



# Quivira Scout Ranch Resident Camp 2022 Program Guide



**BOY SCOUTS OF AMERICA**

Quivira Council

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**BOY SCOUTS OF AMERICA**<sup>®</sup>  
QUIVIRA COUNCIL

# Welcome to Quivira Scout Ranch

Welcome to Quivira Scout Ranch 2022!

Thank you for making us your units camping destination!

We are extremely excited to provide another great year at Quivira Scout Ranch. Quivira Scout Ranch provides a wide variety of 55 Merit Badges/Activity programs for the young campers as well as adults. For the older Scouts they can choose from one of our Specialty Camp Programs that run parallel to our traditional summer camp; Conquer the Water or QSR Angler Adventure (formerly called Fish Camp). QSR Angler Adventure is a progressing program with exciting activities that are centered on the topic of fishing, equipment, interacting with a state game warden, biologists, an overnight Outpost, and more. The Scouts can earn the Fishing, Fly Fishing, Fish & Wildlife Merit Badges which will qualify them to earn the Angler Award. Conquer the Water is all about experiencing and exploring areas of the 475 acres of Lake Murray Gill in a new and fun way. Scouts will operate as a Patrol, exploring two areas of the camp outside of Camp Pioneer through two overnight Outposts. While on these Outposts, Scouts will receive basic knowledge of Leave No Trace principals and get to test their Scouting skills away from the traditional camp setting.

Keep in mind that we have over 3,000 acres of wilderness at Quivira Scout Ranch for your Scouts to enjoy and explore. While at camp enjoy the ranch, visit a historical site, play some gaga ball, throw a frisbee, converse with one of our friendly staff members or simply just take in the great outdoors. Here at Quivira Scout Ranch, there is an endless supply of breathtaking sights and adventure to be had.

The entire Quivira Scout Ranch Staff is dedicated to the Aims and Methods of Scouting, delivering quality program, making a commitment to delivering customer service to all, and setting a positive Scouting example. That's our promise to you. We look forward to working with you in making summer camp 2022 an experience of a lifetime!

Our greatest admiration goes out to each of you as Camp Leaders for the dedication and commitment to our youth. Your time of at Quivira Scout Ranch will most surely reap bountiful rewards. This is going to be another year for the books, and we are overjoyed that you chose Quivira Scout Ranch as your summer camp destination!

Thank you for choosing Quivira Scout Ranch, we are looking forward to the adventure that awaits!

Jacob Larson – Program Director

David Hubble – Business Manager

Jo Irsik – Camp Director

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# Getting Prepared for Camp

## Lock In Your Session

Once you have decided to make Quivira Scout Ranch your unit's summer camp destination, the next step is to make your session choice. The dates for each session during the 2022 camping season are listed below

**Session 1, June 12-18**

**Session 2, June 19-25**

## Key Registration Dates & Deadlines

March 11th Campership Application Review Begins

(Summer Camp roster must be updated with names for campership funds to be applied)

March 15th Merit Badge & Specialty Camp Sign-up for Youth Opens. Scout must have \$125 or more paid to sign up for classes.

March 15th Adult Activity Sign Up Opens

May 1st Special Needs Requests due

**May 1st All remaining Fees must be paid in full**

May 1st All people registered after this date are on the wait list

May 1st Sign-up for ALL Sessions MB/Activities close

Register Online at: <https://Scoutingevent.com/198-49398>

## 2022 Camper Fee Schedule

Deposit is \$75.00 per person. Deposit guarantees rate. Early Bird Registration Deadline is December 21, 2022, thereafter, regular fees apply.

Category	Early Rate	Regular Rate
Scouts	\$ 300	\$ 400
Adults	\$ 100	\$ 125
Volunteers	\$ 50	\$ 50

**Session 1: June 12-18**

**Session 2: June 19-25**

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## ***Special Considerations***

***New Member Accommodation*** – For those youth joining the BSA after December 20, 2021, they will be registered at the same rate available when the unit first booked registration.

***WEBELOS Crossover Accommodation*** – WEBELOS crossing to Troops are registered at the rate that the Unit secured when it booked the registration process with deposits placed. Accommodation will be made only after transfer paperwork has been received by the Council office.

***New Unit Accommodation:*** For new Troops chartered after December 20, 2021 (Scouts BSA), the Unit has 60 days from the date of charter to book registrations for Camps at the EARLY BIRD RATE. After the 60-day grace period, the regular schedule of fees applies.

## ***Incentives and Savings***

***Trusted Troop Program*** – if your Unit is selected and hosts Maverick Scouts, the hosting Unit receives 1 free leader slot!

***Recruit-a-Unit*** – Camping is more fun with friends! If you recruit a new unit to Quivira Scout Ranch, you receive 1 free leader slot for the first 10 youth the new Unit brings to camp. 11 or more youth = 2 leader slots!

***Come Home to Quivira!*** – Has it been ages since you were at Quivira Scout Ranch for your resident camp? Wow, have you been missing it and we want you home! 1 free leader slot for your Unit (in council only) if you haven't attended Resident Summer Camp for five years or more! Come HOME!

***Out of Council Units*** – Quivira Council doesn't charge extra fees for out of council guests. If you are a new out of council Unit, you can receive 1 free leader slot for every 10 youth! Come join the family!

### ***Maverick Scouts:***

Sometimes, one week is just not enough! Scouts can come back! Maverick Scouts camp with a trusted unit and can have up to two additional weeks of fun! The second week has \$75.00 off fees.

***\*To receive ANY of these accommodation/incentive savings, you must contact***

***Program Assistant, Candi Chase.***

***Office: (316) 264-3386***

***Email: [Candice.Chase@scouting.org](mailto:Candice.Chase@scouting.org)***

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## **Financial Help for Scouts**

Most troops have a Scout scholarship program administered at the unit level. For those that don't, a limited number of camperships are available to help Scouts in need of financial assistance. Quivira Council awards Camperships to all Scouts, no matter what council they come from. The application for Camperships can be found at <https://quivira.org/resources/>.

## **Campsite Assignment**

Campsites are assigned using the most equitable method possible. Factors include the number of units in camp, the number of Scouts and leaders in a troop, and special needs which may exist within a troop. Campsites are not guaranteed to be the one you have been given in the past years and will be assigned by camp staff.

## **Special Info for New and Old Campers**

### **Dress Code**

All persons on camp including visitors are expected to wear Scout appropriate clothing. Closed-Toe & Closed-Heel shoes, shirts are always required. No spaghetti strap shirts are allowed by campers, leaders or visitors. Swim attire will be only worn within aquatics designated areas. Males are not allowed to wear a "speedo" style swimsuits and Female's swimsuits must be a one-piece.

### **Knives**

Fixed Blade knives are not allowed on Summer Camp. Scouts are not allowed to have a knife with a blade larger than the palm of their hand during Summer Camp at Quivira Scout Ranch. Pocket knives are not allowed in any program areas, unless that program requires the usage of a knife, such as Whittling Chip, for safety reasons.

### **Medications at camp**

Medications not requiring temperature control may be distributed by unit leaders if they are secured in a lock box at the campsite.

### **OA Call Out**

Troops should bring a list of their Scouts eligible for call out to camp to turn in at check-in. Prior communication with your local Chapter Lodge Chief is required. Out of council units must obtain approval from their own OA Lodge Executive Committee in written form to allow our lodge to perform the call out of your candidates.

### **Mailing Address for Camp:**

Session # / Unit # / Scout Name

1781 Road 19, Sedan, Kansas 67361

Mail for Scouts should be sent at least one week in advance. Mail received after a Scout have left camp will be returned to the unit at the next available roundtable.

## Special Info for New and Old Campers



### Swim checks

We suggest that you complete swim checks before arriving at camp, and if possible, complete them the fall before camp. Swim checks completed before camp must be done by a certified lifeguard and a copy of the lifeguard's certification must be brought to camp. Swim checks may be completed at QSR on Sunday, sign up when you arrive to check-in.

### Bicycles

Bicycles may be brought to camp please drive with appropriate speeds. Helmets are required when riding.

### Camp Pizza

The Tribe wants to help you provide a special cracker barrel treat to your campers by selling pizza on Thursday evening.

### Contact Info at Camp

Camps office

620-725-5242 (summer camp sessions only)

Camp Ranger

Paul King 620-725-5353 [Paul.King@scouting.org](mailto:Paul.King@scouting.org) (year-round)





## What Scouts Need to Bring to Camp

### SCOUTS (REQUIRED)

- BSA Physical, Signed
- Poncho/Rain suit
- Field Uniform
- Sleepwear
- Troop Activity Shirt
- Toiletries
- Jacket/Windbreaker
- Insect Repellant
- 6 Pair of Socks
- 6 Pair of Underwear
- 6 T-Shirts
- 2 Pair Pants

- 3 Pair Shorts
- Scouting Handbook
- Backpack
- Sleeping Bag/Pillow
- Flashlight and Batteries
- Swimming Apparel
- Tribal Coup Thong (Returners)
- Closed Toe & Heel Shoes
- Scouts BSA Handbook
- Belt
- Pens, pencils, paper
- Wristwatch
- Spending Money
- Sunscreen

### SCOUTS (OPTIONAL)

- Mosquito netting
- Bible or prayer Book
- Pocketknife
- Sewing kit

- Sunglasses
- Musical instrument
- Hammer and a chisel

### What the Troop Needs to Bring to Camp

- Tents
- Rope
- American flag
- Troop flag
- Lanterns (propane)
- Patrol flags
- Troop first aid kit
- Specific activity related materials

### Quivira Scout Ranch Provides These Items

- Covered program area
- Picnic tables
- Toilet & shower facility
- Water supply with hose
- Storm shelter

### Camp Commissioners Can Provide These Items

- Toilet paper
- Ice (buy at Trading Post)
- Trash Bags
- Rakes
- Broom
- Other tools

# While at Camp

## Arrival and Check-In Process

Plan to arrive at Quivira Scout Ranch between **1:30 and 4:30 p.m.** on Sunday of your week in camp. Proceed to the main gate. You will be greeted by your Staff host at the gate. Immediately after you are greeted you will proceed to STAR Lodge to sign up for **swim check times** and turn in **medical forms**, then a group photo of the troop will be taken. So, it is important to have all your Scouts and leaders together for this photo before they head off to get your campsite ready.

After medical check-in, the unit will be given a brief tour of camp and then taken to their campsite. Scouts will be able to take swim tests and should be in proper swim attire at their assigned test time. During the swim test, each Scout will be classified as a swimmer, beginner, or a non-swimmer.

After the brief camp tour, leaders may transport one vehicle at a time to the campsite. All vehicles will be allowed in camp, but only one per unit is authorized through the gate, with a gate pass.

After unloading gear in the campsite, vehicles should be removed from the campsite and returned to designated parking areas. After the unload, vehicles may not remain in the campsite. If your unit is cooking in camp, one trailer may be left in camp.

## Leader Meetings

The Scout Master and Senior Patrol Leader for the troop, must attend the daily leaders' meeting. These take place between the Tribe and Commissioner's Area, on the Northeast end of the Dining Hall. The time of the meeting is 1:15 p.m., Monday through Friday. On Sunday, the Leader meeting is held at 5:30 p.m. to accommodate check-in.

## Cafeteria Style Dining

Quivira Scout Ranch uses cafeteria style dining. In this format, there will be an item or two for the meals delivered to your tables so that you spend less on the wait getting your food! Please assign 1-2 Scouts to prep the table each meal.

Scouts should arrive 10-15 minutes prior to a meal to prep the tables and lower the benches. This allows our staff to properly and efficiently serve your unit.



## **QSR Visitation Policy**

Any visitations must be made a day in advance to the camp director. Some restrictions apply, such as visitors will not be allowed to attend the last day of camp.

Visitors may not stay overnight at QSR and are not permitted to take Scouts when departing. Guests who are not registered with Scouts, BSA are not authorized to ride in camp vehicles.

All visitors must check in at Star Lodge and sign in upon entering camp. Any visitor who hasn't signed in may be asked to leave. Any guests eating in the dining hall should head to the trading post to secure a meal ticket of \$5.00 per meal and only a limited number of meal tickets will be available.

## **Vespers**

A Scout is reverent. On Tuesday evening, after dinner, religious vesper services are held for Scouts. Please contact the Camp Chaplain if you would like to assist in the vespers service.



*“Bless this meal  
Strengthen my body  
Awake in my mind*

*Quench my thirst  
Satisfy this day  
Reverently I play”*

*-QSR Grace*

### Wednesday Program Activities

A variety of special activities are held on Wednesday late morning and lunch including:

- QSR Scavenger Hunt, part #1 before lunch
- QSR Scavenger Hunt, part #2 before lunch

### Mid-Afternoon till Dinner, some of the activities going on will include:

- QSR Rifle Competition at the Rifle Range
- Open Archery at the Archery Range
- Disc Golf at Handicraft
- Bouldering and the Climbing Wall
- Tabletop Games in the Dining Hall
- Fishing at the Nature Lodge
- Gaga Ball at the Gaga Ball Pit
- Volleyball at the Volleyball Court North of Handicraft
- Open Archery at the Archery Range

Activities are available on a first come, first served basis. Other activities may be offered as announced.

### Order of the Arrow Program

- Movie in the Dining Hall
- Branding outside the Dining Hall

Activities will last from approximately from 7:00 – 8:30 PM

### Pioneer Trading Post Hours

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
1:00 – 6:00 PM	7:45 – 12:00 PM	7:45 – 12:00 PM	7:45 – 12:00 PM	7:45 – 12:00 PM	7:45 – 12:00 PM
7:45 – 9:00 PM	12:45 – 6:00 PM	12:45 – 6:00 PM	12:45 – 6:00 PM	12:45 – 6:00 PM	12:45 – 6:00 PM
	6:45 – 9:00 PM	6:45 – 9:00 PM	6:45 – 9:00 PM	6:45 – 9:00 PM	6:45 – 9:00 PM

### Saturday Troop Check-Out Procedure

- Your Saturday “To-Go” breakfast can be picked up at the Dining Hall from
- 7:00 AM to 8:00 AM.
- After your gear is packed, please police your campsite thoroughly.
- One vehicle at a time is allowed in each campsite for loading gear. Troops should coordinate with each other and be courteous and mindful of the amount being taken.
- Once your campsite is clear and gear packed, please have one leader head to the trading post to collect the exit packet, which will include medical forms.
- Troops should plan on being out of camp by 10:00AM.

# Health and Safety

## **Health Services**

A qualified individual is on duty at our Health Lodge twenty-four hours a day. In the unlikely event of serious illness or injury to a Scout, they will be taken to Sedan Hospital.

All prescription medicine for Scouts and leaders must be given to Health Lodge personnel at check-in. Alternatively, medication may be kept in a locked container in the campsite under the supervision of a unit leader over the age of 21. Refrigeration is available in the Health Lodge for medication that requires it.

## **You Must Use the Official BSA Physical Form**

Every Scout and leader who is in camp for more than 72 hours is required to have on file in the Health Lodge the official BSA Physical form. Parts A, B and C are required.

Only the official BSA form is acceptable. School physicals, physicals from other camps, and sports physical forms are not an acceptable substitute. If you are staying at camp, Parts A, B, and C are required. The physical must be completed after July 30th, 2021.

A new physical form is required every year, completed within the calendar year of the last day of your camp stay. We suggest that Scouts have their BSA form completed when they have their Annual Health Maintenance exam or sports physical.

## **You Must Bring a COVID Waiver for each Scout and Leader**

Each leader is responsible to ensure that no Scout or Adult from their Unit is showing Covid Symptoms prior to or during this event. Any individual exhibiting symptoms of Covid will be asked to leave camp immediately as well as the entire unit. Each Scout and Adults attending or visiting QSR Summer Resident Camp must fill out and turn in a COVID19 Form.

You can download the form at:

[https://Scoutingevent.com/Download/19873627/OR/Covid\\_Waiver\\_updated\\_020821pdf.pdf](https://Scoutingevent.com/Download/19873627/OR/Covid_Waiver_updated_020821pdf.pdf)

## **Leaving Camp During the Week**

All campers, youth and adult, who must leave camp during the week must sign out at STAR Lodge each time. To ensure the safety of the Youth, all Youth campers may leave only with an authorized adult and with the approval of the Camp Director. A photo ID will be required when picking up a Scout. The Scout must have a release form on file at STAR Lodge, signed by his Scoutmaster and a parent or guardian and verified by the camp director.

Campers, upon returning, are required to stop by Headquarters and sign back in. This is necessary for the camp to be able to maintain an accurate record of who is in camp at any given time.

## **Drug, Alcohol, Tobacco & Other Policies**

- Alcoholic beverages and illegal drugs are strictly prohibited. Violators will be removed from camp.
- Use of tobacco products in the presence of Scouts or in any structure is prohibited. Tobacco may only be used in the designated area, at the parking lot.
- Personal firearms, ammunition and bow-hunting equipment are strictly prohibited. QSR provides all equipment for various field sports activities.
- Fireworks are prohibited.
- Open flames (candles, Sterno, kerosene lanterns) are strictly prohibited in tents.

## **Shower and Restroom Facilities**

No cell phones or cameras are allowed in any restroom or shower area at any time.

Showers for youth are available in the storm shelter in each campsite. Leaders must use the showers at the rear of the dining hall.

Units need to bring soap for the washing stations that are provided in the campsites. Additional washing stations brought by a unit are not allowed. Portable swimming pools are not permitted in camp properties or campsite areas.

## **Safety Policies**

Cell phones are not permitted for Scouts at camp due to Safety, Youth Protection and Barriers to Abuse Policies. Leaders are highly recommended to adhere to this policy for the same reasons.

## **Drone Usage**

In order to properly comply with Youth Protection Standards, all drones on camp can only be flown with approval of the Camp Director.

# Camp Program

\*On the pages that follow, every program that Quivira Scout Ranch will offer is listed. We highlight four of them here that we are especially proud of, and to which we want to call your attention.

## **Baden-Powell (Scouting 101/102)**

Baden-Powell is QSR's advancement program. The program was developed with careful attention to keeping the Scouts engaged and learning crucial Scouting skills! Within Baden-Powell Scouts will learn to orienteer, cook, citizenship values practice basic first aid, learn and apply Scouting knots, and learn how to build a fire! The Scouting 101 class covers requirements from Scout and Tenderfoot as well as Totin' Chip and Firem'n Chit. 201 covers requirements from second class and first class.

## **Aquatics**

Quivira Scout Ranch boasts one of the largest man-made lakes in the nation with over 450 surface acres of water. Murray Gill Lake is well known for its serenity and great fishing! Our aquatics program is one of the most diverse in Scouting and our professionally trained staff will take joy in sharing their knowledge with you!

## **Specialty Programs**

Conquer the Water and QSR Angler Adventure (formerly called Fish Camp). The QSR Angler Adventure is centered on the topic of fishing, equipment, and more. Conquer the Water is all about experiencing and exploring areas of the 475 acres of Lake Murray Gill in a new and fun way. Both new Specialty Programs will host an Outpost as part of its program.

## **Adult Leader Camp-Wide Activities**

Activities are also provided for adult leaders. The times and places for these activities are announced at daily leaders' meetings. Most adult activities require a sign up.

- Daily Leaders' Meeting
- American Red Cross 1st Aid/CPR-AED certification (pre-registration \$35 fee, limit 10)
- Swim and Water Rescue
- Free swims
- Mile Swim

\*The following classes are subject to change due to sign-up and trainer availability.

- Leave No Trace/Outdoor Ethics Training (Sign up Required)
- SM & ASM Specific Training (Sign up Required)

## More than Just Classes

Quivira Scout Ranch sits on over 3000 acres and less than 500 are used for the traditional summer camp program. Wednesday is our opportunity to “Put the ‘Outing’ in Scouting” and explore the ranch with one of our staff members. QSR is unique in the number of ruins and historical sites on the land. Go out and explore the backwoods or take a float along the lake and explore the depths of hell’s hollow. The possibilities are endless!

Quivira Scout Ranch is a massive property with many areas to explore. Below are just a few neat spots to check out with your Scouts!

- Rattlesnake Cove – Hike Only (Overnight Not Required) This area can be seen to the East as you cross the bridge. This is part of the Outdoor Skills program area for the Wilderness Survival Merit Badge, but anyone is invited to spend the night with the Scouts – the Scouts have to build their own shelters, but guests are welcome to bring their own tents.
- Clark Walker’s Place – Hike & Canoe – Hike and Canoe to visit Clark Walker’s homestead. Go out into the backcountry and discover the story behind hell’s hollow! This is a great spot for Scouts and Scouters who like a challenge and to orienteer!
- Indian Springs Campfire Ring – Hike & Canoe –Hike and Canoe to visit the campfire ring. Take a stop by coyote bay and see the campfire ring of Old! For our Quivira Council Scouters, this is a fantastic trip down memory lane!



# QSR 2022 - Daily Camping Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:45 AM	Camp Closed	Flags				3rd Year Rock Carriers 5:00 AM	Pack Up (To-Go Breakfast)
7:00-8:00 AM		Breakfast					
8:00-9:45 AM		Block 1	Block 4	Block 7	Block 8	MB Make Up	
10:00 - 11:45 AM		Block 2	Block 5	Quivira Scout Ranch Scavenger Hunt Part One	Block 9		
12:15 PM		Lunch					
1:10 AM	Siesta (Senior Patrol Leader & Scout Master Meeting)						
1:30 - 3:15 PM	Gates open at 1:30pm 4:00pm Camp Tour Meet at Totem Pole ( Optional )  <b>5:30 Senior Patrol Leader &amp; Scout Master Meeting</b>	Block 3	Block 6	Quivira Scout Ranch Scavenger Hunt Part Two	Block 10	Free Swim, Open Program	Camp Closed
3:30-5:15 PM		Free Swim, Open Program	Free Swim, Open Program	Free Swim, Open Program  QSR Rifle Competition (round-robin)	Free Swim, Open Program  Art Museum @ TSB Dining Hall		
5:55 PM	Flags						
6:00 PM	Dinner						
7:00 PM	Opening Ceremony	4th and 5th Year Tribe Program	Vespers	Movie Night	1st Year Tribe Program	Ceremony	
9:00 PM				OA Night			
10:00 PM	Taps and Quiet Hours						
Trading Post Hours	1:00- 6:00 PM, 7:45 - 9:00 PM	7:45 - 12:00 PM, 12:45 - 6:00 PM, 6:45 - 9:00 PM					Closed

## QSR 2022 - Specialty Program Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Conquer the Water	Check-In Swim Checks	8:00 AM Program with Outpost	8:00 AM Program	8:00 AM Program with Outpost	8:00 AM Program	Rock Carriers (optional) 8 AM Water Adventures	Camp Closed
QSR Angler Adventure	Check-In, Swim Checks, 3:30-5:00 PM Program	8:00 AM Program, 4th & 5th year Tribe Program	8:00 AM Program	8:00 AM with Outpost	8:00 AM Program	Rock Carriers, Open Program/Make up, Casting Competition	
Trading Post Hours	1:00- 6:00 PM, 7:45 - 9:00 PM	7:45 - 12:00 PM, 12:45 - 6:00 PM, 6:45 - 9:00 PM				Closed	

## PROGRAM SCHEDULE - You must attend all sessions with the same letter

2022 Camp Schedule	Monday			Tuesday			Wednesday	Thursday			Requirements	Monday - Thursday Activities Merit Badge Makeup	Age	Cost
	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7	Block 8	Block 9	Block 10		Open Program Time 3:45 PM -5:15 PM		
<b>Aquatics</b>														
Canoeing		A	B	C	A	B	C	A	B	C	Blue Swimmer	<b>Free swim</b>		
Kayaking	A	B	C	D	E	F			G	H	Blue Swimmer			
Lifesaving	A	B		A	B			A	B		Blue Swimmer & Swimming MB			
Mile swim						A	A		A		Blue Swimmer	<b>Warm Up Swim During Free Swim Mon &amp; Tues</b>		
Motorboating	A			B		A	B	C	C		Blue Swimmer	<b>Free swim</b>		\$ 5.00
Rowing		A	A		B					B	Blue Swimmer			
Small-Boat Sailing	A	A		B	B			A		B	Blue Swimmer		13+	
Swimming	A	B	C	D		A	B	C		D	Blue Swimmer			
Swim and Water Rescue			A			A				A	Blue Swimmer		15+	
Swimming Lessons	A	B		C	D			E						
(NEW!) Dragon Boats			A			B					Blue Swimmer			
Jet Ski	A		B		A		B	A		B	Blue Swimmer & Boaters Education		13+	\$ 25.00
Tubing			A			B	C			D	Blue Swimmer		13+	\$ 25.00
Water Sports	A	A		B	B			C	C		Blue Swimmer		13+	\$ 25.00
Free Swim	Open Program Time 3:45 PM - 5:15 PM			Open Program Time 3:45 PM - 5:15 PM				Open Program Time 3:45 PM - 5:15 PM						

Tribe Area	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7	Block 8	Block 9	Block 10				
Leatherwork	A	B		A	B		A	B				Merit Badge Makeup (Scout must communicate with instructor)		\$ 5.00
Chaplain Aide Trails	A			B			C							
Indian Lore			A			B	C		D	E				
Service Opportunity	A	A		B	B			C	C					
<b>Outdoor Adventure</b>														
Climbing	A	A	A	B	B	B		C	C	C		Merit Badge Makeup (Scout must communicate with instructor)		
Mountain Biking		A	B	A	A	B	B							
Bike Trek to Sedan								A	A					
<b>Leader Training</b>														
Swim and Water Rescue	Sign-Up for Trainings at Check-In (classes offered are subject to change)										Blue Swimmer		18+	
SM & ASM Specific Training													18+	
CPR/AED	A	A										Must Have CPR/AED Certification	18+	\$35.00
Wilderness First Aid			B	B	B	B								18+

Shooting Sports	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7	Block 8	Block 9	Block 10				
Archery	A	B	C	A	A	B	B	C	C					\$ 8.00
Shooting Sports Safety Session	A-G											<b>Open Shooting Sports Merit Badge Makeup</b> <b>(Scout's must communicate with instructor)</b>		
Rifle Shooting (.22 LR)	A-G	A	B	C	D	E		F					11+	\$ 15.00
Black Powder (Introduction class only)	A-G						A						13+	\$ 20.00
Marksman Trek (Competition, not a merit badge)	A-G								A	A	Complete: Archery, Rifle & shotgun merit badge		14+	\$ 25.00
Shotgun Shooting	A-G	A	B	C	D	E		F					13+	\$ 20.00
<b>Handicraft</b>														
Art	A		B	A		B	C	C				Thursday Art Museum		
Basketry		A			A				A	A		<b>Merit Badge Makeup</b> <b>(Scout must communicate with instructor)</b>		\$ 5.00
Sculpture			A			A								
Woodcarving		A			A				A		Requires Totin Chip			
Theater	A			A			A	A						

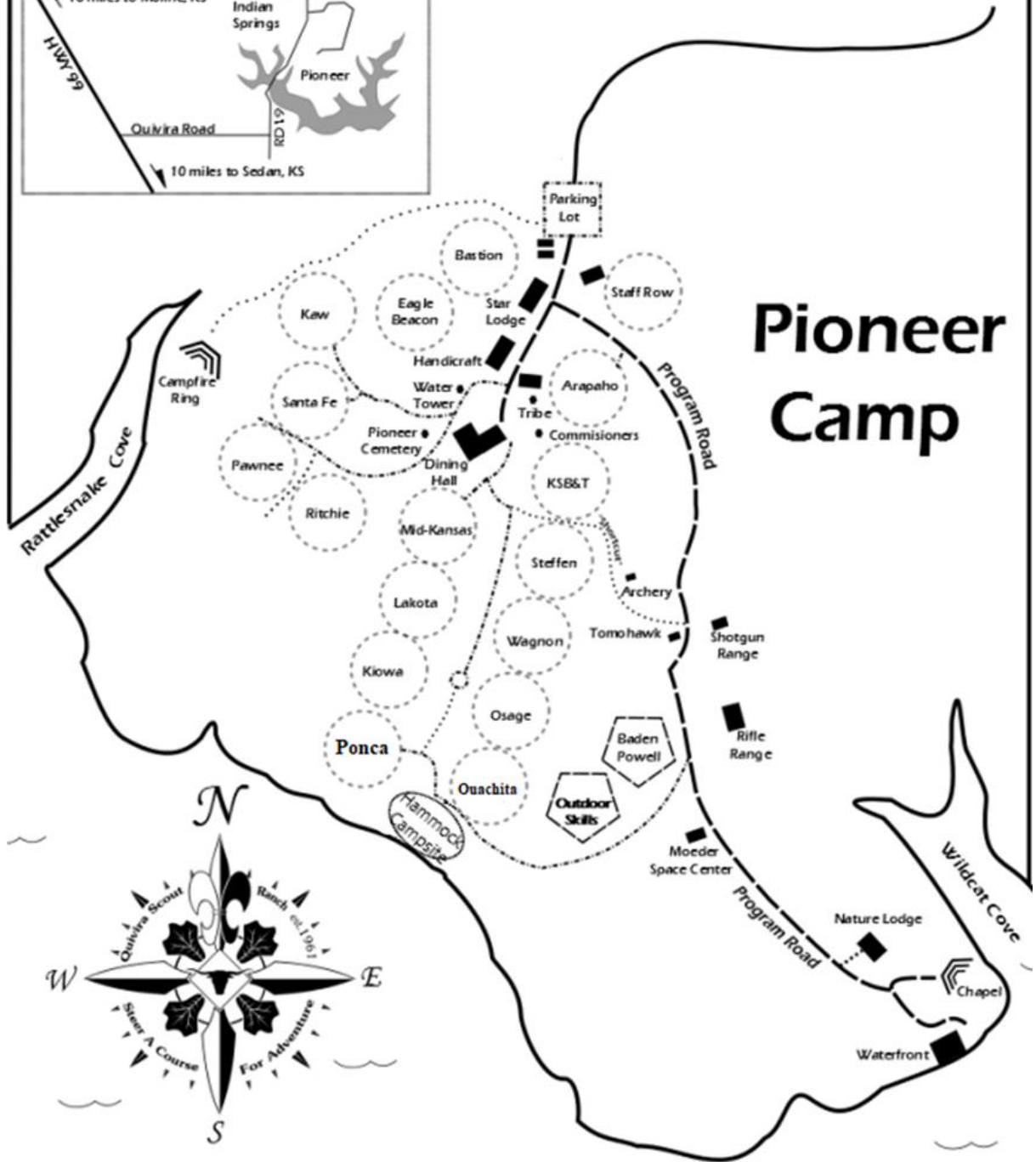
Outdoor Skills														
Emergency Preparedness		A		A		B	AB		B		First Aid merit badge	Merit Badge Makeup (Scout must communicate with instructor)		
First Aid	A		B		A		C	B		C	must bring their own first aid kit			
Signs, Signals, and Codes	A							B		C				
Orienteering		A				B		A		B				
Pioneering		A		A		B	B							
Wilderness Survival (OUT POST! Tuesday)	A		B											
Totin Chip Fire'n Chit	Open Program Time 3:45 PM - 5:15 PM			Open Program Time 3:45 PM - 5:15 PM				Open Program Time 3:45 PM - 5:15 PM				Available during open program		
Baden-Powell (Scouting 101)	A	A		A	A							Merit Badge Makeup (Scout must communicate with instructor)		
Baden-Powell (Scouting 102)								A	A					
Nature														
Environmental Science		A			A		B		B			Merit Badge Makeup (Scout must communicate with instructor)		
Fishing	A		B	A		B								\$ 2.00
Reptile & Amphibian		A			B				C					
Nature								A		B				
Fish & Wildlife Management		A			A		B		B					
Forestry	A		B	A		B	C	C						

<b>Technology</b>	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7	Block 8	Block 9	Block 10			
Animation		A			B							Merit Badge Makeup	14+
Communication		A			A								
Chess			A			B		C		ABC		Thursday Camp Chess	
Game Design			A			B		A		B		Merit Badge Makeup (Scout must communicate with instructor)	
Electronics	A			B			A		B				\$15.00
Photography	A						B		AB				
3D Printing				A	A	B	B					Merit Badge Makeup	

<b>Specialty Camps</b>													
<b>NEW!</b> Conquer The Water	A	A	A	A	A	A	A	A	A	A	A	Blue Swimmer	
<b>NEW!</b> QSR Angler Adventure	A	A	A	A	A	A	A	A	A	A	A		14+



# Quivira Scout Ranch



## Murray Gill Lake



## Merit Badges and Activities

The Following is a list of all the classes taught at Quivira Scout Ranch, please use it as you plan your classes to properly be prepared as some have prerequisites or restrictions.

Animation 	Restrictions:	Must be at least 14 Years Old
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Tech Area, Behind Dining Hall
Archery 	Restrictions:	Must be at least 13 Years Old
	Cost:	\$ 8.00
	Type:	Merit Badge
	Items Needed:	None
	Location:	Archery Range
Art 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Handicraft Lodge
Basketry 	Restrictions:	None
	Cost:	5.00
	Type:	Merit Badge
	Items Needed:	None
	Location:	Handicraft Lodge
Black Powder (Activity) 	Restrictions:	14+ Years Old, Must attend the Shooting Sports Safety Session
	Cost	\$ 20.00
	Items Needed:	Introduction of the Fundamentals
	Location:	Rifle Range
Canoeing 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Chaplain Aide Training 	Restrictions:	None
	Cost:	None
	Type:	Training
	Items Needed:	Personal Religious Literature
	Location:	Commissioner Area

Chess 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Tech Area, Behind Dining Hall
Climbing 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Heeled Shoes, Leather Gloves Recommended
	Location:	Climbing Wall
Communications 	Restrictions:	None
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	None
	Location:	Tech Area, Behind Dining Hall
Conquer the Water 	Restrictions:	14+ Years Old and a Blue Swimmer
	Cost:	None
	Type:	Activity
	Items Needed:	Appropriate Swimming Attire & Tent/Hammock
	Location:	Aquatics
Dragon Boats (NEW!) 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Activity
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Electronics 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Tech Area, Behind Dining Hall
Emergency Preparedness 	Restrictions:	None
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	First Aid Kit
	Location:	Outdoor Skills

Environmental Science 	Restrictions:	None
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	Pen and Paper
	Location:	Wolfe Nature Lodge
First Aid 	Restrictions:	None
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	First Aid Kit
	Location:	Outdoor Skills
Field & Wildlife Management 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Wolfe Nature Lodge
Fishing 	Restrictions:	None
	Cost:	2.00
	Type:	Merit Badge
	Items Needed:	Personal Fishing Gear Recommended
	Location:	Wolfe Nature Lodge
Forestry 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Pen and Paper
	Location:	Wolfe Nature Lodge
Game Design 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Tech Area, Behind Dining Hall
Indian Lore 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Tribe Area

Jet Skiing 	Restrictions:	Must be 14+ Years Old and Blue Swimmer
	Cost:	\$ 25.00
	Type:	Activity
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Kayaking 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Leatherwork 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Handicraft Lodge
Lifesaving 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Marksman Trek 	Restrictions:	14+ Years Old, Completed the Archery, Rifle & Shotgun Merit Badge
	Cost:	\$ 25.00
	Type:	Activity
	Items Needed:	None
	Location:	Rifle Range
Mile Swim 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Activity
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Motorboating 	Restrictions:	Blue Swimmer
	Cost:	\$5
	Type:	Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics

<p>Mountain Biking</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: Activity</p> <p>Items Needed: None</p> <p>Location: TSB</p>	
<p>Nature</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: Merit Badge</p> <p>Items Needed: Pen and Paper</p> <p>Location: Wolfe Nature Lodge</p>	
<p>Orienteering</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: Merit Badge</p> <p>Items Needed: Pants</p> <p>Location: Outdoor Skills</p>	
<p>Photography</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: None</p> <p>Items Needed: Cyberchip Required, Camera</p> <p>Location: Tech Area, behind Dining Hall</p>	
<p>Pioneering</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: Merit Badge</p> <p>Items Needed: Gloves Recommended</p> <p>Location: Outdoor Skills</p>	
<p>QSR Angler Adventure</p> 	<p>Restrictions: 14+ Years Old, Fishing</p> <p>Cost: None</p> <p>Type: Specialty Activity/Merit Badges</p> <p>Items Needed: None</p> <p>Location: TSB</p>	
<p>Reptile and Amphibian Study</p> 	<p>Restrictions: None</p> <p>Cost: None</p> <p>Type: Merit Badge</p> <p>Items Needed: Pen and Paper</p> <p>Location: Wolfe Nature Lodge</p>	

Rifle Shooting (.22LR) 	Restrictions: Must attend Shooting Sports Safety Session, 14+ Yrs Cost: \$15 Type: Merit Badge Items Needed: None Location: Rifle Range	
Rowing 	Restrictions: Blue Swimmer Cost: None Type: Merit Badge Items Needed: None Location: Aquatics	
Scouting 101 (Scout & Tenderfoot) 	Restrictions: None Cost: None Type: Rank Advancement Items Needed: None Location: Outdoor Skills	
Scouting 201 (2nd & 1st Class) 	Restrictions: None Cost: None Type: Rank Advancement Items Needed: None Location: Outdoor Skills	
Sculpture 	Restrictions: None Cost: None Type: Merit Badge Items Needed: None Location: Handicraft Lodge	
Service to Camp 	Restrictions: None Cost: None Type: Activity Items Needed: None Location: Tribe Area	
Shooting Sports Safety Session 	Restrictions: REQUIRED FOR ALL SHOOTING SPORTS, EXCEPT ARCHERY Cost: None Type: Safety Class Items Needed: None Location: Dining Hall	

Shotgun Shooting 	Restrictions:	14+ Years Old, Must attend Shooting Sports Safety Session
	Cost:	\$20.00
	Type:	Merit Badge
	Items Needed:	None
	Location:	Shotgun Range
Signs, Signals & Codes 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Outdoor Skills
SM & ASM Specific Training 	Restrictions:	18+ Years Old
	Cost:	None
	Type:	Certification
	Items Needed:	None
	Location:	Scoutmaster Training Room
Small Boat Sailing 	Restrictions:	13+ Years Old, Blue Swimmer
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Aquatics
Swim and Water Rescue 	Restrictions:	15+ Years Old, Blue Swimmer
	Cost:	None
	Type:	Certification, Youth & Adult
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Swimming 	Restrictions:	Blue Swimmer
	Cost:	None
	Type:	Eagle Required Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Swimming Lessons 	Restrictions:	None
	Cost:	None
	Type:	Lesson
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics

Theatre 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	None
	Location:	Handicraft Lodge
Totin' Chip / Firem'n Chit 	Restrictions:	None
	Cost:	None
	Type:	Recognitions
	Items Needed:	None
	Location:	Outdoor Skills
Tubing 	Restrictions:	13+ Years Old, Blue Swimmer
	Cost:	\$25
	Type:	Activity
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Water Sports 	Restrictions:	13+ Years Old, Blue Swimmer
	Cost:	\$25
	Type:	Merit Badge
	Items Needed:	Appropriate Swimming Attire
	Location:	Aquatics
Wilderness Survival 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Tarp, Rope
	Location:	Outdoor Skills
Woodcarving 	Restrictions:	None
	Cost:	None
	Type:	Merit Badge
	Items Needed:	Totin' Chip
	Location:	Handicraft Lodge
3D Printing 	Restrictions:	14 + years old
	Cost:	\$5
	Type:	Activity
	Items Needed:	None
	Location:	Tech Area behind Dining Hall



Pre-requisites				
Communication	4	5	8	9
Emergency Preparedness	2C	6C	8B	9
Environmental Science	3	4	6	
Fish & Wildlife Management	5	7	8	
Forestry	1	8		
Nature	4			
Reptile & Amphibian	8	9		
Wilderness Survival	5			

# The Tribe of Quivira

The first documentation of the Tribe of Quivira was in 1923 at Camp Ta-Wa-Sen-Tha, near Oxford, Kansas. The mission of the Tribe of Quivira is to encourage Scouts and Scouting units to challenge themselves to create a connection to the lands of Quivira.

## Tasks of the Tribesmen of Quivira

Tracker: The First Year

To PROTECT the Camp

Hunter: The Second Year

To PRESERVE the Camp

Brave: The Third Year

To TEST yourself

Warrior: The Fourth Year

To DEDICATE yourself

Old Warrior: The Fifth Year

To GIVE LEADERSHIP to the Tribe

Tribal Elder: Sixth year and Beyond

To GUIDE AND ENABLE the Younger members of the Tribe



## Honorary Chief

Each week, the Tribesmen with the greatest number of years within the Tribe of Quivira will be recognized as the Honorary Chief. The Chief will assist in ceremonies and make decision that will impact the Tribe of Quivira.