



WINTER CAMP 2026 PROGRAM GUIDE

Camp Arrowhead
Dec. 28-31, 2026

Middle Ages Fun

For All Ages!



Scouting  America
Ozark Trails Council





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The Basics of Arrowhead Winter Camp

What is Winter Camp?

Winter Camp is a miniature long-term camping experience. Scouting America participants will be able to work on advancement while enjoying the beauty of the Ozarks in the winter. Scouts may participate as members of a unit (troop or crew) or as a provisional camper (individually).

Dates and Location

Winter Camp, hosted by the Ozark Trails Council, is held at Camp Arrowhead from December 28-31, 2026.

Arrival and Departure

Units or individual participants should plan to arrive at Arrowhead between 1:00 and 4:00 p.m. on December 28. All participants should plan to depart by 10:00 a.m. on December 31. Unit leaders and individual participants should check in at the Foster's Lodge. A roster of all participants must be provided, and each participant must submit a copy of Parts A & B of the Scouting America Annual Health and Medical Record. Those wishing to participate in the Polar Plunge must supply a valid swim test.

Food and Food Service

Each unit provides its own meals and equipment. Units should plan for the following meals:

Day 1: Dinner

Day 2: Breakfast, Lunch and Dinner

Day 3: Breakfast, Lunch and Dinner

Day 4: Breakfast

Tenting and Bedding

At Winter Camp, all participants—youth and adult—bring their own tents and bedding. Make sure to bring warm sleeping gear!

Showers and Facilities

Some facilities are shuttered for the winter, but if weather allows campers will have access to the main showers. No water is available at campsites.

Cost of Winter (Final Payment DUE Tuesday, December 1)

Early Registration Youth: \$120

Registration Youth: \$140

Early Registration Adult: \$75

Adult Leaders: \$100

These fees covers program supplies and the winter camp patch. It does not include any additional costs. The Trading Post will be open at Winter Camp offering shirts, patches, snacks, and more!



The Basics of Arrowhead Winter Camp

Uniforming at Winter Camp

At Winter Camp, warmth and safety are top priorities. Scouts and leaders should dress for warmth and comfort, and uniforms (neither the field nor the activity) are required at Winter Camp, though Scouts should travel in their field uniforms.

Health & Safety

The Health Lodge at Arrowhead will be staffed for the duration of Winter Camp, and any participants will be able to access medical care twenty-four hours per day. In addition to the Scouting America Annual Health and Medical Record that each participant is required to submit, all participants can enter any special medical or dietary needs in the online registration system.

Not All Requirements For Merit Badges Offered At Camp Can Be Completed At Camp

When requirements are completed at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor review with the Scout that they can demonstrate their understanding. Please prepare your Scouts by helping them “show their stuff” to the camp merit badge counselor.



The Camp Environment

At Winter Camp, all participants bring their own tent and bedding. Water will not be turned on in most of the campsites, but water will be accessible at the Pool Shower Houses and at the Dining Hall. See the Leaders Guide for suggested unit and individual packing lists.

Driving and Parking at Camp

With the exception of a unit trailer, all other vehicles should be parked in a designated parking area. Scouts and leaders should walk to all activities and programs.

Campsite Assignments

Each unit or individual/family will be assigned a campsite. Several factors are considered when making campsite assignments, including requests (made in the registration), usual site assignments, and any special needs.

Check-in Procedure

Troops are asked to arrive at Arrowhead between 1:00-4:00 p.m. on Monday, December 28. Leaders should check in at Foster's Lodge, then groups will be sent directly to their campsites.

Check-out Procedure

Remember to pick up your medical form copies and advancement records at Foster's Lodge on Thursday, December 31 before you head back home. Last check out is 10 am.



Schedule

Dec. 28, Monday

Day 1

1:00	Unit Arrivals
5:00	Dinner in Campsites
7:30	Opening Campfire

Dec. 29, Tuesday

Day 2

6:30 – 7:45	Breakfast in Campsites
8:00	Flags
8:30	MB Class Block 1
10:00	MB Class Block 2
11:30	Lunch in Campsites
1:00	Polar Plunge
2:00 – 5	Activities
5:30	Dinner in Campsites
7:30	Evening Activity: Brotherhood Ceremony or Movie Night

Dec. 30, Wednesday

Day 3

6:30 – 7:45	Breakfast in Campsites
8:00	Flags
8:30	MB Class Block 3
10:00	MB Class Block 4
11:30	Lunch in Campsites
2:00 – 5	Activities
5:30	Dinner in Campsites
7:30	Closing Campfire

Dec. 31, Thursday

Day 4

6:30 – 7:45	Breakfast in Campsites
8:00 – 10	Checkout



Morning Merit Badges

Merit Badge	Tuesday 12/29	Wednesday 12/30	Location
Archeology* *Full merit badge offered each day (two classes)	8:30-11:30 (1)	8:30-11:30 (2)	Meet at basketball courts; go to dig site
Bird Study	8:30-11:30		Nature Lodge
Disability Awareness	10-11:30		Classroom
Entrepreneurship		8:30 -11:30	Cabin D
Game Design		8:30-11:30	Nature Lodge
Inventing	8:30-11:30		Dining Hall
Law	8:30-9:55	10-11:30	Dining Hall
Pets	8:30-9:55		Fishing Lodge
Scholarship		8:30-11:30	Dining Hall
Scouting Heritage	8:30-9:55	8:30-9:55	Foster's Lodge
Textiles		8:30-11:30	Quartermaster

Adult Training	Tuesday 12/29	Wednesday 12/30	Location
Intro to Special Needs Scouting Committee	8:30-9:55		Classroom
Scouting MESH		8:30-9:55	Classroom
Intro to OA		10-11:30	Classroom



Merit Badge	Pre-reqs	Notes
 Archeology	4, 7, 8	Understand how cultures evolve and investigate the past using clues our ancestors left behind with the Archeology Merit Badge
 Bird Study	None	In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world. Bring field guide and binoculars
 Disability Awareness	None	Understand various disabilities and how they affect your friends, family, and community members.
 Entrepreneurship	None	Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility of an idea for a new business.
 Game Design	8	Bring list of four games they have actually played from four different media, bring game design notebook and any materials needed for the proposed prototype, and game idea ready
 Inventing	None	Scouts will explore creativity, problem-solving, patents, and the invention process while designing and building an original product.
 Law	7	Scouts learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies & emerging law.
 Pets	1, 3 (read), 4	Pet ownership teaches us about the responsibility we have to the other living beings on this planet, and pets can be just plain fun.
 Scholarship	1, 3, 5	Scouts learn how to improve their skills in the classroom, develop good study habits, & master techniques for writing reports & taking tests
 Scouting Heritage	None	Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge.
 Textiles	None	Scouts learn about countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture.



Adult Education

MESH

Mental Emotional Social Health

Scouting MESH (Mental, Emotional, and Social Health) training is a Scouting America initiative designed to equip adult leaders and camp staff with frameworks to recognize, understand, and respond to mental health needs in youth and peers



Since its founding in 1910, Scouting America has a long history of including members with physical, mental, and emotional disabilities as fully participating members. This commitment stems from the organization's core values of inclusivity and the belief that all youth should have the opportunity to benefit from the Scouting program.



For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who exemplify the Scout Oath and Law daily. This class is for adults who may not be familiar with OA and those who would like to know more.



Afternoon Activities

Afternoon Activities	Description	Location
Jousting	Riding a stick horse, Scouts must complete a target course with their pool noodle “lance”	Scoutcraft
Balloon Fencing	Scouts compete to be the last person standing in a table-top version of fencing.	Breezeway
Inconceivable Escape Room	A battle of wits to see whose team can escape the fastest	Classroom
Dungeons and Dragons	Get your game on with Chaplain Cottom	Dining Hall
Live period demonstrations	Knights and Maidens walking the camp!	Upper Camp
Peanut Guessing Jar	No more rhyming and I mean it, try to guess the number of peanuts	Dining Hall
RATA Activities	Description	Location
Archery	Test your skills as an archer	Foster’s Lodge
Catapult	See who can score the most points by hitting hula hoop targets	Chalk Ball
Tomahawk	It’s all in the wrist	Commissioner Area
Atlatl	Throw a spear the old-fashioned way!	Foster’s Lodge
Special Activities	Description	Location
Polar Plunge	Go jump in the lake! (must have swim test on file)	Tues. 1pm, Fishing Lodge
Baking Contest	Bring your best Dutch oven dessert to our judges to rank	Wed.1 pm, Commissioners
Evening Activities	Description	Location
OA Brotherhood Walk	For Arrowmen wishing to seal their membership a brotherhood walk and ceremony will be offered Monday	Foster’s Lodge
Movie Night	Fire up the popcorn machine for The Princess Bride screening	Mon 7:30 pm, Dining Hall



Afternoon Activities and Free Time

Polar Bear Plunge

Open to youth and adults!

Prerequisite: Must be a Swimmer. Must have proof of swim test to participate.

If you really want to experience Winter Camp, we offer the chance to take part in our annual Polar Bear Plunge. The event will be held at 1:00 p.m. on Day 2 - December 29.

Those brave Scouts and Scouters who wish to participate in this event will have the opportunity to take a short swim while at camp. A warm bonfire and hot cocoa will be on hand for all participants.

Please sign up so we know how many lifeguards to have on staff and be sure to have enough hot cocoa. ***Unit leaders should bring a signed and completed copy of Scouting America's Swim Classification Record**



Afternoon Activities and Free Time

Games and Competitions

Each afternoon features unit and patrol competitions such as horseshoes, ping pong, basketball, volleyball, gaga ball and oversized chess.

Fishing Tournament

On Day 3 from 1:30 to 3:30 p.m., we will hold the annual **Winter Camp Feat of Fishing**. Any fish you catch during that time can be weighed in and entered in the biggest fish competition. Remember, all fishing is catch and release only! Bring your own equipment encouraged.

Branding

Scouts and Scouters should stop by the Trading Post to purchase items to brand. Feel free to bring your own items too - belts, hats, ugly mugs, boots, leather scraps, Lumberjack crafts, etc. Branding will be at the Quartermaster area with a variety of brands available. **Items may be damaged during branding. Brand at your own risk!**





Campsites

Winter Campsite Name	Legacy Name
Far, Far Away	Seminole
Will-o-the-Wisps	Wyandotte
Fantasia	Creek
Rottingham	Na-Kah-Gah-Ha
Camelot	Old Pioneer
DunBroch	Dakota
Loxley	Choctaw
Merlin's Hill	Meramec
Fire Swamp	Kickapoo
Sherwood	Shawnee
Florin	Pawnee
Neverwinter	Cherokee
Shrek's Swamp	Seneca
Raven Point	Macqua
de Lombard	Delaware





Scout Oath

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

Scout Law

The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries.

A Scout is...

- **TRUSTWORTHY.** Tell the truth and keep promises. People can depend on you.
- **LOYAL.** Show that you care about your family, friends, Scout leaders, school, and country.
- **HELPFUL.** Volunteer to help others without expecting a reward.
- **FRIENDLY.** Be a friend to everyone, even people who are very different from you.
- **COURTEOUS.** Be polite to everyone and always use good manners.
- **KIND.** Treat others as you want to be treated. Never harm or kill any living thing without good reason.
- **OBEDIENT.** Follow the rules of your family, school, and pack. Obey the laws of your community and country.
- **CHEERFUL.** Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.
- **THRIFTY.** Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.
- **BRAVE.** Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.
- **CLEAN.** Keep your body and mind fit. Help keep your home and community clean.
- **REVERENT.** Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Venturing Motto

Lead the Adventure