/refund policy/](http://campiowa.org/refund policy/)

## What to know for your FIRST and LAST day at camp.



The Camp Commissioner will contact the unit leader registering the unit for camp at least one week prior to your arrival at camp. You will be assigned a check-in time considering your travel distance and based-on campsite location. Camp check-in begins at 1:00 PM Sunday of your week at camp. DO NOT arrive prior to your assigned check-in time.

One leader will be allowed to take your troop trailer to your campsite, coordinated through the camp commissioner corps. A flatbed trailer will be available to haul gear on a very limited basis. Please plan accordingly. ALL personal vehicles must remain in designated parking areas.

Your Scoutmaster and SPL will meet your campsite guide at the Deere Center and begin the check-in process. Your campsite guide will take you through the check-in process, which will include health form checks, swim checks, and dining hall seating assignments.



Check out from camp will begin on Saturday at 7:00 AM. Units will sign up for check-out times with the Camp Office, who will coordinate trailer haul out. During check-out, campsite guides will check that campsites have been cleaned up and that units are ready to leave. One unit Leader will be responsible for stopping at the office to receive health forms, camp patches, paperwork, and any awards earned throughout your stay.

You will also be required to pay any fees accumulated by your unit during your stay if you have not done so prior to check out. These fees may include Ordeal Fees for the Order of the Arrow or other camp programs your campers may have participated in. Units wishing to reserve their spot for next summer are encouraged to do so via [campiowa.org](http://campiowa.org).

## Things to help your unit with their camping experience.



### Getting Around Camp

ALL vehicles must remain in the parking lot and will NOT be allowed on service roads without explicit permission from the Reservation Director. Camp utilizes service vehicles that are operated by certified drivers.

Bicycles are not allowed to be ridden in camp. Exceptions can be made on a case-by-case basis due to physical limitations. Approval must be given by the Reservation Director prior to your arrival at camp.

Personal use of ATVs, UTVs, and golf carts is prohibited. Golf carts may be allowed on a case-by-case basis for mobility issues for people with disabilities only, and approval must be given by the Reservation Director prior to your arrival at camp. Contact [scott.robinson@scouting.org](mailto:scott.robinson@scouting.org).



### Leaving Camp Early

Unit leaders are responsible for the arrival and departure of their individual Scouts. Camp Mitigwa is committed to maintaining a safe and secure Scouting experience. All campers (youth and adult) must sign out at camp headquarters if they are leaving camp during their regularly scheduled week.

Scouts who are leaving early must have the person they are leaving with listed on their Annual Health and Medical Record Form as a designated, approved person to take the Scout with them. A Minor Release Form (see appendix) must also be filed with the camp office. The person picking up must provide a valid picture ID that will be copied and kept on file. Campers returning to camp will need to sign in at the camp office and will be reissued a camper wrist band.

## Camp Visitors

ALL visitors must check in at the camp office upon arrival. Visitors will sign in and receive a visitor's wrist band. Visitors should make arrangements to visit camp between 9:00 AM and 9:00 PM. Anyone without a wrist band is considered an intruder and should be escorted to the camp office right away. If the unregistered visitor does not comply, please alert a camp staff member immediately.

Visitors attending meals, including family-night visitors eating in the dining hall, must purchase a meal ticket at the Trading Post. Meal tickets are \$10.00 each.

## Intruder to Camp

All campers are required to wear wrist bands to identify them as campers. Staff will wear name tags to identify themselves. Visitors are required to check in at the camp office. They will be given a wristband of a different color to help identify them. Anyone not wearing a wrist band or a staff name tag should be escorted to the office to register. Anyone encountering someone without a wristband should notify a staff member.

## Leader and SPL Meetings

The first Leader and Senior Patrol Leader meeting will take place Sunday evening. We require one adult leader and one Senior Patrol Leader from each unit to attend this meeting. Monday through Thursday leaders will be meeting in the morning with the camp leadership team to review the camp schedule, program and service opportunities, and address any questions. Senior Patrol Leaders will meet with the Program Director after the completion of Merit Badges. It is important units actively participate in these meetings to get vital information.

**Please print & review with all campers & visitors coming to camp**

**Buddy System**

All Scouting activities are to use the Buddy System as outlined in the Scout Handbook. It is the responsibility of the unit to ensure the Buddy System is being used. Please make arrangements for each of your Scouts to have a buddy with them while at camp.

**Missing Scout**

Cases of missing Scouts can be alleviated by the use of the Buddy System as outlined in the Scout Handbook. It is the responsibility of the unit leadership to know where their Scouts are at all times. Missing Scouts or Scouters should be reported to the camp office. After an initial search, emergency mobilization plans will be implemented to search for the missing person. Procedures for this will be distributed and discussed upon your arrival at camp.

**Hazing and Bullying**

The BSA has a zero-tolerance policy for hazing and bullying. Should you identify potential hazing or bullying at camp, please alert a staff member immediately.

**Conservation and Leave No Trace**

Camp Mitigwa follows the Leave No Trace principles. It is important to review these principles with your troop prior to arriving at camp. Please make sure to dispose of unit garbage in the appropriate places as designated by Reservation Leadership. Units may sign up with the Camp Commissioner to assist with ongoing conservation projects at the Reservation.

**Inclement Weather**

In the event of inclement weather, camp will utilize its emergency procedures related to weather conditions. Each weather event brings its own issues; therefore, the Reservation Director will make any decision to utilize storm shelters. Guidelines for shelter usage include 40+ MPH winds, large hail, spotted tornado, and advisement from Boone County Emergency, detecting a tornado within 10 miles of camp. Campsites shall use their assigned storm shelters. Leaders are encouraged to sign up for Weather Call when they arrive at camp. For the safety and comfort of youth, unit leaders may choose to use storm shelters during severe weather at their discretion, even if an all-camp shelter call has not been issued.

Storms have greatly impacted the trees at Mitigwa Scout Reservation, making inclement weather planning even more important. Please do a visual inspection of the surrounding trees when planning tent placement and report issues to camp staff. DO NOT allow anyone into the ravines, especially during seasonal storms.

**Guide to Safe Scouting**

The Mitigwa Scout Reservation adheres to and enforces all policies as outlined in the Guide to Safe Scouting. Please review the policies in this guidebook for further details as related to Summer Resident Camp programs.

## Campsites/Tent Campsites

When registering for camp, your unit will need to provide their own tents. We will not be providing canvas tents for units. Campsites are rustic-style campsites with picnic tables, latrine, fire ring, posting board, and a flag pole in each site. Firewood may be collected from already downed wood. Do not bring firewood from outside as disease may spread. Camp does not provide canvas rain flies for troop usage, so each unit is encouraged to bring a carport or suitable shade/shelter.

## Shower Facilities

Showers for adults are located at the Year-Round Shower House near the Scoutcraft Area. No youth are allowed to use these facilities. Youth showers are located at Maytag Pool Shower House. Shower schedule times, to allow for equitable access for youth male and females, will be posted upon your arrival at camp.

## Blank Health Lodge

A Health Officer serves as a regular member of camp staff and serves the entire reservation. In the event of a serious accident, illness, or hospitalization, parents are contacted. Medical care is given at camp without charge to the parents. If the Health Officer deems the patient must be treated outside of camp, the expense is the family's and can be filed with the family's insurance (family's responsibility). Make sure necessary medications, inhalers, bee allergy kits, and other emergency items are brought to camp and kept with an adult leader. All prescription drugs must be kept locked up in a lock box or a unit trailer. Please notify the Health Officer if you need a lock box provided for your unit. If refrigeration is needed, please contact the Reservation Director before you arrive at [scott.robinson@scouting.org](mailto:scott.robinson@scouting.org).

## Deere Conference Center and Scoutmasters' Lounge

Reservation Headquarters can be found at the Deere Conference Center. Connected to the office is Scoutmasters' Lounge. No youth are allowed in Scoutmasters' Lounge. Scoutmasters' Lounge is the location of adult leader trainings and the daily leader roundtables. It is equipped with open-access internet for your use. Leaders may use Scoutmasters' Lounge for other business. It is not a meeting place for units. Please be respectful of those trying to conduct business and plan your usage mindful of times Scoutmasters' Lounge is used for programming.

## Three Oaks Trading Company

In the beautiful Three Oaks Trading Company, we have a lot of selections for you to remember your trip to the Mitigwa Scout Reservation. We are excited to bring several new items for purchase. There will also be a supply of essential items for those things that were forgotten at home or for those Merit Badges that require kits. If there is something you are missing, let us know, and we will do our best to bring in that item for you or your unit.

# Tentative Schedule

The following schedule is a ***tentative*** general timeline for day-to-day activities at Camp Mitigwa. A more detailed camp schedule will be given to you upon check-in.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM			Sunrise Program				
6:30-7:50 AM					Open Breakfast		
7:50-8:00 AM				Flags and Morning Message 7:50			Checkout Begins at 7:00 AM
8:30-10:15 AM		Block A	Block A	Block C	Block C	Make Up and	
10:30 AM-12:15 PM		Block B	Block B	Block D	Block D	Ordeal	
12:15 -1:15 PM	Check-in Begins 1:00 PM Arrival time assigned prior to your arrival at camp				Open Lunch 12:30-1:15pm		
1:30-3:00 PM					Camp wide Patrol/Troop Traveling Trophy Competitions		
3:00-5:00 PM	Med Checks, Swim Checks, Camp Set-up				Troop Time/Open Areas		
4:15-5:00 PM	All Adult Meet- ing in Chapel						
5:50-6:45 PM					Flags at 5:50pm & Dinner at 6:00pm		
7:00-8:00 PM	7:00 PM Leader's and SPL Meeting		Sunset Program		Sunset Program		Troop Time
8:00 PM	Camp Fire			Camp Fire and OA Call Out			
9:00 PM	1st year camper Cracker Barrel		Twilight Program		Twilight Program		Camp Fire
10:30 PM				Taps			



# Tentative Program Schedule

	Block A (M,T)	Block B (M,T)	Block C (W,Th)	Block D (W,Th)
	8:30 - 10:15 AM	10:30AM - 12:15PM	8:30 – 10:15 AM	10:30 AM - 12:15PM
Pool	Learn to Swim	Swimming *	Swimming *	Swimming *
	Life Saving*		Life Saving*	
Lakefront	Canoeing	Canoeing	Kayaking	Kayaking
	Rowing	Rowing	Stand Up Paddleboarding	Stand Up Paddleboarding
Range and Target Activities	Rifle Shooting	Rifle Shooting	Shotgun Shooting	Shotgun Shooting
	Archery	Archery	Archery	Archery
STEAM	Cyber Security	Engineering	Robotics	Robotics
	Aviation	Electronics		
Scout Craft	Camping*	Camping*	E. Prep*	E. Prep*
	First Aid	First Aid	Pioneering	Signs, Signals & Codes
	Search and Rescue			
Trades	Welding	Welding	Home Repair	
	Surveying	Surveying	Law	
Ecology	Env. Science*	Env. Science*	Env Science*	Archeology
	Gardening	Astronomy/Weather	Pulp and Paper	
Inspiration Outpost	Pottery	Pottery	Disability Awareness	Music
Eagle Academy	Runs 8:30 AM - 3:00 PM - Scouts will cook their lunch in this program.			
COPE/Climbing	Climbing	Climbing	COPE	COPE

## Levels of Difficulty

**A**—Easy merit badge/activity, appropriate for beginning Scouts

**B**—Appropriate for advancing Scouts with two or more years in Scouting

**C**—Difficult merit badge/activity, appropriate for older Scouts with three or more years in Scouting

## Aquatics

Merit Badge	Difficulty Level	Prerequisite	Comments
<b>Swimming*</b>	In this merit badge Scouts will learn basic rescue skills, swimming techniques along with competitive racing mastery. Scouts will swim in Maytag pool and learn lifelong swimming and proper diving techniques.		
	<b>A</b>	Pass BSA swimmer test	
<b>Lifesaving*</b>	In this merit badge Scouts will learn basic rescue skills along with more advanced rescue skills. Many skills taught in this merit badge lend nicely to a BSA lifeguard certification later. Recommended for strong swimmers. Swimming merit badge is strongly suggested before taking life-saving.		
	<b>C</b>	Pass BSA swimmer test. Pass Swimming merit badge.	Must be able to swim 400 yards demonstrating all swimming strokes in a strong manner.
<b>Canoeing</b>	In this merit badge Scouts will learn the j-stroke, power stroke, sculling among other canoeing skills which are important for embarking on float trips. Requires a certain amount of upper and core body strength.		
	<b>B</b>	Pass BSA swimmer test	
<b>Kayaking</b>	In this merit badge Scouts will learn different strokes, capsizing, and kayaking techniques on Lake Fisher. Limited number of spots available.		
	<b>C</b>	Pass BSA swimmer test	
<b>Rowing</b>	In this merit badge Scouts will learn how to row a boat on Lake Fisher. Limited number of spots available.		
	<b>C</b>	Pass BSA Swimmer test	



### Activities - Dress Requirements

Mile Long Swim - Morning practice times will be available, more information will be given at leader meetings

Stand Up Paddleboarding - Basic water craft skills are taught—carrying, falling, paddling, positions—Scouts can apply for the Stand Up Paddleboarding Award upon completion.

Learn to Swim - Basic swimming skills are taught to help Scouts advance their swimming skills to the next level

It is recommended that participants wear one piece or tankini swim suits or swim trunks, especially for lake front activities.

## Ecology

Merit Badge	Difficulty Level	Prerequisite	Pre/Post-camp Prep
Astronomy/Weather		<p>In learning about <b>astronomy</b>, Scouts study how activities in space affect our own 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 a dazzling array of stars.</p> <p><b>Weather—Meteorology</b> is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.</p>	<p>Weather - 10(b) if desired Astronomy - 8</p>
Archeology		<p>Understand how cultures evolve and investigate the past using clues our ancestors left behind with the Archeology Merit Badge. Scouts will learn about five archaeological sites in and outside the United States and give a short presentation about their findings to a Cub Scout pack, Scout troop, or peers in their classrooms.</p>	<p>C 7(a) OR (c)</p>
Environmental Science*		<p>While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.</p>	<p>B</p>
Gardening		<p>Humans have been growing plants for thousands of years. Farmers and horticulturists make their living growing food and other plants, while other people grow gardens for pleasure. Becoming a good gardener requires a Scout to understand the science of growing plants—how to prepare the soil, how to select and plant seeds, and how to care for the growing plants.</p>	<p>B #5 visit a facility Requirements #2, #4</p>
Pulp and Paper		<p>Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.</p>	<p>A 7 if desire location visit</p>



## Scoutcraft

Merit Badge or Activity	Difficulty Level	Prerequisite	Pre/Post-Camp Prep
<b>Camping*</b>	Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.		
	B	8c, 8d, 9a, 9b are required to be completed before camp.	Bring your own backpack for requirement #5e Requirement #4b, #10
<b>Emergency Preparedness*</b>	Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.		
	B	Earn the First Aid Merit Badge	3
<b>First Aid *</b>	First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.		
	A	Be at least 1st Class or higher, or provide documentation of completing the first aid requirements up to 1st Class	#2(b) prepare a home first aid kit and bring it to camp. Show contents to counselor.
<b>Search and Rescue</b>	A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.		
	B		
<b>Signs, Signals, and Codes</b>	The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.		
	A		
<b>Pioneering</b>	Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.		
	C	Complete Tenderfoot, 2nd, & 1st Class rope requirements	



## Range and Target Activities

Merit Badge or Activity	Difficulty level	Prerequisite	Pre-Camp Prep
Archery	In this merit badge Scouts will learn archery safety rules, how to string a bow, how to make a bowstring, and how to shoot a bow and arrow. Scouts will have to purchase an arrow making kit in the trading post.		
	A	<b>Fee- \$8 for arrow kit</b>	
Rifle Shooting	In this merit badge Scouts will learn techniques on how to shoot a rifle with precision. Recommended for experienced Scouts.		
	B	<b>Fee- \$20 for unlimited shooting for the week.</b>	Print out the Merit Badge Packet and complete written requirements prior to camp.
Shotgun Shooting	In this merit badge Scouts will learn the mechanics and intricacies of shotgun shooting. Must be 13 years of age or older.		
	C	Must be 13 or older or by Scoutmaster Recommendation. <b>Fee- \$25 first 50 shots, \$5.00 for each 10 rounds after that.</b>	Print out the Merit Badge Packet and complete written requirements prior to camp.

### Fees

Rifle Shooting - \$20.00 for unlimited shooting for the week

Shot Gun - \$25.00 for first 50 rounds, then \$5.00 each for 10 rounds after that



## STEAM

Merit Badge or Activity	Difficulty level	Prerequisite	Pre/Post-camp Prep
Aviation	<p>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, to 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 than they ever could.</p>		
	C		4
Electronics	<p>The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in Electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.</p>		
	B		
Engineering	<p>Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.</p>		
	C		
Cybersecurity	<p>The Cybersecurity Merit Badge equips Scouts with essential knowledge and skills to navigate and protect the digital world. Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits like updating software and backing up data. Through hands-on activities, Scouts investigate real-world cyber incidents, participate in cybersecurity challenges, and explore career opportunities in the field.</p>		
	B	View the Personal Safety Awareness "Digital Safety" video	4e(2) if desired 8(b) if desired
Robotics	<p>Build your own working robot with the Robotics Merit Badge. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.</p>		
	B		

## Tradescraft

Merit Badge or Activity	Difficulty level	Prerequisite	Pre-camp Prep
Home Repairs	Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.		
	B		
Welding	Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.		
	C		
Surveying	While earning this merit badge, Scouts will discover how land is measured and how it is described so that others can know where boundary lines are. They will have a chance to use some fine measuring instruments, apply advanced mathematics, operate computing equipment, and create a survey map.		
	C		
Law	Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.		
	B		7



## **Inspiration Outpost**

Merit Badge or Activity	Difficulty level	Prerequisite	Pre-camp Prep
Pottery	The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.		
	B	7	
Disability Awareness	Understand various disabilities and how they affect your friends, family, and community members with the Disability Awareness Merit Badge. Scouts will learn about the experiences of someone with a disability, explain the significance of disability etiquette, and how it may differ depending on the specific disability.		
	C		
Music	The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.		
	C		

## **COPE/Climbing**

Merit Badge	Difficulty level	Prerequisite	Pre-camp Prep
Climbing	Climbing is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.		
	B		
COPE (Challenging Out- door Personal Ex- perience)	The Mitigwa Scout Reservation opened our new High COPE course in the summer of 2023 with many new courses for Scouts to challenge their skills and agility.		
	C		

### **Fee and Dress Requirement**

Participant Fee \$10.00

Participants must wear knee length shorts or long pants and short/long-sleeved shirts

# Eagle Academy

New to Scouting or wanting to master foundational skills early in the Scouting program? Attend Eagle Academy at Camp Mitigwa! We know Scouts value authentically learning skills while having fun. This, in fact, is the Scouting method. Join the prestigious graduates of the Eagle Academy and forge your legend!

At the center of the Scouting philosophy is play; we play a game with a purpose. The newly revised Eagle Academy at Camp Mitigwa puts the game of Scouting center. Using cutting edge approaches in modern pedagogy to demonstrate effective patrol method, Scouts are challenged to help each other develop Scout skills for rank advancement. The benefit for each Scout is the preparedness they receive for future Scouting experiences. Your unit benefits from higher retention rates among youth members and enculturation of servant leadership within your use of the patrol method.

Patrols work together to demonstrate knowledge in:

- First Aid
- Outdoor Cooking
- Rope Craft
- Navigation

Participants will spend the week at the Eagle Academy from 8:30am to 3:00pm, including lunch. Besides practicing the patrol method, and working on rank requirements, they will also earn the Signs, Signals, and Codes and First Aid Merit Badges.



## Fees

Participant Fee \$15.00

<b>1st Year Camper</b>	<b>2nd Year Camper</b>	<b>3rd Year Camper and Beyond</b>
<b>Eagle Academy</b> Archery First Aid* Signs, Signals, and Codes Swimming*	Any 1st year Merit Badge Gardening Camping* Canoeing Climbing Cybersecurity Electronics Emergency Preparedness Home Repairs Law Rifle Shooting Robotics Search and Rescue	<b>Older Scout Programs</b> Any 1st or 2nd year Merit Badge Aviation COPE Engineering Kayaking Lifesaving* Pioneering Rowing Shotgun Shooting Surveying Welding

\*Eagle Required Merit Badge



## Course Completion Records

All merit badge work completed at camp will be documented and reported in the online registration system. A preliminary report will be sent home with the unit leader on Saturday, please allow one week for a final report. Unit leaders can access completed information online at any time by logging in and viewing "Reports" on their summer camp registration page.

Those Scouts who have not completed all necessary requirements will be given "partial" merit badge completion status and those requirements completed at camp will be recorded. Remaining requirements must then be completed outside of camp. There is no "statute of limitations" on completing work, but Scouts should be encouraged to finish remaining requirements while the information is fresh in their minds.

# Family Night

On Wednesday night, families and friends are encouraged to visit their Scouts at camp! We ask that visitors check in at the camp office when they arrive. **Check-in begins at 4:00 PM and ends at 6:00 PM.** Camp staff will be coordinating parking in the main camp lot. A limited number of camp vehicles may be available to transport those visitors requiring assistance around camp. Units are encouraged to arrange meals on their own via potluck or cooking for their visitors. For those unable to make those arrangements, camp offers meals in the dining hall for visitors at \$10.00 per person. There is no charge for campers (youth or adult). Tickets for visitors may be purchased at the Trading Post. Units needing meals in the dining hall Wednesday evening will need to sign up in the camp office.

Units are also encouraged to provide programming for visitors to camp. Areas will be open early evening in an open house format to allow Scouts to show their families what they have been doing during the week.

A staff led campfire will bring families and Scouts together in the amphitheater as family night activities wind down. The campfire will last approximately 30 minutes. Units will line up by the Maytag Pool and families will proceed to the amphitheater.

Family Night will conclude with the Mitigwa Lodge Order of the Arrow Call-Out Ceremony (see Order of the Arrow information on the next page). Family night will end at approximately 10:30 PM so please plan accordingly.

For those visitors desiring to leave before the OA Call-Out, they may do so following the campfire and before the Call-Out Ceremony begins. Instructions will be shared at the campfire.



# Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. The Mitigwa Lodge's Call Out Ceremony is one of the highlights of each week's Camp Mitigwa experience. The call out of newly-elected candidates will take place on Wednesday evening as the closing of our family night activities.

Information about completing the Ordeal will be available in March.

Troops from other councils need written permission from their Lodge to be called out at Camp Mitigwa. Their elections must be held in their own Council prior to arrival at camp, and a copy of the letter of approval should be presented at check-in. All Out-of-Council candidates must complete their Ordeal within their own Lodge.

Visit [www.mitigwa-lodge.org](http://www.mitigwa-lodge.org) to learn more about the Order of the Arrow and the Ordeal process.



Ordeal fees of \$75 are required to be paid after completion of the Ordeal. These fees will be added to the unit bill and must be paid at check out.



There will be Order of the Arrow activities for members to participate in during the week of camp. These will be announced at leader meetings. Please let your Order of the Arrow members know about these extra activities.

## Apply to be on camp staff!

Camp staff provides opportunities to learn leadership skills, meet new friends while exploring the great outdoors, and get paid for it! Camp Mitigwa employs approximately 70 season staff members each summer to teach Scouts all types of skills. All staff participate in a weekend training in April or May, and a week and half training prior to the start of camp. Staff training weekends for 2025 will be April 24-26 or May 1-3. Staff week will start on June 1st for Area Directors and June 4th for staff.

Other benefits of being on staff are opportunities to win a scholarship from our Alumni Association and internship opportunities.



Camp Staff are role models for the Scouts and make a positive influence on young lives. Our staff culture expects our members to live by the Scout Oath and Law, while having fun providing an exceptional experience to our campers!

Salaries are dependent on certifications, relevant experience and job responsibility. Meals and housing are provided.

If you have any Scouts who would be interested in being a part of our Nationally Accredited Team, please have them fill out a staff application online at [www.campiowa.org](http://www.campiowa.org). Interviews will start in late fall and run through the spring. Some Scouting experience is helpful but not required.

Interested Scouts and Leaders may contact Scott Robinson at [scott.robinson@scouting.org](mailto:scott.robinson@scouting.org)

## Volunteer Commissioner Team

Are you, or someone you know, interested in spending a week at camp, helping units with their summer camp program? Duties will include campsite visitations to ensure health and safety compliance, helping with sanitation of public areas, and providing adult leadership when it is required by the reservation administration. Housing, meals and some cool swag are provided.

## Counselor-in-Training Program



The Mitigwa Scout Reservation offers Scouts the opportunity to learn what it is like to be on camp staff, while working in different areas of our program and operations in the Counselor-in-Training program. This program is available for 14-year-olds and older to learn while spending two weeks at camp. CITs choose up to two weeks to spend working at camp and see what it is like to work in various program areas. CITs are able to earn merit badges while helping their mentors. During a two week tour of camp CITs will spend one week at Camp Mitigwa BSA and one week at Camp Akela.

## Camp-Wide Programs

Camp Mitigwa offers many Camp-wide program opportunities that are open to all campers to participate in, in addition to our open program areas in the afternoon. Each program area will host at least one Sunrise Program, One Evening Program, and One Twilight Program. Below is a sneak peak of a few of the programs we offer. A full listing will come out this spring in our Summer Camp Program Guide.

**Yard Games Area:** Introduced in 2024 you can enjoy a variety of lawn games in the field by the trading post including Giant Jenga, Volleyball, Badminton, Checkers, Boce Ball, Ladder Golf and giant puzzles.

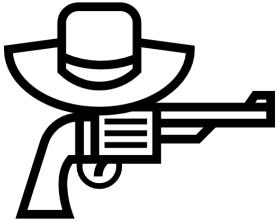
**Disc Golf:** Camp Mitigwa's very own Disk Golf Course is open to Adult Leaders anytime and to Scouts during open program times in the afternoon and evenings. Camp has frisbees, but units and Scouts may bring their own.

**Night Hike:** Challenge your senses on a night hike around camp. This is fun way to connect with the environment around you.

**Glow in the Dark Climb:** Are you looking for a new challenge? Climbers will use glow sticks and headlamps to ascend the tower.

We will have a supplemental guide published this spring with more information on our camp-wide programs.





## COWBOY ACTION SHOOTING PROGRAM

### PARTICIPATION AND HOLD HARMLESS AGREEMENT

Mitigwa Scout Reservation, Mid Iowa Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

**For safety, my child and I agree that he/she will do the following or he/ she will be removed from the program.**  
I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/guardian signature \_\_\_\_\_ Date: \_\_\_\_\_

Parent/guardian printed name \_\_\_\_\_ Date: \_\_\_\_\_

Home phone \_\_\_\_\_ Cell phone \_\_\_\_\_

Email address \_\_\_\_\_



**ACTIVITY CONSENT FORM AND APPROVAL BY PARENTS OR LEGAL GUARDIAN**

Birth date (month/day/year) \_\_\_\_ / \_\_\_\_ / \_\_\_\_ Age during activity \_\_\_\_\_

Address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Has approval to participate in (name of activity, orientation flight, outing trip, etc.) \_\_\_\_\_

## **INFORMED CONSENT, RELEASE AGREEMENT, AND AUTHORIZATION**

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving my child, I understand that efforts will be made to contact me. In the event I cannot be reached, permission is hereby given to the medical provider to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child. Medical providers are authorized to disclose protected health information to the adult in charge and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

**With appreciation of the dangers and risks associated with programs and activities including preparations for and transportation to and from the activity, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.**

**NOTE: The Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. List any restrictions imposed on a child participant in connection with programs or activities below and counsel your child to comply with those restrictions.**

List participant restrictions, if any: \_\_\_\_\_

Participant's signature \_\_\_\_\_ Date \_\_\_\_\_

Parent/guardian signature

Date

Telephone number (best contact and emergency contact) Email

Contact the adult leader with any questions:

Name \_\_\_\_\_ Phone \_\_\_\_\_

*Mitiqua*

SUMMER CAMPS – PATIENT INFORMATION SHEET

PATIENT NAME: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_ SEX: M F

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

PHONE: \_\_\_\_\_ HOME/CELL \_\_\_\_\_ SSN#: \_\_\_\_\_

MARITAL STATUS: Single Married Divorced Widowed RACE: \_\_\_\_\_

ETHNICITY: \_\_\_\_\_ EMAIL: \_\_\_\_\_

PRIMARY CARE DOCTOR: \_\_\_\_\_

EMPLOYER: \_\_\_\_\_ ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ PHONE NUMBER: \_\_\_\_\_

**EMERGENCY CONTACT INFORMATION**

EMERGENCY CONTACT: \_\_\_\_\_

PHONE NUMBER: \_\_\_\_\_ RELATIONSHIP: \_\_\_\_\_

EMERGENCY CONTACT: \_\_\_\_\_

PHONE NUMBER: \_\_\_\_\_ RELATIONSHIP: \_\_\_\_\_

**GUARANTOR INFORMATION**

GUARANTOR'S NAME (if different than patient): \_\_\_\_\_ DOB: \_\_\_\_\_

ADDRESS: \_\_\_\_\_ PHONE NUMBER: \_\_\_\_\_

SOCIAL SECURITY NUMBER: \_\_\_\_\_ RELATIONSHIP TO PATIENT: \_\_\_\_\_

EMPLOYER: \_\_\_\_\_ ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ PHONE NUMBER: \_\_\_\_\_

**PLEASE PROVIDE INSURANCE CARDS AND PHOTO ID**

INSURANCE: Blue Cross United Healthcare Medicare Medicaid OTHER: \_\_\_\_\_

Policy # \_\_\_\_\_ Group # \_\_\_\_\_

SUBSCRIBER'S NAME (if different than patient): \_\_\_\_\_ DOB: \_\_\_\_\_

SUBSCRIBER'S ADDRESS: \_\_\_\_\_

SUBSCRIBER'S PHONE NUMBER: \_\_\_\_\_ SUBSCRIBER'S SSN#: \_\_\_\_\_

MARITAL STATUS: Single Married Divorced Widowed RACE: \_\_\_\_\_

CONSENT to TREAT: \_\_\_\_\_ DATE: \_\_\_\_\_

## 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.

### SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

### 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.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.

Revised: March 2022

# Swim Classification Record

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

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

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

Full Name (Print) (Draw lines through blank spaces)		Medi- cal Re- check Parts A -B	Swim Classification		
1			Non-Swimmer	Beginner	Swim- mer
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:

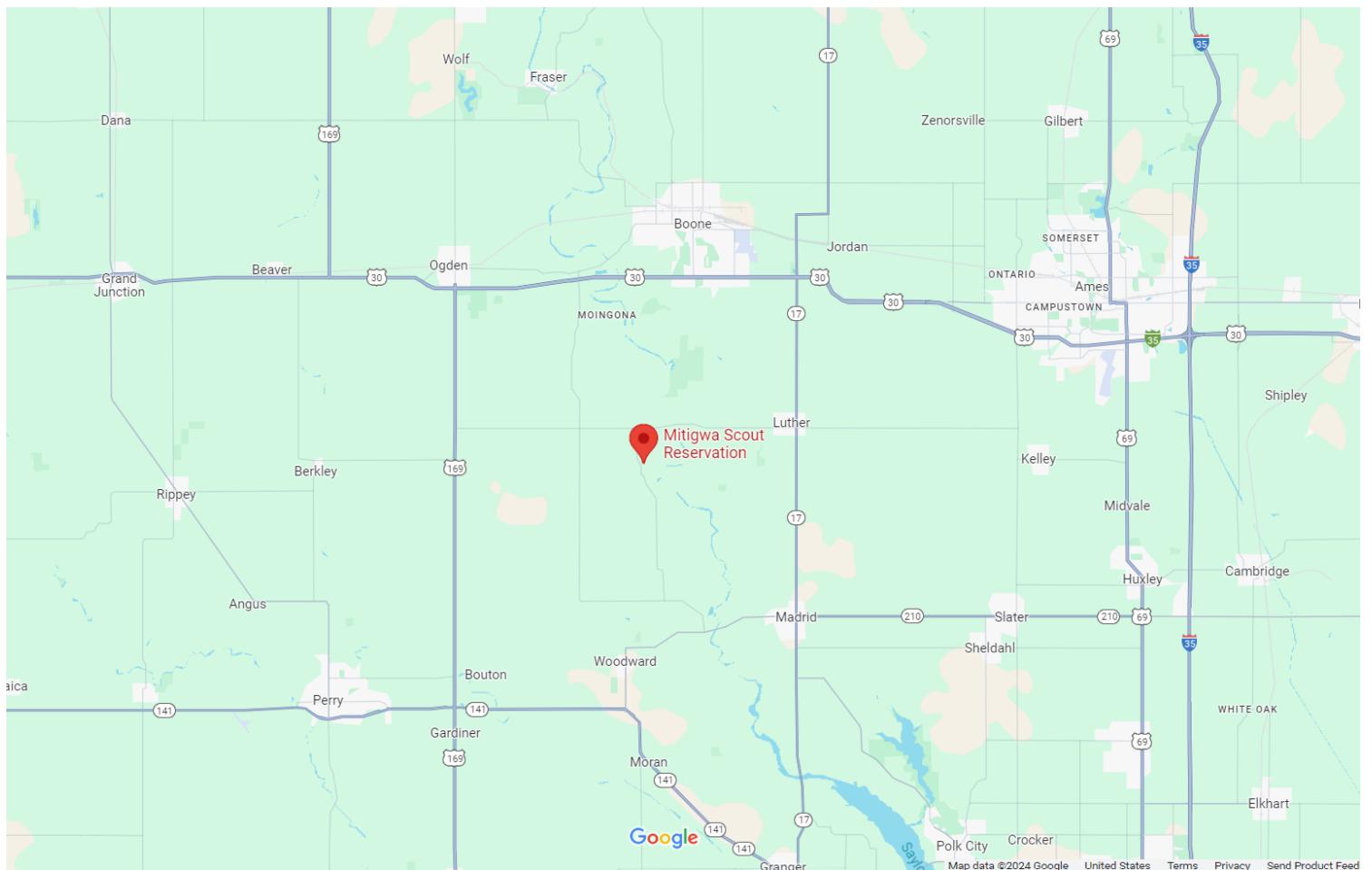
Print Name

Signature

Type of Authorization/Training

Expiration Date if applicable





**Mitigwa Scout Reservation**  
1820 Magnolia Rd, Woodward, IA 50276  
Phone: 515-438-2351