



Camp Geiger

LEADER GUIDE

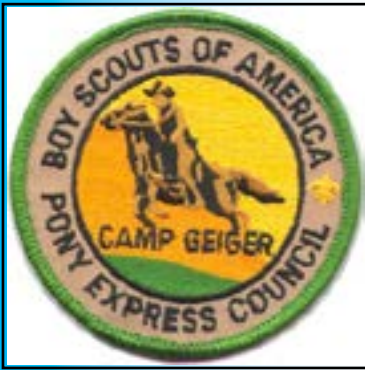
2024



Why Camp Geiger?

Troops from across the United States call Camp Geiger home. Why do they choose Geiger? There are many reasons. We think that some of these are among them:

- **Our staff is top quality and mature**, with average age of staff members greater than that found in most camps.
- **Food, food, and more food.** Complete, hearty meals are always served, and seconds are always available.
- We offer **activities for 60 merit badges** for Scouts of all ages, **including 15 Eagle required badges.**
- We have several **innovative programs for older Scouts**, including COPE, Johnny Fry Cowboy Action Shooting, and ELITE.
- The **Dining Hall program** sports a unique “radio program” motif, complete with a DJ and the ability to take “requests” during the meal.
- We also have many **activities for Leaders**, including our popular “Scoutmaster Merit Badge” program.
- We proudly offer **modern program facilities**, including our Camp Geiger Museum, new Handicraft & Trades area, and the Shooting Sports Complex.
- The **council’s commitment** to providing, maintaining, and ever upgrading and improving the camp facilities and program is obvious.
- And then, there is the **Tribe of Mic-O-Say**, the unique honor organization, steeped in nearly a century of tradition and mystique, which recognizes, honors, and encourages Scouts as they begin to transition towards maturity.



Alan Franks
Scout Executive

Jim Beesley
Camp Director, 2024

Sebastion Perry
Program Director, 2024

Larry Easter
Camp Ranger

Camping Committee, 2023-24

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Members: Jim Beesley, Greg Clevenger, Roger Denton, Alan Franks, Andrew Gerhardt, Daniel Gerhardt, Dave Fox, Aaron Lewis, Eric Lewis, Erik McGuire, Sebastion Perry, Tony Sasso, Brian Stackhouse, Todd Stillings, Alex Zanatta

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Members: Daniel Bragg, Jordan Elo, Dave Fox, Andrew Gerhardt, Dane Hansen, Brandon Keller, Aaron Lewis, Maverick McFarland, Andrew McMurtury, Teddy Novotny, Sebastion Perry, Jacob Ridens, Aiden Shackelford, Braydon Tomasic

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Dave Fox and Daniel Gerhardt
Co-Editors, Leader Guide 2024

Camp Geiger Leader Guide 2024

Pony Express Council - Boy Scouts of America

CAMP GEIGER: NOW MORE THAN EVER

"A week of camp life is worth six months of theoretical teaching in the meeting room." — Robert Baden-Powell

How many of us have sat through a long meeting, and day-dreamed of being somewhere else? Half-listening, we retreated to our "happy place." For me, that happy place has always been Camp Geiger.

I've been coming to Camp Geiger as a camper, as a leader, and as a staff member, for more than 50 years. In that time, I have seen many changes on the face of camp, but its heart remains true. Camp Geiger is a place with conservative values where young men and women can explore nature and learn about the world around them while, more importantly, learning about themselves.

From the youngest Scout to the most seasoned Eagle, we offer a variety of age-appropriate programs and activities designed to capture and hold the interest of Scouts and Leaders alike. We offer 60 merit badge activities, including 15 of the Eagle-required or Eagle-option badges. From our outstanding Shooting Sports facilities to our COPE program, from Aquatics to our exceptional Trades area and, yes, our Dining Hall, all of our activities are delivered by an enthusiastic and experienced camp staff, nearly all of whom started out as young campers here.

Our Wednesday night Visitors' Campfire is always a good show, with skits and performances by that week's campers and by our staff, capped off with a rousing patriotic closing. Thursday night Tapping is a spectacle not to be missed, either.

Interwoven into the fabric of Camp Geiger is the iconic Tribe of Mic-O-Say, which for nearly 100 years has helped to guide youth into honorable adulthood. Mic-O-Say honors and challenges those adults and youth who have shown outstanding character and leadership, inspiring them in their lives, not just at Camp but throughout the year.

Sebastion Perry and I look forward to seeing you, and hope that your Camp Geiger experience is the best ever. For those of you who have camped here before, welcome back. For those of you who are experiencing Camp Geiger for the first time, *welcome home!*

Jim Beesley
Camp Director, 2024

How This Leader Guide is Organized

HISTORY

The 2024 **Camp Geiger Leader Guide** is the sixth such publication of its kind in the current era. As early as the 1970s, the council Camping Committee produced a printed information book every year, called variously “Leader Guide” or “Program Guide.” The Guides of that time were not as comprehensive as what you now have. However, they were quite popular. The cost of the printed Leader Guide was underwritten, in part, by corporate sponsors and individuals with the remainder funded by the council. With the rise of the Internet and digital technology, combined with rising production costs, the council decided by the early 2000s to switch to a series of several individual downloadable files available from the council website. There were problems with this. Not every needed piece of information had a corresponding file, so there were “gaps” in the information provided. More significantly, as time went by, various files were written by different individuals so information in one file often contradicted another. When Dave Fox became Camp Director in 2018, he asked Dr. Tim Murphy, who had been the editor of many of the printed Leader Guides during the 1990s prior to their being discontinued, to take up that role again and develop an “all-in-one” single digital publication. One that would be completely comprehensive in a way that the earlier printed ones could not be. After five years of exceptional service as the publisher, Dr. Murphy has passed the baton back to us. Since its rebirth six years ago, the *Leader Guide* has been well received, and we hope that it continues to serve as one of your troop’s most valuable resources for preparing to come to Camp Geiger.

TODAY

The *Leader Guide* has a logical flow:

- The first section is the **Introduction and Table of Contents**. Those pages are marked with a blue banner and sidebar.
- The next section, **Getting Started**, contains everything your troop and Scouts need to do before camp. Those pages are marked with green banners.
- The **Your Week in Camp** section, with orange banners, explains the flow of each day in camp throughout the week for everyone: What time things happen and where, how the Dining Hall operates, etc.
- The **Health and Safety** chapter, in light grey, addresses important aspects of any BSA program and policies and procedures related to this are spelled out clearly.
- Next is the largest section: **Program**. These pages are marked with red banners. A comprehensive program grid is organized to show the days and times for every Merit Badge and Scouting daytime activity, and this is followed by a detailed description of every Merit Badge and non-Merit Badge activity offered. Most troops print out copies of the program grid for their Scouts to help them organize their week. Many print out the entire detail section, as well.
- The next section relates to the **Tribe of Mic-O-Say**, Pony Express Council’s nearly century-old program designed to honor outstanding Scouts. That section is indicated by a bittersweet color.
- The last section, **The Geiger Story**, with purple banners, contains highlights of the history of Camp Geiger.
- Finally, all necessary forms you might need this year are in the **Forms** section. Depending on your troop’s situation, you may not have need of all of them. We would call to your attention one that has been very popular—the individual activity form that contains a camp map. This is quite helpful for first-year campers who are just learning their way around. You can print out only the ones you need. Also, most of the forms have been developed as interactive PDFs. This means you can fill them in directly at your computer before. When finished, simply print that page. You end up with a neat, legible copy of the completed form.

As always, the Pony Express Council Camping Committee welcomes suggestions as to how we can make this *Leader Guide* even more helpful and useful.

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The 2024 **Leader Guide** is your handbook for everything that relates to your week at Camp Geiger. Every piece of essential camp information, every schedule, and descriptions of every activity are included. Leaders are encouraged to duplicate this publication as your needs require.

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Troop Roster - Adult Leaders
Part-Time Adult Leaders
Individual Scout Schedule (with Map)
Leaders' Master Schedule of Scouts' Activities
Troop Table Waiter Duty Roster
Scout/Scouter Medication Storage Waiver
Camp Geiger Release Form
Camp Geiger - Campsite Inspection Form
Campership Application
Duty to God Award Patch Application
Final Checklist
Camp Geiger Map

Getting Started

Locking In Your Session

Once your troop has decided to make Camp Geiger its summer camp home for 2024, the first step is to lock-in your session choice by submitting the **\$100 Troop Registration Deposit**. Be aware that some sessions fill faster than others (especially those earlier in the summer), so the sooner your troop is registered, the better. The dates for each session during the upcoming camping season are listed below.

2024 Summer Camp Dates

Session 1: June 9 – 15

Boy Troops

Visitors' Night: June 12

Mic-O-Say Tapping: June 13

Session 2: June 16 – 22

Boy Troops

Visitors' Night: June 19

Mic-O-Say Tapping: June 20

Session 3: June 23 – 29

Boy Troops

Visitors' Night: June 26

Mic-O-Say Tapping: June 27

Session 4: June 30 – July 6

Boy and Girl Troops

Visitors' Night: July 3

Mic-O-Say Tapping: July 4

Session 5: July 7 – 13

(Webelos Packs)

(Webelos Camp, July 10-13)

Session 6: July 14 – 20

Boy and Girl Troops

Visitors' Night: July 17

Provisional Troops available*

Mic-O-Say Tapping: July 18

*Session 6 also offers the opportunity for Scouts to spend the week at Camp Geiger as part of a council organized "Provisional Troop" led by volunteer adult Scouters who are experienced Campmasters at our camp. To participate in one of the Provisional Troops, Scouts should be at least 13 years old and have previously attended Camp Geiger, in order to ensure they are capable of being somewhat self-sufficient since they may not know other participants in the group. Two Provisional Troops are provided (one for boys and one for girls) in order to maintain the Scouts BSA program integrity of single gender troops, each with appropriate leadership meeting all BSA policies and requirements.

Important Registration Dates & Deadlines

June 11, 2023 **Troop Registration opens** for units to reserve their session choice at camp for 2024 (\$100 troop deposit is required)

February 1, 2024 **Individual Camper Registration opens** for troops to enter their Scouts and Leaders for the **Early Rate Fees** (\$100 per person deposit is required for each full-time camper)

April 1, 2024 **Total Camper Fees are due. Activity Enrollment opens** to sign Scouts up for merit badge and other daily activity programs. Scouts must be paid in full to enroll in daily activities.

April 1, 2024 **Campership Applications are due** to the council office (for in-council Scouts only; see page 12 and the application form for details)

April 2, 2024 Campers registered on April 2 or later will be charged the **Regular Rate Fees** (only with the exception of New Scouts and New Adults)

2024 Camper Fee Schedule

Type	Description	Down Payment	Early Rate	Regular Rate
Scout	Full Week	\$100	\$400	\$410
Scout	New Scout - Full Week [^]	\$100	\$400	\$400
Scout	Full Week with Popcorn Sales Discount*	\$100	\$300	\$310
Scout	New Scout - Full Week with Popcorn Discount	\$100	\$300	\$300
Scout	Returning for an additional week.	\$100	\$200	\$210
Adult	Full Week	\$100	\$320	\$330
Adult	New Leader - Full Week [^]	\$100	\$320	\$320
Adult	Part-Time (per day)	N/A	\$70/day	\$70/day
Adult	Returning for an additional week	\$100	\$160	\$170

* Popcorn Sales Discount is for in-council Scouts only. This discount applies only to the initial session a Scout attends. If he/she comes back for another week, it does not apply then.

[^] A "New Scout" or "New Leader" is any youth Scout or adult Leader who has registered for the first time with the Scouts BSA program since Aug. 1, 2023.

2024 Special Activity Fees

Certain merit badges and other daily activities have additional fees associated with them above and beyond the general camper attendance fee which everyone pays. These are necessary because these activities include consumable supplies that will either be given to the Scout to keep or that will have to be replenished after participation. When your Scout enrolls for these activities, these fees are added onto his or her overall camp bill.

Activity	Fee	Activity	Fee
Archery MB	\$10.00	Pottery MB	\$10.00
Art MB	\$5.00	Plumbing MB	\$10.00
Cooking MB	\$15.00	Rifle Shooting MB	\$15.00
Cycling MB	\$10.00	Shotgun Shooting MB	\$25.00
ELITE	\$15.00	Space Exploration MB	\$20.00
Indian Lore MB	\$5.00	Welding MB	\$10.00
Johnny Fry Cowboy Action	\$15.00	Wood Carving MB	\$10.00
Leatherwork MB	\$15.00	Woodwork MB	\$10.00
Metalwork MB	\$15.00		

Camper Registration & Activity Enrollment

All camper registration and activity enrollment is completed online from the council's website. A minimum down payment of \$100 will be required when registering a Scout or full-time adult Leader for camp.

The entire balance for each camper is due to the council on April 1. Since a Scout cannot sign up for merit badge activities until his or her camper fee is paid in full, this is an incentive for you to register your participants earlier so that your Scouts can begin signing up for badges when activity enrollment opens on April 1. The maximum number of participants for most activities are limited, and all "seats" are available on a "first enrolled, first served" basis.

Online camper registration will close one week prior to the start of the session on Saturday at midnight (11:59 p.m.). Troops will need to contact the Council Service Center to register campers after the online system closes for a given session. Online activity enrollment will remain open until 1:00 p.m. on Sunday of your session.

Any unpaid fee balances and balances for activities selected by Scouts are to be paid upon check in at camp. Any activity fee refunds Scouts are owed from changes in class schedules can be resolved with the council office.

Financial Help for Scouts - Camperships Available

The Pony Express Council believes that every Scout who would like to attend summer camp should have the opportunity to do so, regardless of financial limitations. Therefore, a limited number of camperships are available to help Scouts who are in need of financial assistance in order to be able to pay the camp registration fee.

The official **Campership Application Form** is available in the final section of this *Leader Guide*. Camperships may not cover all of the cost of attending camp. Funds for camperships are provided by members of the community, and the amount of funding available can vary widely from year to year.

Come Back for a Second Week at a Big Discount!

Scouts and Leaders may return to Camp Geiger for a second session anytime during the summer. All campers returning for a second full week at camp enjoy a **heavily-discounted fee (approximately half price)** for that second week.

Scouts must make arrangements as a “contingent camper” with another troop to return for a second week in 2nd, 3rd, or 4th sessions. However, during 6th session, Scouts may also return as part of one of the two Provisional Troops organized by the council. There are two Provisional Troops, one for boys and one for girls. Appropriate leadership will be provided for each troop by volunteer Leaders who are experienced with Camp Geiger.

Attending Camp Without Your Troop

There are two options available if a Scout is unable to attend camp during the week that his or her troop has registered or if the rest of the Scout’s troop is not attending Camp Geiger this summer.

Option 1 - Contingent Camper: Any Scout (or Leader) may make arrangements to attend as a “contingent camper” with another troop that has registered to attend as a unit. These arrangements must be made with the leadership of the troop who will host the Scout with their unit. The Pony Express Council is blessed with many troops who are extremely experienced at Camp Geiger and who are very welcoming to host contingent campers. Contact the council office if you need assis-

tance finding another troop to serve as a host for a contingent Scout during a particular session.

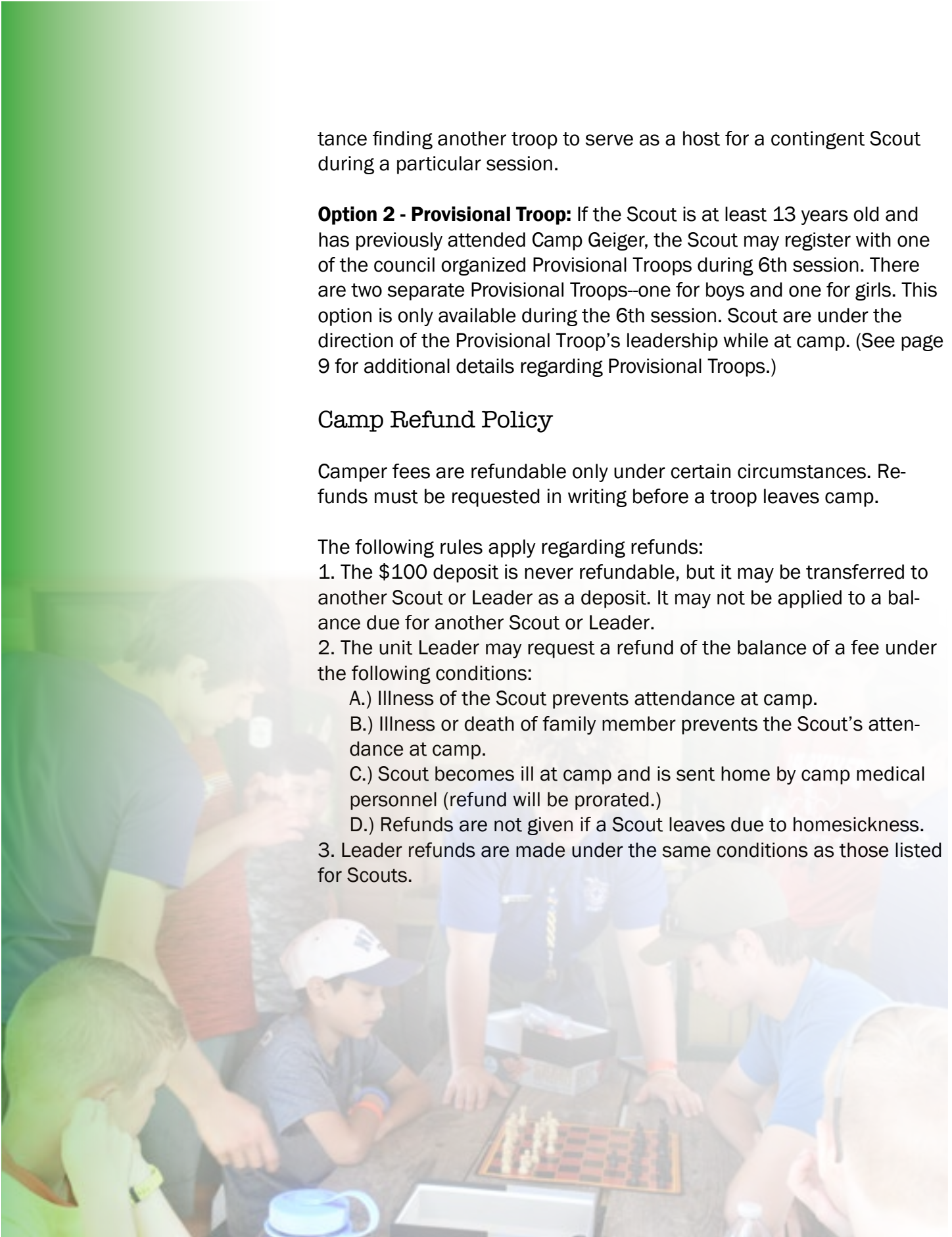
Option 2 - Provisional Troop: If the Scout is at least 13 years old and has previously attended Camp Geiger, the Scout may register with one of the council organized Provisional Troops during 6th session. There are two separate Provisional Troops—one for boys and one for girls. This option is only available during the 6th session. Scouts are under the direction of the Provisional Troop's leadership while at camp. (See page 9 for additional details regarding Provisional Troops.)

Camp Refund Policy

Camper fees are refundable only under certain circumstances. Refunds must be requested in writing before a troop leaves camp.

The following rules apply regarding refunds:

1. The \$100 deposit is never refundable, but it may be transferred to another Scout or Leader as a deposit. It may not be applied to a balance due for another Scout or Leader.
2. The unit Leader may request a refund of the balance of a fee under the following conditions:
 - A.) Illness of the Scout prevents attendance at camp.
 - B.) Illness or death of family member prevents the Scout's attendance at camp.
 - C.) Scout becomes ill at camp and is sent home by camp medical personnel (refund will be prorated.)
 - D.) Refunds are not given if a Scout leaves due to homesickness.
3. Leader refunds are made under the same conditions as those listed for Scouts.



Troop Leadership Requirements

Two-Deep Leadership is Required for Every Registered Troop. For each troop, whether boy or girl, at least 2 BSA registered adult Leaders, one of whom must be 21 years of age or older, are required for every hour of every day while the unit is in camp. For girl troops, at least 1 of the two Leaders must be an adult female over the age of 21, per National BSA policy.

All adults attending Camp Geiger as either full-time or part-time Leaders must be **registered members of the Boy Scouts of America** and registered with camp. All adult Leaders must also have current **Youth Protection Training (YPT)** certification. In all instances, we follow the most current BSA policies in the *Guide to Safe Scouting*, which can be found online at: [scouting.org/health-and-safety/GSS](https://www.scouting.org/health-and-safety/GSS).

The principle of **two-deep leadership** must be practiced *at all times*. It is the troop's responsibility to plan for additional leadership needs in advance. Two-deep leadership must continue to be maintained in the campsites on Thursday and Friday evenings, when a majority of the troop's leadership may be attending Mic-O-Say ceremonies. If "non-registered" parents are asked to temporarily help with troop leadership for these brief periods of time, at least 1 adult Leader must be a registered member of the BSA at all times.

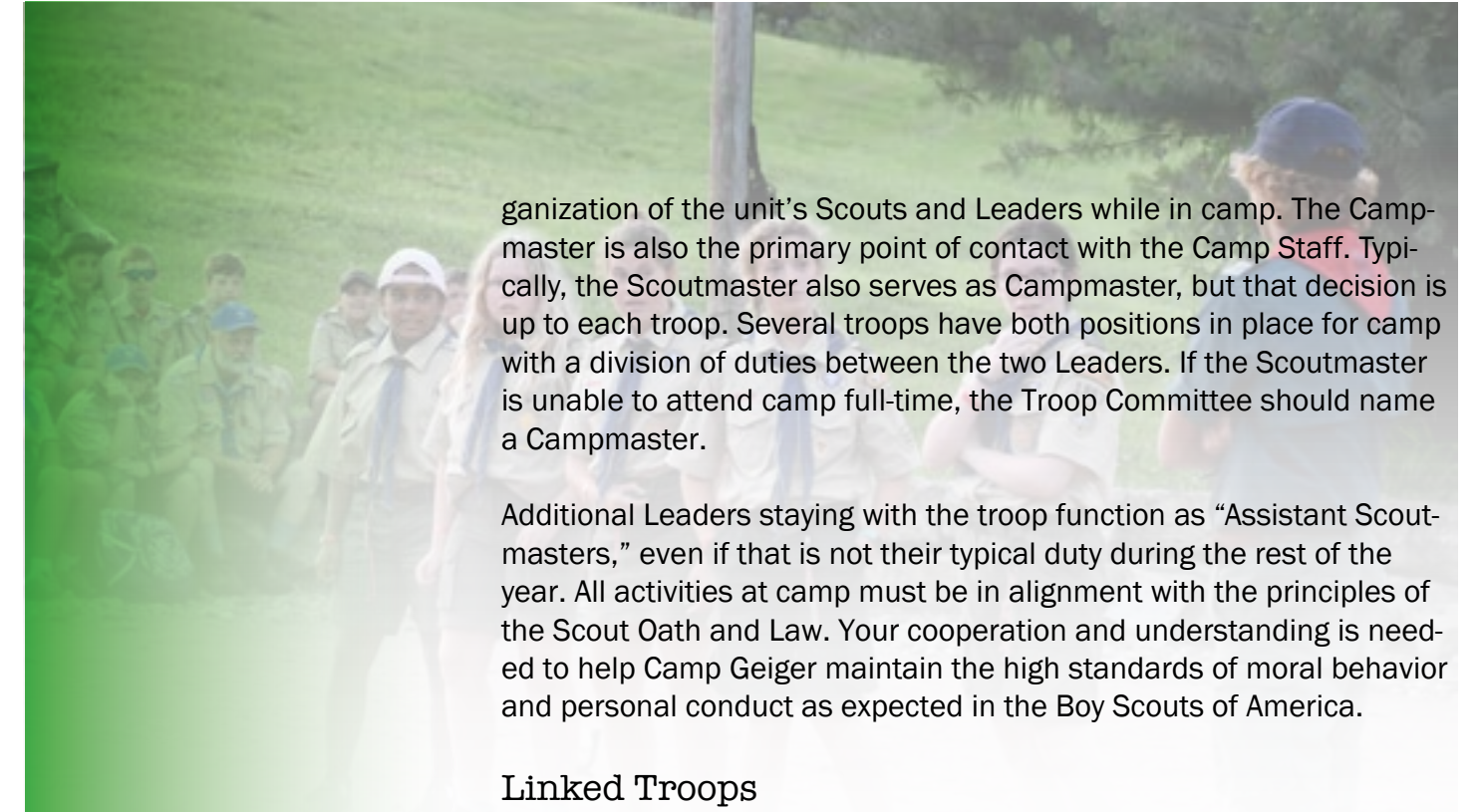
Part-Time Leaders

Two part-time Leaders may "share" a full-time slot and will not be charged the per diem fee. Register the part-time Leader arriving first as an "Adult Full Week." The second part-time Leader must sign-in at Headquarters when checking in to replace the first to arrive. All other part-time Leaders should register as "Adult Part-Time." A "day" for a part-time Leader includes 3 meals and an overnight stay.

A **Part-Time Leader Form** (found in the Forms section) is expected to be completed for each and every part-time Leader. This form is to be submitted to camp at least 10 days prior to your arrival.

Troop Organization while in Camp

Each troop must have a designated "**Campmaster**." This is the adult Leader who is ultimately responsible for maintaining discipline and or-



ganization of the unit's Scouts and Leaders while in camp. The Campmaster is also the primary point of contact with the Camp Staff. Typically, the Scoutmaster also serves as Campmaster, but that decision is up to each troop. Several troops have both positions in place for camp with a division of duties between the two Leaders. If the Scoutmaster is unable to attend camp full-time, the Troop Committee should name a Campmaster.

Additional Leaders staying with the troop function as "Assistant Scoutmasters," even if that is not their typical duty during the rest of the year. All activities at camp must be in alignment with the principles of the Scout Oath and Law. Your cooperation and understanding is needed to help Camp Geiger maintain the high standards of moral behavior and personal conduct as expected in the Boy Scouts of America.

Linked Troops

Per National BSA summer camp policy (as issued in 2019), **Scouts BSA boy and girl troops may not be combined into a single "camp unit."** As the policy document states, "Program integrity requires single gender units." Therefore, the combination of Scouts and/or Leaders from separately chartered boy and girl troops into one "unit" in order to attend camp is prohibited. In addition, "bridging" or sharing of registered Leaders across troops (regardless of if they are same gender troops or not) in order to meet camp leadership requirements is not allowed.

Therefore, all boy and all girl troops, whether linked or not, must each be able to provide their own two-deep leadership at all times. If not, the members of the troop must register as contingent campers with another unit that can provide at least 2 registered adult Leaders.

For additional details on unit leadership requirements while at camp, review Scouting's *Barriers to Abuse* available in the Youth Protection and Adult Leadership section of the *Guide to Safe Scouting* (online at [scouting.org](https://www.scouting.org)).

Campsite Assignment

Each troop is assigned to a campsite for the week using the most equitable method possible. Every effort is made to ensure that each troop is assigned to one of their three preferences as submitted on the unit's online **Pre-Camp Information Form**. Factors include the number of

troops in camp, the number of Scouts and Leaders in a troop, and the particular special needs which may exist within a troop.

If a boy troop has a “sister” troop (i.e., a girl troop registered with the same chartering organization), arrangements can be requested for the girl troop to either camp in their own campsite or to stay in the same campsite with their “brother” troop, if the leadership from both troops so wishes. Be aware that such accommodations are contingent upon the space available and other possible limitations. Each troop must still provide the appropriate leadership as required per national BSA policy (see page 14).

Damage Policy

Campsites are occasionally damaged due to storms and extended normal use. It is important to notify the Camp Ranger when damage occurs so that repairs can be made. Unfortunately, there are instances of damage caused intentionally or by negligence. The damage policy below explains these types of damage.

A damage deposit in the amount of \$500 is collected from each unit. You will not be checked into the campsite without the appropriate deposit. The damage deposit must be a separate check from any other fees paid. The deposit will be collected by the Campsite Commissioner upon checking in to the campsite.

On Saturday, if there is no damage, vandalism, loss, or theft of equipment at check-out time, the deposit is refunded on site, unless the unit fails to check out with the Campsite Commissioner or Camp Ranger.

The policy of the Pony Express Council requires that units be assessed the full cost of restoration (materials and labor) for any vandalism, malicious damage or gross negligence, and when such damage assessment is made, further camp reservations are withheld until such levy is paid in full. When units are assessed for equipment damages, ownership of the damaged equipment does not transfer to the unit.

Campsites are provided in a clean condition and upon departure are expected to be in as good or better condition than when you arrived. Security of the campsite and equipment is the unit’s responsibility at all times.

Pre-Camp Information Form

Approximately 3 weeks prior to your troop's session in camp, your unit Leader will receive an email with a link to our online **Pre-Camp Information Form**. The information requested in this form is vital for finalizing the camp planning process, including determining troop campsite assignments. **Please submit the form no fewer than 10 days prior to your arrival at camp** in order to ensure that your troop's needs and preferences are accounted for to the extent possible.

Virtual Pre-Camp Meeting

On the **Monday evening prior to your session at camp**, a virtual Pre-Camp Meeting will be held at **7:30 p.m.** The designated Campmaster will receive an email with the online link and instructions for Leaders to join this meeting. Ideally, your troop's Campmaster should participate in this meeting. At minimum, at least one Leader from each troop should participate.

How to Get to Camp Geiger

Camp Geiger is located just 2 miles northwest of St. Joseph, Mo., near the **K Highway exit from Interstate 229**. Those coming from the north on I-229 will find the camp entrance directly across from the K Highway exit. Those coming from the south on I-229 will take the K Highway exit and then turn left onto K Highway. The camp entrance is located just north of the bridge over I-229 and is on the left side of the road.

Camp Geiger Address

For those using GPS-enabled devices to navigate their way to camp, Camp Geiger's address is: **9525 County Road 388, St. Joseph, MO 64505**

The above address is also the **mailing address** for Camp Geiger. If family or friends wish to send mail or packages to anyone in your unit, they should be addressed with the **Scout's or Leader's name** followed by his or her **troop number**. It is strongly recommended that items be mailed no later than Monday of the unit's session in order to ensure that it arrives in time for delivery to the individual while still at camp.

What Scouts & Leaders Need to Bring to Camp

A version of this checklist appears in the 2024 **Camp Geiger Forms** section at the end of this *Leader Guide*.

Leaders are encouraged to give a printed copy to each of your Scouts several weeks in advance of coming to camp.

Swimwear Policy:

Whenever and wherever the term “swimwear” is used in this *Leader Guide*, be aware of the camp’s policy regarding it and make sure your Scouts are in compliance.

Above all, Scouts are expected to display an appropriate degree of modesty and decorum with respect to the types of swimwear worn.

For Males

Swim trunks should be knee-length.

For Females

Swimwear should be one-piece swimsuits. Two-piece swimwear is acceptable for females if the top piece is a sports bra type. No string bikini style suits are allowed.

REQUIRED

- | | |
|--|--|
| <input type="checkbox"/> Signed BSA physical (A, B & C) | <input type="checkbox"/> Cot |
| <input type="checkbox"/> BSA field uniform (“Class A”) | <input type="checkbox"/> Sleeping bag or sheets/blankets |
| <input type="checkbox"/> Troop activity shirts (“Class B”) | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> T-shirts | <input type="checkbox"/> Soap & shampoo |
| <input type="checkbox"/> Shorts* | <input type="checkbox"/> Towel |
| <input type="checkbox"/> Changes of underwear | <input type="checkbox"/> Toothbrush & toothpaste |
| <input type="checkbox"/> Several pairs of socks | <input type="checkbox"/> Water bottle |
| <input type="checkbox"/> Sturdy, closed-toe shoes | <input type="checkbox"/> Sunscreen (SPF 30+) |
| <input type="checkbox"/> Swimwear (see policy) | <input type="checkbox"/> Insect repellent |
| <input type="checkbox"/> Jeans and/or long pants | <input type="checkbox"/> Flashlight |
| <input type="checkbox"/> Long sleeve sweatshirt/jacket | <input type="checkbox"/> <i>Scouts BSA Handbook</i> |
| <input type="checkbox"/> Hat or cap | <input type="checkbox"/> Pens, pencils, notebook |
| <input type="checkbox"/> Raincoat or poncho | <input type="checkbox"/> Individual program needs** |

* Shorts must be of a modest length, approximately “knee-length.” Unit leadership is asked to assist in having all Scouts follow this expectation.

** See the **Program** section of this *Leader Guide* for specific needs related to each activity.

OPTIONAL

- | | |
|--|--|
| <input type="checkbox"/> Air mattress | <input type="checkbox"/> Pocketknife ^ |
| <input type="checkbox"/> Mosquito netting | <input type="checkbox"/> Totin’ Chip card |
| <input type="checkbox"/> Hiking boots | <input type="checkbox"/> Sewing kit |
| <input type="checkbox"/> Shower sandals/flip-flops | <input type="checkbox"/> Bible or prayer book |
| <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Musical instrument |
| <input type="checkbox"/> Mic-O-Say costume (if member) | <input type="checkbox"/> Phone (only if unit allows) |

^ Scouts must have completed the Scout Rank requirement regarding pocketknife safety and responsibility and should have also earned the Totin’ Chip certification in order to carry and use a pocketknife, ax, or saw while at camp. Only foldable pocketknives are permitted and blade length must not exceed 6 inches. *Sheath knives and switchblades are not permitted at Camp Geiger.*

Note: The **Troop Roster** mentioned in the checklist to the right should be kept in the campsite for emergency roll calls and any other purposes you deem necessary or helpful. The Camp Geiger Staff will ask you to verify your camper registration list during check-in and a copy of this list will be maintained in the campsite storm shelter for any necessary roll calls over the radio system during severe weather or other emergency situations.

Both a **Youth Roster** and an **Adult Roster** are included the Forms section of this *Leader Guide*. These forms are “interactive.” This means you can type information directly into the form. You can then print the completed page. This makes for a much more legible form than handwriting all of this information.

What the Troop Needs to Bring to Camp

- | | |
|--|--|
| <input type="checkbox"/> Troop roster | <input type="checkbox"/> Rope |
| <input type="checkbox"/> American flag (on a pole) | <input type="checkbox"/> Lockable medication box |
| <input type="checkbox"/> State flag (optional) | <input type="checkbox"/> Lanterns |
| <input type="checkbox"/> Troop flag (on a pole) | <input type="checkbox"/> Water containers/dispensers |
| <input type="checkbox"/> Patrol flags | <input type="checkbox"/> Bulletin board items |
| <input type="checkbox"/> Troop first aid kit | |
| <input type="checkbox"/> Specific activity related materials and merit badge books | |
| <input type="checkbox"/> Cleaning supplies for restroom, toilet, and showers in camp | |

Camp Geiger Provides These Items in Campsites

- | | |
|-----------------------------------|-------------------|
| Tent platforms | Squeegee |
| 2-person tents (or cabins*) | Toilet bowl brush |
| Storm shelter w/toilets & showers | Push broom |
| Pavilion | Regular broom |
| Picnic tables | Shovel |
| Bulletin board | Rake |
| Campsite flagpole | Wheelbarrow |
| Water supply with hose | Trash barrels |

* Short Arrow campsite has wood cabins with metal roofs. The cabins no longer have cots installed in them. Scouts will need their own cots, just like in our tent campsites.

The Camp Quartermaster Has These Items Available

- | | |
|--|---|
| Toilet paper | Pine-O-Cide |
| Trash bags | |
| Miscellaneous tools (saws, lopers, etc.) | Bags of ice (available for purchase through the Trading Post) |

Your Week in Camp

Sunday Arrival & Check-In Process

Arrival and check-in at Camp Geiger is from **1:00–3:00 p.m. on Sunday** of your week in camp. You are welcome to arrive anytime during this period. Upon arrival, all vehicles should proceed to the main parking lot in the central camp area. If your troop arrives prior to 1:00 p.m., please keep your Scouts gathered together and wait patiently along the south edge of the parking lot.

Scouts and Leaders who intend to complete a swim check should arrive at camp with their swimwear readily available during the check-in process. It is recommended that your Scouts pack their swimwear in a small backpack or drawstring bag so that they may be in your troop's uniform for the troop photo. However, some troops prefer to have their Scouts wear their swimwear to camp in order to save some changing time at the Pool. The choice is yours!

Step 1: Welcome & Check-In

Check-in of troops will begin at **1:00 p.m. at the octagonal Paden Pavilion** at the east end of the central camp parking lot. Please wait until all Scouts and Leaders with your troop have arrived before proceeding to the Paden Pavilion for check-in. Once there, you will be greeted by a representative of the Camp Staff in the order in which troops arrived, and your troop will be assigned a youth staff member, who will serve as your **guide** through the various stations of the check-in process.

Step 2: Troop Photo

After you have your staff guide, a group photo of your troop will be taken by our staff photographer. It is important to have all your Scouts and Leaders together for this photo before they head off for other parts of the check-in process. We recommend all Scouts and Leaders arrive at camp wearing either your troop's Activity Uniform (Class B) or the Scout Field Uniform (Class A), depending on your unit's preference.

Step 3: Medical Recheck & Troop Roster Verification

Following the troop photo, your staff guide will escort your troop to the Corral for the next step of the check-in process. All Scouts and Leaders will proceed through the medical recheck station in the Corral Pavilion. At this time, all Scouts and Leaders should have their **BSA Medical**

A Scout is Courteous

Please remember that everyone is anxious to get through the check-in process and moved into their campsites as soon as possible on Sunday afternoon. While the Camp Geiger Staff will do our best to ensure a speedy check-in process, waiting in line at different stages is usually inevitable at one point or another. Please do your best to be patient and remain courteous and kind to Scouts and Leaders from other troops, as well as our Staff. In particular, please unload gear as quickly as possible from any vehicles in campsites and remove them within 15 minutes.

Forms (parts A, B, and C) in hand. If a Scout or Leader is taking medication and his or her medication is going to be stored by a Leader in the campsite, then the signed **Scout/Scouter Medication Storage Waiver Form** should already be attached to his or her medical form. If a camper intends to have the Health Lodge store his or her medication, the medication should also be brought to this medical recheck.

As the Scouts proceed through the medical recheck line, one Leader will need to be prepared with a copy of your troop roster in order to verify attendees and reconcile any outstanding balances with the council office representative. In addition, this Leader must provide a **\$500 damage deposit** check (or credit card information), which is held by the council in the event that the troop is found responsible for any damage that occurs to the tents, equipment, or facilities in the unit's assigned campsite.

Upon completion of medical recheck, all Scouts and Leaders will be issued a **color-coded wrist band**. This is "proof" of completed registration and serves as your "meal ticket" during the session. In addition, the wrist band serves an important safety role, as it helps all staff and campers identify who is (*and who is not*) a registered Scout or Leader for the camp session. It is critical that all full-time campers wear their wrist bands on their wrists until leaving camp on Saturday morning.

Step 4: Swim Checks & Transporting Gear to the Campsite

Following the troop photo and medical recheck, your Scouts will be taken to by your staff guide to the Pool for **swim checks**. For all Scouts and Leaders who plan to participate in an Aquatics activity during the week, a Camp Geiger swim check is required. This includes anyone participating in any of the following activities: Canoeing, Kayaking, Lifesaving, Mile Swim, Paddlecraft Safety, Swimming, and Swimming & Water Rescue. Passing the swim check and obtaining "Swimmer" status is required in order to participate in these activities.

If Scouts or Leaders do not intend to participate in any swimming activities during the week or, at most, only plan to be in the "Non-Swimmer" (shallow) section of the Pool for Free Swims, then they are not required to attempt a swim check. Scouts who would like to swim in the "Beginner" (middle) or "Swimmer" (deep) sections of the pool during daily Free Swims, must take a swim check on Sunday afternoon. Leaders who would like to obtain either "Beginner" or "Swimmer" status for Free Swims or other Aquatics activity may take a swim check any day after breakfast, during the last activity period in the afternoon (4:30 p.m), or at another time as arranged with the Aquatics Director.

North Camp campsites include: **Sioux Lookout, Kiowa, Arapaho, Osage, Pawnee, Navajo, Cheyenne**

South Camp campsites include: **Pueblo, Apache, Cody, Cherokee, Short Arrow, Sky Hawk, Lone Bear, Strong Bull**

Meanwhile, while your Scouts heading to the Pool for their swim checks, Leaders may transport your troop's gear to the campsite. Be aware that **only 2 vehicles total are allowed in each campsite at any given time—this includes vehicles from any other troops**. If possible, please try to pack all gear into just one vehicle that will be taken to the campsite. A **vehicle pass** for each vehicle going to a campsite will be issued by staff members near the Trading Post for troops going into "North Camp" campsites and by the Dining Hall for those in "South Camp" campsites. Please keep in mind that multiple troops are often assigned to each campsite. Therefore, vehicles must be removed from the campsite as soon as all necessary gear has been unloaded, and they should not be in a campsite more than 15 minutes. The vehicle pass should be returned as quickly as possible to the staff member who issued it. Under no circumstances may any vehicle remain in any campsite past 5:30 p.m. on Sunday.

In the campsite, a volunteer **campsite host** along with a designated Leader from your troop will inspect all tents and facilities assigned to your unit. The campsite host and the Leader will record any problems that already exist in the campsite and any defects in camp equipment, platforms, and tents. Once this inspection has been completed, Scouts and Leaders may proceed with moving into their tents and setting up troop gear in the campsite for the week.

Step 5: Mic-O-Say Registration (For Tribesmen Only)

As soon as possible following medical recheck, **all Scouts and Leaders who are members of the Tribe of Mic-O-Say must register with the Mic-O-Say office staff at Swimming Rock Lodge**. This should be completed by no later than 5:30 p.m. on Sunday and is required of all Tribesmen who are in camp for the session.

Sunday Leaders Meeting

At 5:00 p.m., a Leaders meeting will be held in the basement of Herzog Lodge. At least 1 Leader from each unit should attend this meeting. Many important updates and announcements regarding your troop's week at camp will be made, and each troop will be given a copy of the table assignments for the Dining Hall. This meeting will last approximately 45 minutes.

Sunday Supper & Evening Events

While the Leaders meeting is going on in Herzog Lodge, **the rest of the troop should assemble in the field near the parade ground on the north end of the Dining Hall by no later than 6:00 p.m.** The staff will announce how many table waiters are needed per troop and send them into the Dining Hall to prepare their tables for the meal. Meanwhile, the rest of the Scouts and Leaders will be assigned to their troop's place around the Flag Plaza, where they will meet for assembly before each meal for the duration of the week.

Following supper, troops will be dismissed until 7:45 p.m., when they must assemble in the Corral in preparation for the Sunday evening opening campfire. The campfire concludes by dismissing all non-Tribesmen back to their troop's campsite, while Tribesmen attend a special re-dedication ceremony. After Tribesmen have returned to their campsites, the evening concludes with a storm shelter drill.

The 2024 Daily Schedule



This Scout exemplifies the proper “Class A” Field Uniform for evening meals and campfires: Scout shirt, pants, and belt. His insignia and rank are properly displayed.

The hours at Camp Geiger are filled with activities from dawn to dusk—and beyond. But all activities find their way into a well-organized schedule. Attire during the day is casual. At evening meals and campfires, all Scouts and Leaders wear the Field Uniform (Class A).

6:45 a.m.	<i>First Call</i>
7:00 a.m.	<i>Reveille</i>
7:10 a.m.	<i>Waiters’ Call</i>
7:20 a.m.	Assembly at the Flag Plaza, Morning Colors
7:30 a.m.	Breakfast
9:00 a.m.	1st Activity Period
10:00 a.m.	2nd Activity Period
11:00 a.m.	3rd Activity Period
11:45 a.m.	Leaders’ Meeting
11:50 a.m.	<i>Morning Activities End</i>
12:10 p.m.	<i>Waiters’ Call</i>
12:20 p.m.	Assembly at Flag Plaza
12:30 p.m.	Lunch
1:10 p.m.	Rest Period
1:30 p.m.	Optional Activities: Free Swim, Open Shoots, etc.
2:00 p.m.	Mic-O-Say Dance Practice
2:30 p.m.	4th Activity Period
3:30 p.m.	5th Activity Period
4:30 p.m.	6th Activity Period
5:20 p.m.	<i>Afternoon Activities End</i>
6:10 p.m.	<i>Waiters’ Call</i>
6:20 p.m.	Assembly at the Flag Plaza, Evening Colors
6:30 p.m.	Dinner
(as announced)	Evening Programs
10:00 p.m.	<i>Call to Quarters</i>
10:15 p.m.	<i>Tattoo</i>
10:30 p.m.	<i>Taps</i>

Meal Assemblies & Flag Ceremonies

Ten minutes before breakfast, lunch, and dinner, all Scouts and Leaders assemble on the parade ground around the Flag Plaza in front of the Dining Hall. Attire is casual or “Class B” for breakfast and lunch. The full Field Uniform (Class A) is encouraged to be worn for the evening assembly.

Scouts must be present for all assemblies. In the morning, flag raising for the day occurs. In the evening, the flag retirement ceremony occurs. Scouts should practice proper flag respect. When the command is given “Scouts attention,” all Scouts become silent and stand at attention. When the command “Scout salute” is given, those in uniform (A or B) give the salute, those in plain clothes salute with right hand over the heart. The salute is held until the command “two” is given. When the MC in charge of the ceremony gives the command “at ease,” Scouts enter the Dining Hall with hats off.



The Dining Hall, located at the south end of Chieftain's Corner, has a unique, round design which allows efficient seating. A cupola at the top of the structure and the large fan below it allow better air flow in the Dining Hall.

Meal Time & Dining Hall Procedures

Please remain standing when you have arrived at your assigned seats. Grace will be said or sung. For grace, all members of the Tribe of Mic-O-Say will be directed to "prepare for grace." This consists of Tribesmen folding their arms and raising them skyward for the duration of the prayer. Non-Tribesmen should simply bow their heads or pray in whatever manner is their custom.

All troops are assigned a table or multiple tables on Sunday evening. The troop continues to use these tables at every meal throughout the week. Each registered Scout and Leader is given a colored wrist band on Sunday during check-in. It serves as the individual's meal ticket, and is to be worn all week. Unfortunately, due to space limitations, part-time Leaders may not be allotted a seat with their troop at their assigned table(s). Every effort will be made to help those Leaders find a seat as close as possible to their troop, but sometimes part-time Leaders may have to be seated at an overflow table elsewhere in the Dining Hall or, during extremely large sessions, on the outside porch.



Meal Time Fun & Entertainment

Every meal at Camp Geiger is a special event. After everyone has eaten, there is a brief program after the meal. Announcements pertinent to the day are made. The Camp Geiger staff leads the entire assembly in rousing songs, and finally a special program event for the meal is conducted. This may be a game or a contest, the ever popular Pee-Wee Royalty and the occasional locating of Sitting Bull. Throughout the meal, music is played by the camp DJs of radio station **KAMP 193.5** “**The Eagle**,” and requests are taken! The available music repertoire is vast. Be sure to follow us on Instagram!



In the Forms section at the end of this *Leader Guide*, there is a **Table Waiter Chart** that your Senior Patrol Leader can use to assign table waiters for the tables assigned to your troop.

You will likely want to print and bring this form with you. It would be difficult to complete ahead of camp because you will not know what tables are assigned to your troop and who will be at each one.

But you are going to need to organize these assignments. We think the Table Waiter chart will be helpful to you.

The Table Waiter Plan

Camp Geiger uses a **table waiter** plan. On Sunday, the number of table waiters needed per troop are announced during the initial assembly of Scouts. After that, each troop's Senior Patrol Leader or PLC is to devise a system of assignments for table waiters. Traditionally, many troops assign each Scout table waiter duty for all three meals on a given day, but you may divide and organize these responsibilities however works best for your unit. Please do not send more than the required number of table waiters, since this can cause too much traffic during set up.

Waiters should report to the Dining Hall by **Waiters' Call**—a bugle call which sounds 20 minutes before the meal. The Dining Hall will open for table waiters immediately after the bugle call. **Waiters are responsible for setting up a table** as shown in the diagram on the next page. Pre-meal duties include:

- Setting the table with 8 sets of plates, utensils, and cups.
- Picking up all food items for the table from the kitchen.
- Making sure the table has serving spoons. These should always be made available at the table, so that Scouts will not use their own individual utensils to serve themselves. That's bad hygiene!
- Filling two pitchers of drinks for the table: one pitcher contains the drink of the day and the other is always water.
- Making sure the condiment tray in the middle of the table is kept neat and fully stocked with condiments and napkins.

Camp Geiger makes sure that Scouts always have plenty to eat. For that reason, during every meal, an announcement will be made for **"seconds."** Instructions for how and when table waiters may go to obtain seconds for their tables will be announced during supper on Sunday and that plan will be used for the remainder of the week.

After the program at the end of the meal, a **"Two-Minute Drill"** will be announced. During this time, all Scouts at each table should assist the table waiter with scraping the plates and all other waste into 1-2 of the serving bowls and sorting of plates, utensils, and cups at the table. Carts will be positioned in the center aisle and one Scout should take the stack of plates from the table to one of these carts. All other items should remain at the table until after all Scouts have been dismissed. Other special instructions may be announced by the Dining Hall Manager at the beginning of the week regarding the Two-Minute Drill, so be sure to listen for those instructions and follow them closely.

After the meal, the table waiters remain to clean the table and surrounding area. Post-meal duties and responsibilities include:

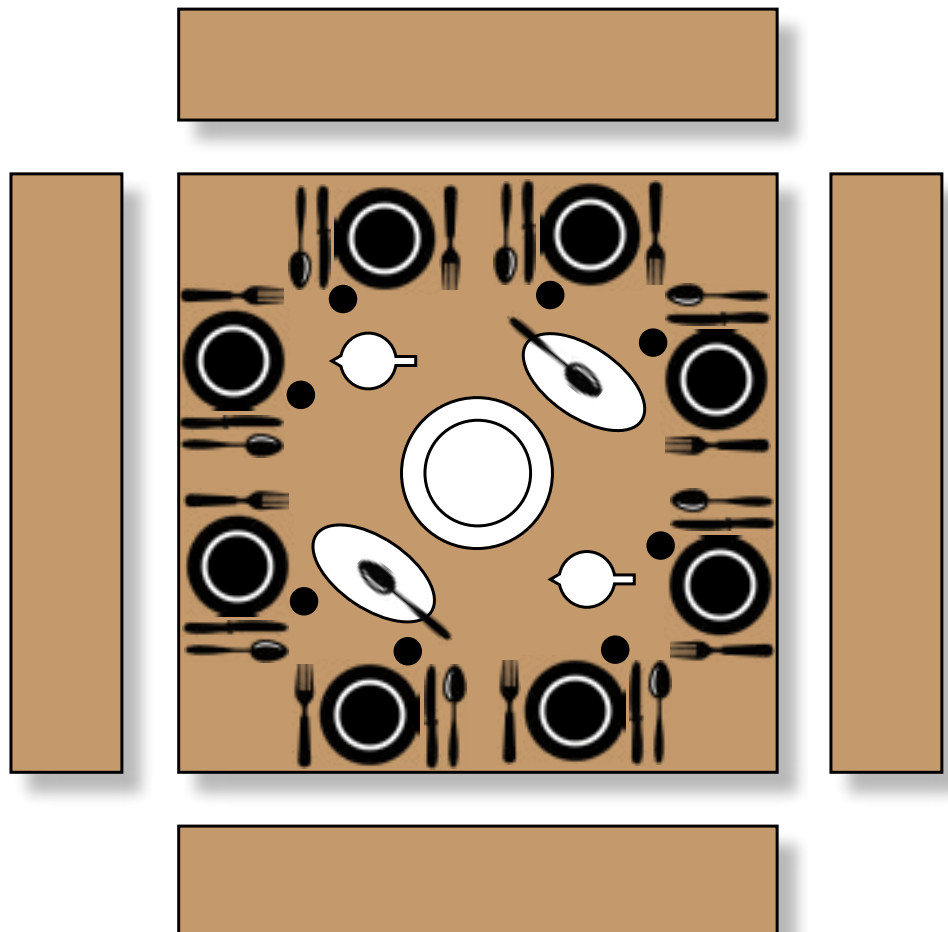
- Using a spatula to scrape all plates and bowls before taking them to the dishwashing collection area
- Discarding all food waste and garbage from the table into a trash can and empties the pitchers
- Using a wet dishtowel to *thoroughly* wipe down the table (nothing is less appetizing than showing up to a sticky table at the next meal)
- Sweeping around and under the table.

After having completed these tasks, the waiter is free to leave and re-join his or her troop. Note: A troop may be called to send a table waiter back if its tables are not cleaned.

The proper way for table waiters to set up a table for a meal is shown here.

The waiter places a plate, knife, fork, spoon, and drinking glass for each Scout or Leader at the table (usually 8 total).

The condiment tray in the middle holds bread, chips, various condiments and napkins. Waiters are to be sure these items are kept “stocked.” This year, you will notice the condiment tray has been “raised,” creating a new compartment underneath for bread and chips, making the items in the condiment tray more accessible.



2024 Summer Camp Menu

DAY	BREAKFAST 7:30 A.M.	LUNCH 12:30 P.M.	SUPPER 6:30 P.M.
Sunday			Chicken Fried Chicken, Mashed Potatoes, Gravy, Corn, Dessert and Beverage Salad Bar
Monday	French Toast Sticks, Sausage Links, Cereal, Milk	Hot Dog with Chili, Chips, Dessert and Beverage Salad Bar	Pulled Pork Nachos, Refried Beans, Dessert and Beverage Salad Bar
Tuesday	Sausage, Egg, & Cheese Biscuit, Hash Brown Patty, Cereal, Milk	Barbecue Rib on Bun, Tater Tots, Dessert and Beverage Salad Bar	Meat Loaf, Vegetable, Dessert and Beverage Salad Bar
Wednesday	Pancakes, Bacon, Cereal, Milk	Chicken Patty on a Bun, Baked Beans, Dessert and Beverage Salad Bar	In campsite family meals, or Pizza and Ice Cream in the Dining Hall
Thursday	Scrambled Eggs with Cheese Sausage Patty, Cereal, Milk	Hamburger with Cheese, French Fries, Dessert and Beverage Salad Bar	Spaghetti with Meat Sauce, Garlic Bread, Green Beans, Dessert and Beverage, Salad Bar
Friday	Biscuits and Gravy, Hash Browns, Cereal, Milk	Chicken Nuggets, Macaroni and Cheese, Vegetable, Dessert and Beverage Salad Bar	Hot Smoked Pulled Pork, Potato Casserole, Veggie Sticks, Dessert and Beverage
Saturday	Continental Breakfast, Dining Hall, any time between 8:00 a.m. and 9:30 a.m.		

Coffee is available at all meals. Special meals can be prepared for Scouts with certain food sensitivities and allergies. Please let us know before your troop's arrival at camp. This menu is subject to change based on the availability of certain foods at any given time through the summer.

Daily Leaders Meetings

The Campmaster for the troop or another designated Leader must attend the daily Leaders Meeting. These take place at the **Large Arrow Council Ring**, immediately west of the Dining Hall (unless another location is announced due to weather). The time of the meeting is **11:45 a.m., Monday through Friday**.

Leaders' Lounge at Herzog Lodge

When you need a break and some peace and quiet, the large room on the first floor of Herzog Lodge is available throughout the week as a "Leaders' lounge." The facility is air-conditioned and makes a nice place to relax and chat with other Leaders. Wifi service is available for those who may need Internet access for work, etc.

The first floor of the lodge is for adult Leaders only—18 and older. Youth Scouts are only allowed inside with appropriate staff leadership for certain special program events held during the week. The basement floor includes living quarters for staff members and is considered "off limits," unless being used for special programs or meetings, as announced.

Herzog Lodge is a beautiful cabin that serves as the headquarters for the Geiger Shooting Range during the off-season.

The first floor is a Leaders' lounge during summer camp while the lower floor houses program equipment and also serves as staff housing.



Afternoon Rest & Optional Activity Period

A major change started in 2023 is that the start of the afternoon activity periods was moved back a half hour to start at 2:30 p.m. This allows for a more extended mid-day rest period and also provides more time for many optional activity opportunities that Camp Geiger is proud to offer. A wide variety of extra activities are available to Scouts and Leaders during the rest period following lunch.

Most significant in this change is that the ever-popular Free Swim is now held during this period. In addition, Scouts and Leaders will have the opportunity to participate in Open Shooting events that will be held at most of the Shooting Sports ranges. Scoring will be kept for those who wish to be considered for the “Best Shots in Camp” awards that will be announced at closing on Saturday morning. Check out the **Optional Activities Schedule** at the end of the Program section for details.

Monday Night Mayhem

Back by popular demand, Monday will once again feature our “**Monday Night Mayhem**” activities! Immediately following supper, all Scouts and Leaders will have many fun and exciting activities to choose from. Some activities may take most of the time available, but several will allow you the opportunity to participate in multiple events. Activities include:

ACTIVITY'S LOCATION	ACTIVITY	OPEN FOR	NOTES
IMMEDIATELY FOLLOWING SUPPER			
POOL	Mile Swim	ALL	“Swimmer” status required
CLIMBING TOWER	Rappelling & Zip Line	ALL	Will continue until dark
CLIMBING TOWER	Bouldering Wall	SCOUTS	
ROBIDOUX OUTPOST	Branding	ALL	Bring your own items to brand or buy mugs, etc., from Trading Post
TRADING POST	Gaga Ball Tournament	SCOUTS	
HILLSIDE PAVILION	Speed Chess	ALL	
RUNNING HORSE COUNCIL RING	Drone Flying	SCOUTS	
MARVIN'S HAWK RANGE	Tomahawk Throwing	ALL	
TRADING POST	Putting Green	ALL	
DISC GOLF COURSE	Disc Golf Tournament	ALL	
ALL OVER CAMP!	Geocaching Challenge Course	ALL	Bring a GPS device
VALLEY PAVILION	Leaders' Dutch Oven Cooking Competition	LEADERS	Make your best dish!
NATURE LODGE	Star Party (Starts @ 8:30 p.m.)	ALL	
NATURE LODGE	Night Hike (Starts @ 9:30 p.m.)	ALL	

Tuesday Evening Vesper Services & Troop Night

A Scout is reverent. On Tuesday evening, after the evening meal, religious **vesper services** are held for Scouts. An all-faith service for Scouts is conducted by our Camp Chaplain in the new Large Arrow Council Ring (just west of the Dining Hall). Catholic Mass is conducted at the Camp Geiger Chapel just down the west hill from the Dining Hall. Please contact the Camp Chaplain if you would like to arrange a religious service for another particular faith on Tuesday evening or at an appropriate time.

Following vesper services, the rest of Tuesday night is designated as Troop activities night. There are no staff supported activities this night. All troops are encouraged to have their Senior Patrol Leaders and Patrol Leaders' Councils plan their own activities for their units during this time. This would be an ideal time for a unit to complete a simple conservation project for camp (consult with the camp Conservation Director, in advance). Many troops use this time for preparing and practicing skits for the Wednesday night Visitors' Campfire program. Or, if you'd rather, this is also an excellent time to just take it easy in your campsite or head on down to the Trading Post for an ice cream treat!

Order of the Arrow Meeting

Immediately following the interdenominational vesper service on Tuesday evening, there will be a brief meeting for any Arrowmen who would like to attend in the Large Arrow Council Ring. The meeting will be conducted by the Lodge Chief of the Pony Express Council's O-Ni-Flo Lodge, but it is open to members of any OA Lodge as an opportunity for fellowship.

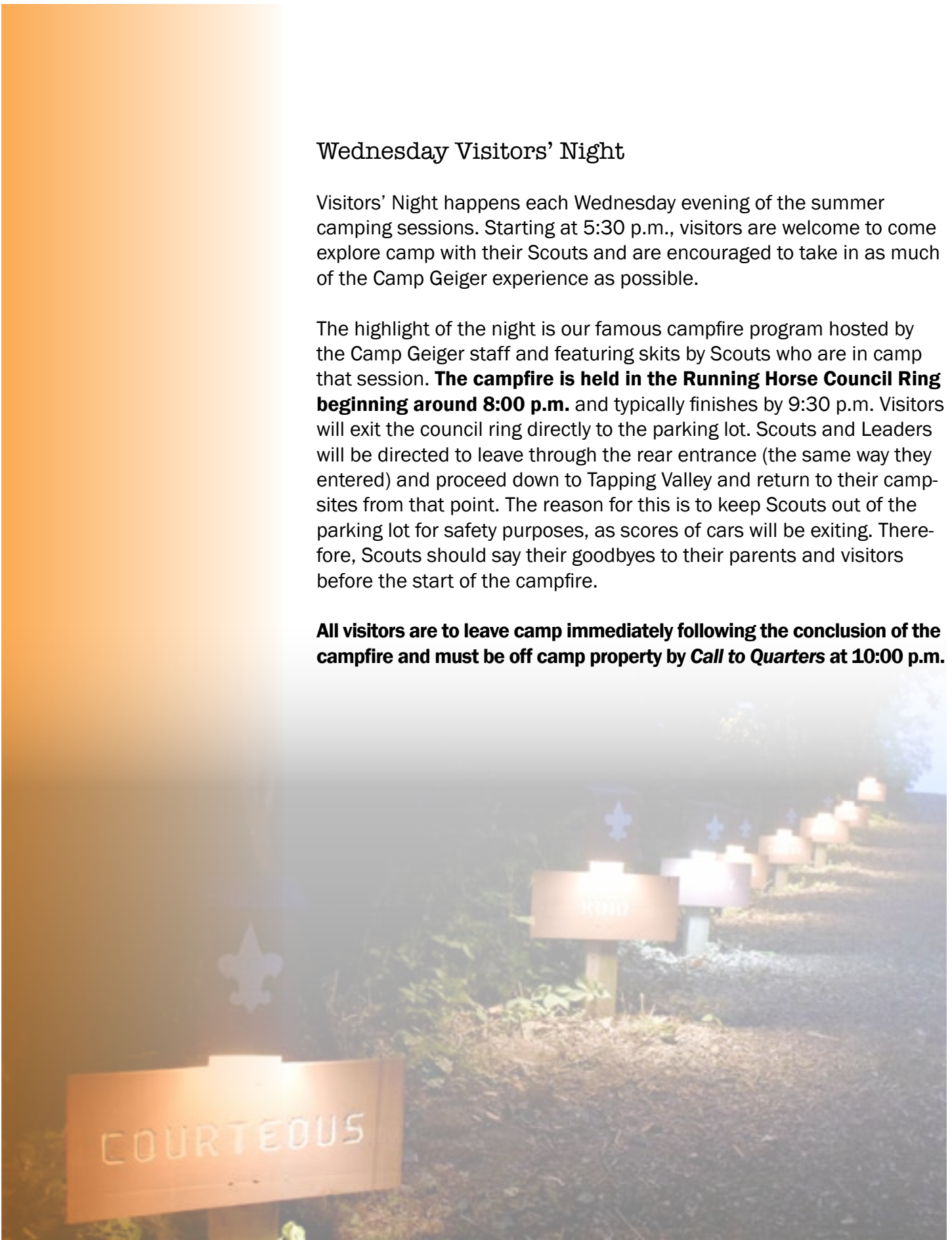


Wednesday Visitors' Night

Visitors' Night happens each Wednesday evening of the summer camping sessions. Starting at 5:30 p.m., visitors are welcome to come explore camp with their Scouts and are encouraged to take in as much of the Camp Geiger experience as possible.

The highlight of the night is our famous campfire program hosted by the Camp Geiger staff and featuring skits by Scouts who are in camp that session. **The campfire is held in the Running Horse Council Ring beginning around 8:00 p.m.** and typically finishes by 9:30 p.m. Visitors will exit the council ring directly to the parking lot. Scouts and Leaders will be directed to leave through the rear entrance (the same way they entered) and proceed down to Tapping Valley and return to their campsites from that point. The reason for this is to keep Scouts out of the parking lot for safety purposes, as scores of cars will be exiting. Therefore, Scouts should say their goodbyes to their parents and visitors before the start of the campfire.

All visitors are to leave camp immediately following the conclusion of the campfire and must be off camp property by *Call to Quarters* at 10:00 p.m.





A version of this **Visitors' Night Reference Guide** appears in the **Forms** section at the end of this *Leader Guide*. It is a fillable PDF form in which you can put specific information for your Scouts' parents and then duplicate the page for distribution to the Scout parents prior to camp.

Quick Reference Guide for Visitors' Night

- Visitors may begin arriving at camp at 5:30 p.m. and are welcome to stay until shortly after the campfire program at approximately 9:30 p.m.
- **No pets are allowed at Camp Geiger.**
- Visitors should follow the troop's plan for Visitors' Night. Most eat with their Scouts in the campsite and bring food to share with their troop.
- Supper in the Dining Hall is only for those registered Scouts and Leaders in troops who do not have visitors joining them for the meal.
- Troops that wish to leave camp to eat supper outside of camp property as a unit must notify the Headquarters Manager no later than noon on Wednesday.
- Individual Scouts or Leaders who wish to leave camp to eat elsewhere must be checked out at the Headquarters building, following usual camp policy.
- The Trading Post and Geiger Museum will be open until 7:15 p.m.
- The Space Exploration MB rocket launch will take place near the observation deck on the north side of the Trading Post at 6:45 p.m.
- All troops will assemble in Tapping Valley at 7:45 p.m., while all parents and other visitors should find seats in the Running Horse Council Ring.
- The campfire will begin at approximately 8:00 p.m. in the Council Ring.
- Troops are responsible for transportation of meals and equipment to their campsites.
- Visitors unable to walk the trails will be offered transportation to campsites, eating locations, and the campfire.
- No cooking is allowed in campsite unless approved by the Camp Director.
- All visitors must be off camp property by Call to Quarters at 10:00 p.m.



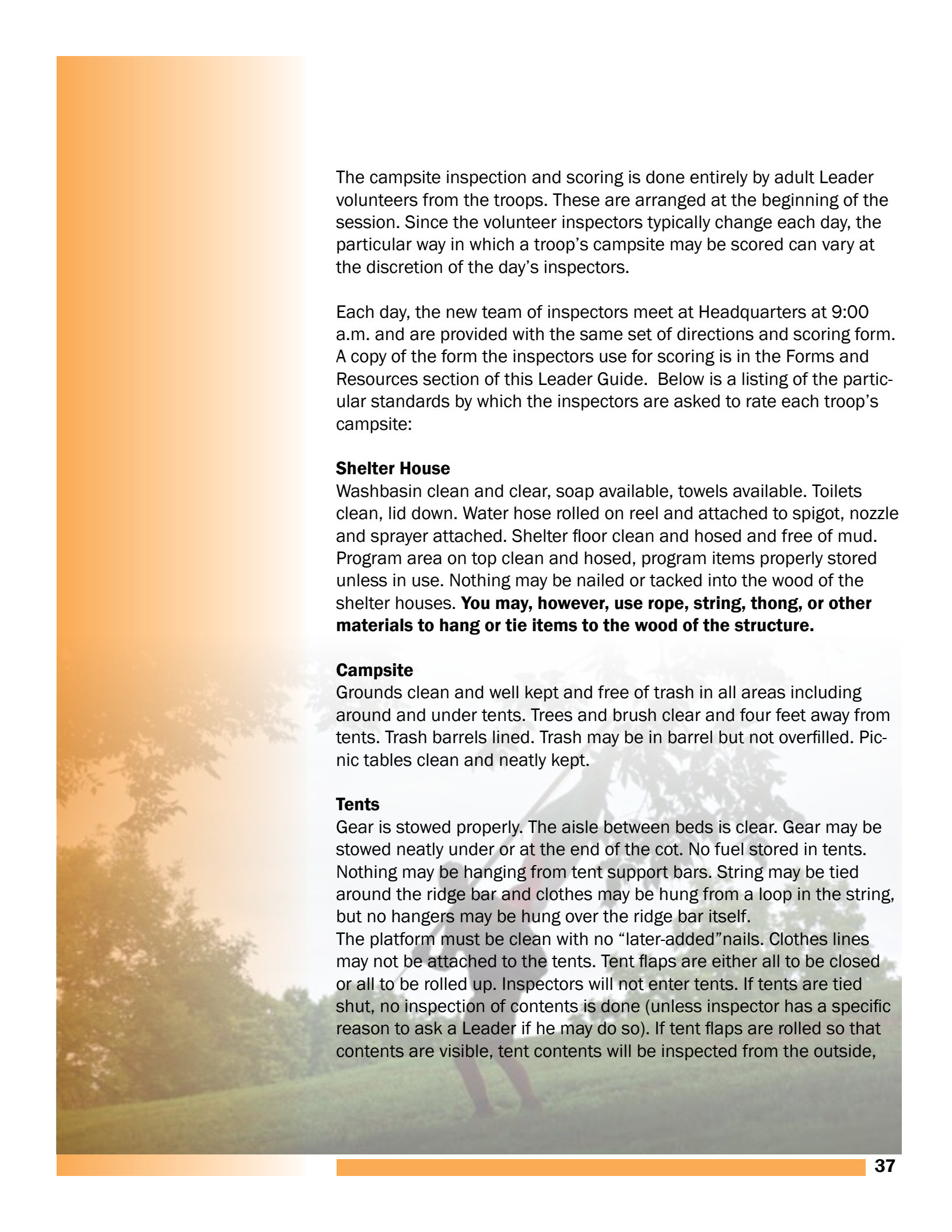
Adult Leader Obligations While at Camp

Camp Geiger is staffed by many of the finest Scouts and Scouters in our region. Just as important is the quality of leadership provided by the many excellent adult Leaders who bring . Leaders extend the camp experience provided by the staff, and are thus asked to observe these common sense guidelines:

- Provide **two-deep leadership** in the campsite and at all times when youth are present including during Mic-O-Say ceremonies.
- Live by the **Scout Oath and Law** and ensure that your Scouts do as well.
- Ensure that all activities involving your Scouts while on camp property adhere to the **Guide to Safe Scouting**.
- Assure that equipment is respected so that no damage occurs and report any damage that does occur.
- Wear proper uniforming and insist that your Scouts do so also whenever the field uniform is required.
- Attend Leaders' meetings, relaying pertinent information to you unit.
- Assist in daily campsite inspections.
- Observe program areas during the activity periods, and assure Scouts attend daily activities and evening programs..
- Use the **Master Schedule of Scout Activities** located in the 2024 Camp Geiger Leaders' Forms packet to track Scouts' attendance, behavior, and progress through the week.
- Provide transportation to Scouts who are participating in off-site activities.
- Abide by all camp policies and support all camp programs.

The Daily Campsite Inspection

The campsite inspection is a long-standing tradition at Camp Geiger. While it generates a fun competition between the troops at camp, it also immerses Scouts in real life principles from the Scout Oath and Law, such as doing one's best (Scout Oath), being a team player for everyone's benefit (Loyal), taking care of property (Thrifty), assisting other Scouts (Helpful), and obviously, being Clean. We hope that Leaders see the inspection not as something to be brushed off lightly, but as a real opportunity to involve their Scouts in practically living the Scout Oath and Law.



The campsite inspection and scoring is done entirely by adult Leader volunteers from the troops. These are arranged at the beginning of the session. Since the volunteer inspectors typically change each day, the particular way in which a troop's campsite may be scored can vary at the discretion of the day's inspectors.

Each day, the new team of inspectors meet at Headquarters at 9:00 a.m. and are provided with the same set of directions and scoring form. A copy of the form the inspectors use for scoring is in the Forms and Resources section of this Leader Guide. Below is a listing of the particular standards by which the inspectors are asked to rate each troop's campsite:

Shelter House

Washbasin clean and clear, soap available, towels available. Toilets clean, lid down. Water hose rolled on reel and attached to spigot, nozzle and sprayer attached. Shelter floor clean and hosed and free of mud. Program area on top clean and hosed, program items properly stored unless in use. Nothing may be nailed or tacked into the wood of the shelter houses. **You may, however, use rope, string, thong, or other materials to hang or tie items to the wood of the structure.**

Campsite

Grounds clean and well kept and free of trash in all areas including around and under tents. Trees and brush clear and four feet away from tents. Trash barrels lined. Trash may be in barrel but not overfilled. Picnic tables clean and neatly kept.

Tents

Gear is stowed properly. The aisle between beds is clear. Gear may be stowed neatly under or at the end of the cot. No fuel stored in tents. Nothing may be hanging from tent support bars. String may be tied around the ridge bar and clothes may be hung from a loop in the string, but no hangers may be hung over the ridge bar itself.

The platform must be clean with no "later-added" nails. Clothes lines may not be attached to the tents. Tent flaps are either all to be closed or all to be rolled up. Inspectors will not enter tents. If tents are tied shut, no inspection of contents is done (unless inspector has a specific reason to ask a Leader if he may do so). If tent flaps are rolled so that contents are visible, tent contents will be inspected from the outside,

reviewing the parameters noted above.

Other Items

If any Scout is present in camp, inspector will check for two deep leadership also. Flags displayed (American, State, and Troop). If your unit was honored as Sharpest Unit, your flag will be hanging on the main parade ground pole, and you will not be “docked” for its absence. Troop bulletin board. Inspectors will check for a troop duty roster, waiter schedule, etc.

Bonus Points

Here are some of the things that would qualify for bonus points: Patrol flags, campsite gadgets such as tripods, gates, homemade flagpoles, towel racks, clothes hanger. Name tags on tents. Troop office tags on tents. Any other thing you might consider “point-worthy” is a possibility. Point these items out to your inspection team.

Inspection results are announced at the noon meal each day. The winning unit each day will be honored by flying its troop flag on the Flag Plaza the following day. At the end of the week, the troop accumulating the most inspection points during the week is honored at the Saturday closing.





Flaming Crow Trading Post

The Flaming Crow Trading Post is home to both the Geiger Outfitters Shop and the Inner Circle Trade Company.

In addition to a wide range of Camp Geiger branded apparel (t-shirts, hats, etc.), the Geiger Outfitters Shop carries many miscellaneous items that Scouts often need for a successful week at camp. All sorts of products from pocketknives and handicraft kits to ice cream treats and the ever-popular Slushies can be purchased. Troops may also purchase bags of ice for their campsites. In addition, any extra fees for merit badge or other program activities that Scouts did not pay for via their camp registration may also be paid in the shop.

The Geiger Outfitters Shop also maintains a website to make purchasing items even easier during the summer months. Troops may use the website to purchase customized Camp Geiger t-shirts for their Scouts and Leaders. Parents and grandparents can use the website to purchase “care packages” for their Scouts to send them a special surprise while they are at camp. The shop’s website is available at <https://camp-geiger.square.site/>

The south end of the Trading Post is home of the Inner Circle Trade Company, which is the official supplier of regalia items for members of the Tribe of Mic-O-Say. This section is for Tribesmen only and carries everything that is needed to make an outstanding costume.

Trading Post Hours

Sunday	1:00 p.m. to 5:45 p.m.
Monday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:15 p.m. to 8:45 p.m.
Tuesday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:15 p.m. to 8:45 p.m.
Wednesday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 7:15 p.m.
Thursday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:15 p.m. to 8:45 p.m.
Friday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m.
Saturday	8:00 a.m. to 9:15 a.m., 10:00 a.m. to 10:30 a.m.

Hours subject to change. Any updated hours will be posted at the Trading Post.



Saturday Troop Check-Out Procedure

- Weather permitting, a total of 2 vehicles at a time per campsite are allowed for loading gear. Troops should coordinate with each other and be courteous and mindful of the amount of time being taken. Each vehicle should be in the campsite for no more than 15 minutes. An announcement will be made if the Camp Ranger
- After your gear is packed and removed, please have your Scouts police your campsite thoroughly.
- Check out from your campsite will be performed by your Campsite Host (typically the same individual in your campsite during Sunday check in). The Campsite Host will return the check that you submitted as a damage deposit if no damages are noted. If necessary, an assessment for any damages will be determined.
- Failure to check out with the Campsite Host will result in a forfeiture of the damage deposit.
- Please remember to pick up your troop's physical forms and any medications stored in the Health Lodge.
- Saturday breakfast is served continental style in the Corral from 8:00 a.m. to 9:30 a.m.
- New Braves in the Tribe of Mic-O-Say have a very important meeting to attend at 8:30 a.m. in Swimming Rock Lodge. Please excuse them from work details in your campsite in time to arrive at the lodge by 8:30 a.m.
- Area Directors and staff merit badge counselors will be available in the Dining Hall at 9:00 a.m. to assist with any activity progress report or merit badge card issues.
- All troops are expected to attend the closing ceremony which will take place at Running Horse Council Ring beginning at 9:30 a.m. The closing ceremony lasts about 30 minutes.
- Troops should plan on being out of camp by no later than 11:00 a.m.

Health and Safety

Health Services

A qualified individual is on duty at our Health Lodge 24 hours a day. In the unlikely event of serious illness or injury to a Scout, he or she will be taken to Mosaic Life Care Emergency Room, Urgent Care, or to a St. Joseph pediatric or family medicine clinic in the city which is about 10 minutes away.

Medication may be kept in a locked container in the campsite under the supervision of a unit Leader over the age of 21. The Leader responsible for keeping the medication must sign the **Scout/Scouter Medication Storage Waiver** located in the Forms & Resource section of this Leader Guide. The form must be attached to the Scout's or Leader's BSA physical form. Additionally, a log of all medications dispensed and the time they are dispensed must be kept by the responsible Leader and be made available to the Health Lodge staff upon request. Alternatively, prescription medicine for Scouts and Leaders can be given to Health Lodge personnel at check-in, for storage in the Health Lodge. Refrigeration is available in the Health Lodge for medication that requires it. The Health Lodge medic is to be instructed as to medication schedules for medication stored in the Health Lodge.

Every campsite at Camp Geiger contains a **FEMA certified storm shelter** for refuge in severely inclement weather. The shelters also contain showers and flush toilets.

As an added bonus, a covered program area sits atop every shelter as a place for Scouts to work on camp activities and crafts. Or it can simply be a place for the troop to gather and relax.



BSA planned to develop an updated version of the Class A, B, and C form for 2022 which, among other things, provided space to document COVID vaccines. That update never materialized. Our council did develop a version in which those can be documented.

For Camp Geiger 2023, either version may be used (the 2022 Pony Express Council version or the 2019 National Council version).

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, located in this Leader Guide in the Forms and Resource section. Parts A, B and C are required.

Only the official BSA form is acceptable. Physicals from other camps, sports physical forms, and physicals for other venues are not acceptable substitutes. Keepers, Tribal Council and Chieftains must have a physical on file as well. If you are not staying at camp, only parts A & B are required. For campers, a new physical form is required every year, completed within the *calendar* year of camp. We suggest that Scouts have their BSA form completed when they have their annual Health Maintenance exam or sports physical.

In 2024, there will be no specific COVID mitigation policies in effect. There will be no COVID screening at check-in and no signed waiver forms will be required. COVID testing will still be available at the Health Lodge when needed.



Emergency Procedures

Units are asked to bring a copy of their Scout roster (Forms and Resource section). This copy is retained by the leadership in the campsite for times of emergency in order to take a roll call.

Emergency procedures for all common eventualities have been developed. These are reviewed at the Sunday night opening campfire. A severe storm weather drill is held in the campsite on Sunday night. A fire drill is held each week. All units are expected to participate as instructed in the emergency procedures.

Severe Weather

Severe storms happen commonly at Camp Geiger. Specific procedures have been established and will be reviewed with Scouts and Leaders throughout the week. All campers and visitors are expected to follow these procedures. If lightning strikes have been detected within ten miles of camp, an announcement will be made for all Scouts and Leaders to shelter immediately under a solid rooftop structure (e.g. pavilion, covered porch, inside a building, inside a vehicle, and remain there until an “all clear” is given. Tents are not considered solid rooftop structures. A FEMA-approved storm shelter is present in every campsite. In the event of an impending Severe Storm Warning or Tornado Warning, an announcement will be made for all Scouts and Leaders to immediately take shelter in their assigned campsite storm shelter and remain there until the “all clear” is given. If the threat of high winds or tornado is imminent or occurs extremely rapidly, Scouts and Leaders should immediately take cover in the closest storm shelter possible.

Fire Guard Plan

Each troop is expected to organize a Fireguard Plan for their campsite. A proposed plan is provided on the bulletin board in each campsite.

If an uncontrolled fire on or near camp property is spotted, call Headquarters immediately. If the fire alarm is sounded, all campers should stop where they are, assess their surroundings to ensure they are in a safe location, and remain in that location until the “all clear” is given. All campers are required to stay clear of any fire areas and to stay off of camp roads during a fire emergency. Under no circumstances should campers attempt to fight a fire.

Accommodations for Scouts with Special Needs

Any Scout with a certifiable disability limiting his or her ability to move about camp may request for special arrangements to be made to help facilitate his or her stay at camp. The troop leadership must submit any such request in the **Pre-Camp Information Form** at least two weeks in advance of the unit's session in camp.

Due to the nature of many camp facilities and limited transportation resources, not all aspects of such requests may be possible. However, the council and camp staff will work together with the troop leadership to strive to develop acceptable accommodations for the youth's specific needs. Typically, it is possible to arrange for transportation to be provided by a camp staff member to get to and from meals and necessary camp activities. Troops may be required to provide an adult Leader to accompany the youth in order to help provide any necessary support services.



A background image showing several Scouts in uniform, some wearing hats, in an outdoor setting. The image is faded and serves as a backdrop for the text.

Vehicle & Transportation Policies

The speed limit on all of the roads at camp is 15 miles per hour.

No personal vehicles of any kind are allowed on camp property except in designated parking areas. Be certain that all Leaders and visitors are aware of this policy.

At no time is anyone allowed to ride in the back of a pick-up truck. Failure to follow this policy is grounds for expulsion from camp.

Vehicles may be parked in the main parking lot and the parking area in Chieftains' Corner between headquarters and the Dining Hall. By Wednesday afternoon, all vehicles must be moved to the Chieftain's Corner ridge parking lot to accommodate visitors for Wednesday night campfire and Mic-O-Say ceremonies on Thursday and Friday nights. Temporary parking and driving passes (for medical reasons only) are available through Headquarters and require the approval of the Camp Director or the Camp Ranger.

With the septic systems in each campsite, vehicles must stay off the grass and stay only on graveled areas. Any damage to lines in the septic field will result in forfeiture of the troop damage deposit.

Scouts and Leaders should use the camp trails and not walk on the camp road between Headquarters and the Trading Post.

Any Scout under age 18 with a certifiable disability limiting his or her ability to move about camp may request for special arrangements to help facilitate his or her stay at camp. The troop leadership must submit any such request in the **Pre-Camp Information Form** *at least two weeks in advance* of the unit's session in camp. Any such request must include a note from a medical doctor explaining why transportation is necessary. Due to the nature of many camp facilities and limited transportation resources, not all aspects of such requests may be possible. However, the council and camp staff will work together with the troop leadership to strive to develop acceptable accommodations for the youth's specific needs. Typically, it is possible to arrange for transportation to be provided by a camp staff member to get to and from meals and necessary camp activities. Troops may be required to provide an adult Leader to accompany the youth in order to help provide any necessary support services. Personal transportation devices/vehicles



Staying well-hydrated is always important in the hot, active environs of Camp Geiger.

are not permitted at Camp Geiger. Only a limited number of council approved vehicles operated by trained staff members are allowed. Only Scouts under 18 years of age who have been granted special accommodations for transportation may be transported across parts of camp. Such notes must be reviewed and approved by the Camp Health Officer and the Camp Director as part of the process of obtaining accommodations for Scouts with special needs (as stated above).

Adults should not arrive at camp with the expectation of being transported around camp. No camper aged 18 or over may be transported between one area of camp and another by any staff member or in any camp vehicle. A camp physical does not ensure that a person is physically able to walk the trails of camp, but that is the expectation by the council of those attending camp.

Anyone who believes their situation merits exception to this policy should contact the Camp Director prior to arriving in camp to discuss their circumstances.

For those adult Leaders (age 21 or older) who have an approved medical reason (as determined by the Camp Health Officer in consultation with the Camp Director), a special vehicle pass may be issued, which allows that individual to drive their vehicle from the Dining Hall ridge to the parking lot in central camp. Vehicles may not be driven to any other locations. The vehicle pass is only for the individual for whom it is issued, and under no circumstances should Scouts or other individuals be transported.

Any unit anticipating special provisions, whether related to transportation or otherwise, should be made no less than two week prior to the start of its session in order to allow for Council review.

This policy should underscore our intent to make Camp Geiger, as much as possible, a safe, “walking” camp, by reducing the motorized traffic in areas commonly used by pedestrian campers.

Such transportation has in recent years required dedicating multiple staff members, with other assigned duties, to carry adults wherever they wanted to go and back again, increasing our liability and putting a strain on staffing, vehicle maintenance and fuel.

In recent years this practice has been abused to the point that we are

now dedicating an inordinate amount of time and resources to what was once an occasional instance of customer service.

We are merely asking Leaders who come to camp to be able and willing to walk the trails to and from camp sites, program areas and the Dining Hall.

Leaving Camp During the Week

All campers, youth and adult, who must leave camp during the week must sign out at the Welcome Cabin each time. Youth campers may leave only with an authorized adult over the age of 21. A photo ID will be required when picking up a Scout. The Scout must have a release form (See Forms and Resources section) on file at Headquarters, signed by his or her Scoutmaster and a parent or guardian. The name of the individual transporting the camper must be specified. The Camp Geiger Camper Release Form should be submitted during the unit's check-in at camp.

When checking a youth out during a session, the adult transporting the youth, the youth, and a adult Leader from the unit must sign the youth out at the Welcome Cabin. Adults who must leave camp are to check out at the Welcome Cabin, specifying the date and time of expected return.

Campers, upon returning, are required to stop by the Welcome Cabin 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.

Camp Geiger Visitation Policy

Camp Geiger is for registered Scouts and Leaders. Occasionally it may be necessary and advantageous to host others to be on the camp property. Certain non-staff and other unregistered individuals are considered essential for program and camp services and may be allowed to be on camp property during a session for specified periods of time. A list of these individuals is specifically approved by the Camp Director and Camp Ranger, those individuals are made aware of their status as regular short-term visitors.

Camp Geiger allows visitors at camp without registration at Headquarters only during four distinct periods of time:

In order to help ensure the safety of our campers, Camp Geiger has a “**Welcome Cabin**” along the main road coming into camp before the Headquarters building.

New in 2024 is an **entrance gate** at the Welcome Cabin to further help monitor and control who comes onto camp property. Your Scouts’ safety is our top priority.

The Welcome Cabin will be staffed daily from **8:00 a.m. – 6:00 p.m.** All vehicles will be asked to stop when entering the camp premises in order to verify whether or not the individuals are registered campers or visitors and then allowed to proceed accordingly.

- Sunday during arrival and check-in (until 3:00 p.m.)
- Saturday for checkout (after 8:00 a.m.)
- Wednesday evening Visitors’ Nights (no earlier than 5:30 p.m. until *Call to Quarters*, 10:00 p.m.)
- Thursday evening Tapping ceremonies (no earlier than 7:30 p.m. until *Taps*, 10:30 p.m.)
- Tribal members are also welcome to attend Friday evening ceremonies until 30 minutes following their completion (see **Mic-O-Say Attendance Policy** on page 86 for additional details).

There may occasionally be a need to allow someone on camp as a visitor (non-staff & not registered) other than the times specified above. All of those individuals must sign-in with Headquarters on their way into camp and sign out at Headquarters on their way out of camp.

Those visits shall be limited in time (usually no more than one hour) and are allowed totally at the discretion of the Camp Director, Camp Ranger, or Council Scout Executive.

Shower & Restroom Facilities

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

Showers are available in the storm shelter in each campsite, at the Pool, and at the Heartland Shower House (located between Headquarters and the Dining Hall). Leaders determine a schedule in their campsites for youth shower time and adult shower time.

The shower house is set up with individual entry into each stall allowing use by all campers, youth and adult, without restriction. Care of the facility is the responsibility of all campers. All troops will be asked to volunteer with cleaning of the facilities that are not used by the staff.

Besides the toilets in the storm shelters in each campsite, flush toilets are available at the Trading Post, Shower House, Pool, Flying Eagle, Dining Hall, and Herzog Lodge (over 18 only).

Hammock Rules for Use at Camp

- Follow the manufacturer’s instructions for maximum and minimum distances between solid supports.

Hammock stations are currently available in **Cody, Navajo, Osage, Pueblo,** and **Strong Bull** campsites.

Troops are welcome to set up hammocks in other campsites, provided that they conform to all camp policies.

The Camp Director and Camp Ranger may ask for hammocks to be moved to more safe and secure areas. Leaders are fully expected to comply with any such requests.

- Hammocks must be in secure locations (such solid posts where provided) and not blocking pathways or common areas.
- Hammocks are not to be mounted to storm shelters or pavilions.
- Never stack hammocks one above the other.
- Hammocks should be hung so that the lowest point is less than three feet above the ground.
- You must use at least a 1 inch wide band when securing to solid supports or trees (2 or 3 inch bands are preferred).
- Do not hang hammocks above water or ravines.

Camp Geiger has 10 adult and 10 youth hammocks available for check-out from the Quartermaster. To check out any of these hammocks, at least one adult Leader from your troop must complete the **Leader Hammock Training** session offered early in the week. The \$500 campsite damage deposit will apply to these hammocks, if any damage occurs.

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.
- **Personal firearms, ammunition and bow-hunting equipment are strictly prohibited.** Camp Geiger provides all equipment for various field sports activities. Bows and arrows for Archery and firearms used in the various shooting sports are provided by and stored at Camp Geiger. Bringing such items to camp from “outside sources” during your stay at Camp Geiger is strictly prohibited.
- **Fireworks are prohibited.**
- Sheath knives, switchblades and other weapons are not allowed at Camp Geiger.
- National BSA policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult Leader. Gasoline and other flammable substances are to be stored in approved fuel storage areas and only in approved containers. Contact the Camp Ranger to arrange for storage.
- **Open flames (candles, Sterno, kerosene lanterns) are strictly prohibited in tents and cabins.** Open flames (campfires, tiki torches, etc.) are strictly prohibited in the campsites.



Fires in Campsites

Open fires are not permitted in campsites or elsewhere at camp. **Burn barrels** can be provided upon request, if the area where they will be used is deemed safe. Permission for this is entirely at the Camp Director's and Camp Ranger's discretion and must be obtained each time.

Chainsaw Use

Persons felling trees more than 3 inches in diameter by any means have the approval of the Camp Ranger and be accompanied by a partner. Anyone using a chainsaw must be approved and trained by the Camp Ranger. The Ranger will ensure that anyone using a chainsaw meets the training standards and is fully equipped with the proper protective gear, which must be worn while operating a chainsaw.

Bicycle Policy

Bikes are provided by Camp Geiger for activities that require them. **Scouts and Leaders may not bring bicycles from home.**

Pets Not Permitted

Pets are not permitted at camp. Units with impaired Scouts who require registered service animals must notify the Camp Director several days prior to their arrival at camp.

Camp Program

All of Camp Geiger's regularly scheduled daily activities are available on a "first come, first served" sign-up basis through our council's online enrollment system.

Please keep in mind that a Scout must be registered and paid in full to be able to sign-up in advance for activities. Online activity enrollment opens April 1, 2024, and will remain open until the beginning of Sunday check-in (1:00 p.m.) of your troop's week in camp. This is to allow for any last minute activity enrollment changes that may be necessary.

Scouts who have not enrolled in activities prior to the beginning of check-in on Sunday afternoon or who would like to make changes to their activity schedule after the online system has closed will need to sign-up in person with the Operations Director (Aaron Lewis) in Headquarters.

On the pages that follow, every program Camp Geiger will offer is

Three Merit Badges Returning for 2024



Art MB
(returning)



Electricity MB
(returning)



Plumbing MB
(returning)

Program Activity Changes for 2024

Three merit badge activities make their return to the activity rotation for this summer: **Art MB** (offered in the Handicraft Area), **Electricity MB**, and **Plumbing MB** (both in the Trades Area). To help make room for these additions, Basketry MB, Home Repairs MB, Journalism MB, Photography MB, and Rowing MB have been removed from the activity offerings for this year. In addition, the number of times that each merit badge is offered during the week have been adjusted for several activities have been adjusted in order to maximum staff, enhance resource utilization, and most importantly, ensure a high quality program experience for Scouts.

Pioneers Program - The Ultimate First-Year Camper Experience

Camp Geiger has a proud tradition of offering an exceptional First Year Camper Program, and this year we're continuing to make it even better! We're making sure to providing your first-year campers the chance to experience all the best that Geiger offers, while still teaching them many of the most fun and exciting Scouting skills on the trail to First Class. Thus, we're bringing back the concept of our old Pioneers Program and adding in even more fun and exciting activities! In many ways, the Pioneers Program will be the Total Geiger Experience!

Scouting Heritage MB Becomes an Open Activity

All Scouts will now have the opportunity to work on earning Scouting Heritage Merit Badge at their own pace while at Camp Geiger in 2024. In essence, this is now an "independent study" merit badge activity. Our museum staff will be available to help assist Scouts with questions and the director will sign off as the merit badge counselor. Just hop into the Jumping Bear Museum located in the Flaming Crow Trading Post building whenever it is open to get started!

ELITE - Geiger's Own STEM-focused Program

ELITE (Engaging Leaders In Technology & Engineering) Camp Geiger's unique and innovative STEM-focused activity will continue its focus on Extreme Engineering! Like last year, the program will focus on fun and exciting bridge building and construction activities featuring Legos, PVC pipe, pioneering spars, and more! Scouts who participate in all 5 days of the activity will earn the one-of-a-kind ELITE hat! Are you ready to join the Geiger ELITE? See the program details section for more information.

Challenge Courses – Disc Golf and Geocaching

Thanks to a generous donation from Andrew County (our home county), Camp Geiger installed a 9-hole disc golf course in 2023. The disc golf course will be open and available as an optional activity for Scouts and Leaders to enjoy on Monday or Tuesday evenings or during any other free times throughout the week. The course weaves its way through Central Camp. Scorecards with maps are available in the Geiger Outfitters Shop inside the Flaming Crow Trading Post. Discs are available for purchase from the Geiger Outfitters Shop, or campers may bring their own discs.

In addition, Camp Geiger now features a geocaching course that is also open and available for Scouts and Leaders to complete on their own during any free time (Monday/Tuesday evening, etc.). Those who complete the geocaching course will be eligible to receive the Geiger Geocache patch available exclusively in the Flaming Crow Trading Post!





Robidoux Outpost – Handicraft & Trades Area is designed to resemble an old Western town, Robidoux Outpost now features seven pavilions!

Robidoux Outpost is located at the north end of Tapping Valley (just south of Cheyenne Campsite). It is the home for all of the Handicraft merit badge activities: Art, Leatherwork, Metalwork, Pottery, Woodcarving, and most of the Trades area activities: Automotive Maintenance, Electricity, Electronics, Metalwork, Plumbing, Radio, Welding, and Woodwork.

One thing's for sure, the Robidoux Outpost has quickly become a major hub of activity at Camp Geiger for Scouts of all ages!



Merit Badge and Other Programs

The Camp Geiger program offers a very wide variety of outdoor related merit badges, along with several special interest and Eagle-required badges. The mix of activities ensures a full program is available for the newest Scout with the rank of Scout to the older, more seasoned Scout.

Scouts who have recently crossed from Webelos or who are new to Scouting are provided a special program called the **Pioneers Program**. In this program, Scouts will be exposed to many of the requirements of the Tenderfoot, Second Class, and First Class ranks. Participation does not ensure knowledge. It is up to the troop's leadership to decide if a Scout has truly met a requirement.

Leaders and parents are reminded that Camp Geiger's merit badge activity periods cannot guarantee successful completion of all requirements for any particular merit badge. They are intended as activity periods only and any Scout who wishes to complete a merit badge is responsible for assuring that all requirements have been met. In many cases, this will necessitate making an appointment with a registered Merit Badge Counselor at some point after camp. Some certified counselors may be available during camp.

When a Scout believes he or she has completed all requirements for a merit badge, he or she should personally arrange for a merit badge counseling session at camp. If the instructor for a particular badge is also a counselor for the badge, he may sign off that the badge has been completed. Staff instructors may not alter BSA merit badge requirements. BSA policy is that merit badge requirements stand as written. No instructor or counselor may reduce them or add to them.

Every Scout is issued a **progress report** for each badge taken. This report will show requirements completed and those that are not yet complete. A similar report is issued for younger Scouts participating in the Pioneers Program. Besides merit badges, Camp Geiger offers a number of special programs. Many of these are intended for older Scouts. A complete listing of the special "non-merit badge" programs follows immediately after the merit badge descriptions on the upcoming pages.



Preparations Prior to Camp

In the pages that follow, each activity notes any additional costs as well as any advance preparation required. As is part of the normal merit badge completion process, Scouts are expected to review the **merit badge pamphlet** for every activity prior to coming to camp.

While preparing for a Scout's week at camp, take special note of the merit badge listings. Several activities require preparation on the Scout's part to help in the completion of the merit badge's requirements during camp, while some have requirements that cannot be completed while at camp at all—i.e., **prerequisites** that must be done in advance if the Scout wishes to be signed off on the merit badge as complete at the end of the week.

Many activities require the Scout to **bring special materials from home** to be used during the activity, while others have special activity fees over and above what is covered by the camp registration fee. These fees are automatically added to the Scout's overall bill upon enrollment and must be paid in full by no later than at the time of Sunday check-in. Scouts will automatically be issued the additional supplies or materials that these fees help cover during the activity.

One of the cardinal requirements for advancement in the Tribe of Mic-O-Say is advancement in Scout rank. Tribesmen are expected to complete rank advancement prior to, rather than during, camp. Completing requirements at camp is not appropriate timing.



Activity Programs for Adult Leaders

Camp Geiger continues to provide a smorgasbord of activities for Adult Leaders, as well! And beginning this year, Leaders will be able to enroll in these activities prior to camp in the online registration system, just like you enroll your Scouts in daytime activities. Although pre-camp enrollment is not required for these activities for Leaders, it is strongly encouraged in order to help our staff be prepared with the appropriate amount of supplies and materials for each activity.

See the **Optional Activities Schedule** on page 77 for a complete list of activity options for Leaders and the **Details for Optional Activities** section for more information.

Among the many activities to be offered for Leaders are:

- American Red Cross CPR certification (\$40 fee)
- In-Person Youth Protection Training
- Merit Badge Counselor Training
- Leave No Trace/Outdoor Ethics training
- Hammock training
- BSA Safety Afloat and Safe Swim Defense certifications
- Mile Swim award
- Paddle Craft Safety certification
- Swimming and Water Rescue certification
- Scoutmaster Merit Badge (patch awarded)
- Old Camp Geiger History Hike
- Camp Geiger History Talk
- Open/Competitive Shoots at the Archery, Rifle, and Cowboy Action Ranges
- Open Rappelling and Zip Line experience
- Dutch Oven Cookoff Competition (part of Monday Night Mayhem)
- Lanyard braiding instruction

2024 Camp Geiger Daily Activity Schedule (Page 1 of 2)

ACTIVITY'S LOCATION	AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:30 P.M.	3:30 P.M.	4:30 P.M.
AQUATICS								
RICHARDSON LAKE	13+	C, S		Canoeing + Kayaking MBs (2 hrs)			Canoeing + Kayaking MBs (2 hrs)	
	Any	D, S	Fishing MB			Fishing MB		
	15+	A, C, N		Paddlecraft Safety Certification				
POOL	13+	C, E, P, T	Lifesaving MB (2 hrs)					
	Any	C, E		Swimming MB (2 hrs)		Swimming MB (2 hrs)		
	Any	N					Beginner Swimmer Instruction	Beginner Swimmer Instruction
	Any	N			Extra Swimming or Lifesaving MB Help			
	Any	N					Non-Swimmer Inst.	Non-Swimmer Inst.
	16+	A, C, N	Swimming & Water Rescue Certification					
CLIMBING & COPE								
CLIMBING TOWER	Any		Climbing MB (2 hrs)					
	13+	N	COPE (3 hrs)					
EAGLE & ELITE								
CORRAL	12+	E, P	Citizenship in the Community MB			Citizenship in the Community MB		
	12+	E, P		Citizenship in the Nation MB				Citizenship in the Nation MB
	12+	E			Citizenship in the World MB			Citizenship in the World MB
	12+	E, P, S	Communication MB			Communication MB		
	12+	E, P			Emergency Preparation MB			Emergency Preparation MB
	12+	E, P, T		First Aid MB		First Aid MB		
	12+	E, P	Personal Fitness MB		Personal Fitness MB			
	12+	E, P, S		Personal Management MB			Personal Management MB	
PADEN PAVILION	Any	\$15, E, P, S	Cooking MB (2 hrs)			Cooking MB (2 hrs)		
DINING HALL (NORTH FIELD)	14+	\$15, N					ELITE	
HANDICRAFT								
ROBIDOUX OUTPOST	Any	\$5		Art MB				Art MB
	Any	\$10	Leatherwork MB				Leatherwork MB	Leatherwork MB
	16+	\$15	Metalwork MB	Metalwork MB	Metalwork MB			Metalwork MB
	Any	\$10			Pottery MB	Pottery MB	Pottery MB	
	Any	\$10		Wood Carving MB			Wood Carving MB	
MIC-O-SAY								
GOETZ LODGE BASEMENT PATIO	Any		American Cultures MB					
	12+	\$5, T		Indian Lore MB	Indian Lore MB		Indian Lore MB	
RUNNING HORSE COUNCIL RING	B, W, TTB	N, T				Dance Practice (2:00 p.m.)		
SHOOTING SPORTS								
ARCHERY RANGE	13+	\$10, S	Archery MB		Archery MB		Archery MB	Archery MB
RIFLE RANGE	Any	\$15, S	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	
SHOTGUN RANGE	13+	\$25, S	Shotgun Shooting MB	Shotgun Shooting MB	Shotgun Shooting MB			
JOHNNY FRY OUTPOST (COWBOY ACTION RG)	14+	\$15						Johnny Fry (Cowboy Action Shooting)

KEY TO ABBREVIATIONS: MB = Merit Badge activity; A = Adult enrollment allowed; C = Swimmer status required; D = Distinguished Conservation Service Award; E = Eagle rank required merit badge; N = Not a Merit Badge; P = Prerequisites; certain requirements must be completed in advance to finish the badge while at camp; S = STEM award MB; T = Additional time required as noted in activity details section or announced at camp

2024 Camp Geiger Daily Activity Schedule (Page 2 of 2)

ACTIVITY'S LOCATION	AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:30 P.M.	3:30 P.M.	4:30 P.M.
NATURE								
NATURE LODGE	Any	S				Animal Science MB		
	Any	S			Archaeology MB			
	12+	P, S, T	Astronomy MB					
	Any	E, D, S	Environmental Science MB (2 hrs)					Environmental Science MB (2 hrs)
	Any	D, S	Fish & Wildlife + Forestry MBs					Fish & Wildlife + Forestry MBs
	Any	D, S			Geology + Soil & Water Conserv. MBs		Geology + Soil & Water Conserv. MBs	
	Any	D, P, S, T		Insect Study MB				
	Any	D, S			Mammal Study MB			
	Any	D, S						Oceanography + Weather MBs
	Any	D, P, S				Reptile & Amphibian Study MB		
	Any	\$20, S, T					Space Exploration MB	
12+	E, P, S		Sustainability MB					
SCOUTCRAFT								
SCOUTCRAFT VILLAGE (KICKAPOO & CROW PAVILIONS)	12+	E, P				Camping MB	Camping MB	
	12+						Exploration MB	
	New Scouts	N	Pioneers Program (First Class Trail) (3 hrs)					
	Any	S						Orienteering MB
	Any	S						Pioneering MB
	Any					Search & Rescue MB		
	Any	S					Signs, Signals & Codes MB	
	12+							Wilderness Survival MB
TRADES								
ROBIDOUX OUTPOST	Any	S			Auto Maintenance MB	Auto Maintenance MB		
	Any	S				Electricity MB		
	13+	S		Electronics MB				
	13+	P, S		Farm Mechanics MB				
	Any	\$10, S			Plumbing MB			
	Any	S	Radio MB					
	14+	\$10, S	Welding MB	Welding MB				
	Any	\$10					Woodwork MB	Woodwork MB
VALLEY PAVILION	Any	P, S				Crime Prevention + Fingerprinting MBs	Crime Prevention + Fingerprinting MBs	Crime Prevention + Fingerprinting MBs
	13+	\$10, E, P, S			Cycling MB			
MARVIN'S HAWKS	12+	P, S	Golf MB (Disc Golf Option)					
HILLSIDE PAVILION	Any	S			Chess MB	Chess MB		
	Any			Music MB				

KEY TO ABBREVIATIONS: MB = Merit Badge activity; A = Adult enrollment allowed; C = Swimmer status required; D = Distinguished Conservation Service Award; E = Eagle rank required merit badge; N = Not a Merit Badge; P = Prerequisites; certain requirements must be completed in advance to finish the badge while at camp; S = STEM award MB; T = Additional time required as noted in activity details section or announced at camp

American Cultures Merit Badge



LOCATION Goetz Lodge Basement Patio **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 9:00 a.m. **PARTICIPANT CAPACITY** 16
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: n/a

Animal Science Merit Badge



LOCATION Nature Lodge **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 2:30 p.m. **PARTICIPANT CAPACITY** 16
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: n/a

Archaeology Merit Badge



LOCATION Nature Lodge **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 11:00 a.m. **PARTICIPANT CAPACITY** 16
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil, water bottle, good shoes for hiking
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: Scouts will participate in a hike on two days during this activity. Please wear appropriate shoes and bring a water bottle.

Archery Merit Badge



LOCATION Archery Range **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 9:00 a.m./11:00 a.m./3:30 p.m./4:30 p.m. **PARTICIPANT CAPACITY** 12
RECOMMENDED FOR 13 years or older
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS \$10.00 activity fee will be added to the Scout's registration costs upon enrollment
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: Do NOT enroll a Scout who has already earned this merit badge. This is not an open shooting opportunity. Be aware that Requirement 4 requires shooting a qualifying score of 160/300. Scouts who cannot achieve this during the week will not complete the merit badge. This is why it is recommended for older Scouts.

Art Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m. / 4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	\$5.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	n/a		

Astronomy Merit Badge



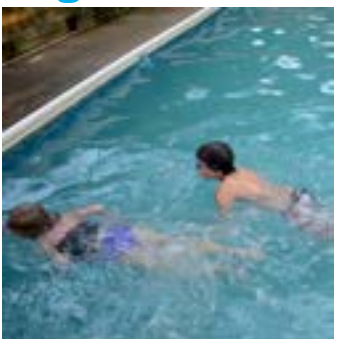
LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	Requirement 6b (sketch the moon on 4 nights within a week) must be started on Sunday evening in order to be able to complete the merit badge during the session.		
OTHER SPECIAL INFO:	Monday night's star study session will begin at 8:30 p.m. and will end by Taps. Scouts will meet at the Nature Lodge and be escorted to a dark area. The night-time star study must be attended.		

Automotive Maintenance Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	11:00 a.m. / 2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil, cloths that can get dirty		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	Note that Scout's cloths may get dirty completing some of the activities.		

Beginner Swimmer Instruction



LOCATION	Pool	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	3:30 p.m. / 4:30 p.m.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	Any Scout, "Beginner" level status must be attained during the Sunday swim check		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	This activity is for Scouts to learn and practice strokes in order to attain "Swimmer" level status.		

Camping Merit Badge (Eagle Required)



LOCATION	Scoutcraft Village	ACTIVITY LENGTH	1 period
ACTIVITY START TIME(S)	2:30 p.m. / 3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirements 4b (help others prepare for a campout), 8d (cook at least 3 meals while camping), 9a (camp at least 20 nights), 9b (two different camping experiences), and 9c (conservation project while camping). Requirement 8c (prepare a camp menu) can be completed at camp only if the Scout also takes Cooking MB.		
OTHER SPECIAL INFO:	n/a		

Canoeing + Kayaking Merit Badges



LOCATION	Richardson Lake	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	10:00 a.m. (2 hrs) / 3:30 p.m. (2 hrs)	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	13 years or older, "Swimmer" level status must be attained during the Sunday swim check		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel, shoes that can get wet		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Ability to swim; Scout must be able to attain "Swimmer" level status during the Sunday swim check.		
OTHER SPECIAL INFO:	Scouts need to be prepared to get wet every day during this activity.		

Chess Merit Badge



LOCATION	Hillside Pavilion	CLASS LENGTH	1 period
ACTIVITY START TIME(S)	11:00 a.m. / 2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		
OTHER SPECIAL INFO:	Being familiar with a chess board and its pieces will accelerate the pace of this activity.		

Citizenship in the Community Merit Badge (Eagle Required)



LOCATION	Corral	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirements 3 (visit a public meeting) and 7c (community service hours).		
OTHER SPECIAL INFO:	Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting.		

Citizenship in the Nation Merit Badge (Eagle Required)



LOCATION	Corral	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m. / 4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 7 (visits to two different sites). Requirement 8 (write a letter to a U.S. Congressman/Senator) may be completed at camp as time allows, but it is best completed in advance.		
OTHER SPECIAL INFO:	Scouts who have written a member of Congress before camp should be prepared to discuss any response received.		

Citizenship in the World Merit Badge (Eagle Required)



LOCATION	Corral	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	11:00 a.m. / 4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		
OTHER SPECIAL INFO:	n/a		

Climbing Merit Badge



LOCATION	Climbing Tower	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	9:00 a.m. (2 hrs)	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Closed-toe shoes		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		
OTHER SPECIAL INFO:	Do NOT enroll a Scout who has already earned this merit badge. This is not a "free climbing" activity. Not for Scouts with a fear of heights. Completion of a CPR course prior to camp is recommended, but not required.		

Communication Merit Badge (Eagle Required)



LOCATION	Corral	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 5 (attend a public meeting).		
OTHER SPECIAL INFO:	Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting during this activity.		

Cooking Merit Badge (Eagle Required)



LOCATION	Paden Pavilion (aka Octagonal Pavilion)	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	9:00 a.m. (2 hrs) / 2:30 p.m. (2 hrs)	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	Requirements 4 (prepare meals at home), 5 (prepare camp meals), and 6 (prepare trail meals).		
OTHER SPECIAL INFO:	While Scouts will prepare meals as part of this activity, there is not enough time and opportunity for Scouts to complete all cooking required for the merit badge while at camp.		

COPE (Challenging Outdoor Personal Experience)



LOCATION	Climbing Tower	ACTIVITY LENGTH	3 periods
ACTIVITY PERIOD(S)	9 a.m. (3 hrs)	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	13 years or older and preferably at least a 3rd year camper		
REQUIRED MATERIALS	Closed-toe athletic shoes, knee-length shorts or activewear pants, clothing that can get dirty		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	Scouts must be present and participate every day to earn the COPE t-shirt. Scouts must be mature enough to handle the safety of others around them. Scouts who have previously completed COPE may do so again. However, those Scouts may be asked to withdraw if needed to allow space for first-time participants.		

Crime Prevention + Fingerprinting Merit Badges



LOCATION	Valley Pavilion	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	2:30 p.m. / 3:30 p.m. / 4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	Crime Prevention Requirement 2 (journal).		
OTHER SPECIAL INFO:	n/a		

Cycling Merit Badge (Eagle Option)



LOCATION	Valley Pavilion	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	11:00 a.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	13 years or older		
REQUIRED MATERIALS	Personal first aid kit, closed-toe shoes, water bottle		
ANTICIPATED COSTS	\$10.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	Requirement 6 (multiple extended rides).		
OTHER SPECIAL INFO:	Scouts who are too small to fit the mountain bikes provided will unfortunately have to be asked to enroll in a different activity. This is why it is recommended for older Scouts.		

Electricity Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	2:30 p.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants), notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	For safety, Scouts must wear jeans or long pants (no nylon pants).		

Electronics Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants), notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	For safety, Scouts must wear jeans or long pants (no nylon pants).		

ELITE (Engaging Leaders in Technology & Engineering)



LOCATION	Dining Hall (field on north end)	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	14 years or older and preferably a Life or Eagle Scout		
REQUIRED MATERIALS	Sturdy shoes, long pants, and work gloves for Thursday and Friday		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Scouts must be present and participate every day to earn the ELITE hat.

At school it's called STEM (Science, Technology, Engineering, and Math), but at Camp Geiger we call it ELITE! ELITE stands for "Engaging Leaders in Technology and Engineering," and it is Geiger's own unique and innovative STEM focused activity that is designed for older Scouts (ages 14+) who are Life or Eagle Scouts.

ELITE was completely redesigned in 2023, so even if you've participated in the program before, you will want to sign up for it again! All participants will work together throughout the week learning the fundamentals of bridge building using a variety of materials. The week's activities will begin with constructing model bridges using Legos and other materials and culminate on Thursday and Friday with constructing a life-size draw bridge.

Emergency Preparedness Merit Badge (Eagle Option)



LOCATION Corral

ACTIVITY PERIOD(S) 11:00 a.m. / 4:30 p.m.

RECOMMENDED FOR 12 years or older

REQUIRED MATERIALS Notebook & pen/pencil

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 1 (earn First Aid MB). Note: **First Aid MB may be taken during the same camp session to complete this requirement while at camp.** Requirement 8b (personal emergency service pack and family emergency kit).

OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

Environmental Science Merit Badge (Eagle Option)



LOCATION Nature Lodge

ACTIVITY PERIOD(S) 9:00 a.m. (2 hrs) / 3:30 p.m. (2 hrs)

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Notebook & pen/pencil, closed-toe shoes, water bottle

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: Part of this activity requires a nature hike. Wear appropriate closed-toe shoes and bring a water bottle every day of the activity. This merit badge is part of the **BSA Distinguished Conservation Service Award** program.

ACTIVITY LENGTH 2 periods
PARTICIPANT CAPACITY 16

Exploration Merit Badge



LOCATION Scoutcraft Village

ACTIVITY PERIOD(S) 3:30 p.m.

RECOMMENDED FOR 12 years or older

REQUIRED MATERIALS Notebook & pen/pencil, binoculars (recommended)

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

Extra Swimming or Lifesaving MB Requirement Help



LOCATION Pool

ACTIVITY PERIOD(S) 11:00 a.m.

RECOMMENDED FOR Any Scout needing to complete Swimming or Lifesaving requirements

REQUIRED MATERIALS Appropriate swimwear (see policy on page 21), towel

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: This activity period is offered for any Scout needing additional training on strokes or other requirements to finish either Swimming or Lifesaving merit badge that they have already worked on prior to coming to camp. The time is spent working toward those goals. It is not a "free swim" time.

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

Farm Mechanics Merit Badge



LOCATION Robidoux Outpost

ACTIVITY PERIOD(S) 10:00 a.m.

RECOMMENDED FOR 13 years or older

REQUIRED MATERIALS Notebook & pen/pencil

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 5 (visit with an implement dealer). Scouts may bring a note from a unit leader if this requirement was completed prior to camp.

OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period

PARTICIPANT CAPACITY 16

First Aid Merit Badge (Eagle Required)



LOCATION Corral

ACTIVITY PERIOD(S) 10:00 a.m. / 2:30 p.m.

RECOMMENDED FOR 12 years or older

REQUIRED MATERIALS Notebook & pen/pencil

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 5a (first aid kit).

OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period

PARTICIPANT CAPACITY 16

Fish & Wildlife + Forestry Merit Badges



LOCATION Nature Lodge

ACTIVITY PERIOD(S) 9:00 a.m. / 4:30 p.m.

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Notebook & pen/pencil

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: These merit badges are part of the **BSA Distinguished Conservation Service Award** program.

ACTIVITY LENGTH 1 period

PARTICIPANT CAPACITY 16

Fishing Merit Badge



LOCATION Richardson Lake

ACTIVITY PERIOD(S) 9:00 a.m. / 2:30 p.m.

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS None (all fishing gear will be provided)

ANTICIPATED COSTS None

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: Scouts should know that they must catch, clean, and cook a fish. Camp Geiger is able to provide fishing gear for Scouts at no cost through a great partnership with the Missouri Department of Conservation. This merit badge is part of the **BSA Distinguished Conservation Service Award** program.

ACTIVITY LENGTH 1 period

PARTICIPANT CAPACITY 12

Geology + Soil & Water Conservation Merit Badges



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	11:00 a.m. / 3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil, closed-toed shoes, water bottle		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		

OTHER SPECIAL INFO: This activity requires a nature hike and a conservation project. Please wear closed-toe shoes and bring a water bottle every day. These merit badges are part of the **BSA Distinguished Conservation Service Award** program.

Golf Merit Badge [Disc Golf Option]



LOCATION	Marvin's Hawks	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	12 years or older		
REQUIRED MATERIALS	Water bottle		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		

OTHER SPECIAL INFO: The disc golf option is new for the Golf MB in 2024. This activity will focus on learning how to play disc golf rather than traditional golf. Scouts are welcome to bring their own discs, but this is not required.

Indian Lore Merit Badge



LOCATION	Goetz Lodge Basement Patio	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m. / 11:00 a.m. / 3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	\$5.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a		

OTHER SPECIAL INFO: As of 2024, this merit badge no longer requires the construction of 3 Native American items. However, this activity still involve instruction in constructing some Native American regalia items.

Insect Study Merit Badge



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES	(REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 9 (raise an insect).		

OTHER SPECIAL INFO: This merit badge is part of the **BSA Distinguished Conservation Service Award** program.

Johnny Fry (Cowboy Action Shooting)



LOCATION	Johnny Fry Outpost Cowboy Action Range	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	4:30 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	Must be at least 14 years or older (no exceptions allowed per BSA policy)		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Because pistol shooting is part of this program, participants must be at least 14 years of age. This is National BSA Policy; no exceptions can be made. Dressing up in Western wear is strongly encouraged to help make this a fun and exciting activity.

Leatherwork Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 3:30 p.m. / 4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: n/a

Lifesaving Merit Badge (Eagle Option)



LOCATION	Pool	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	9:00 a.m. (2 hrs)	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	13 years or older, "Swimmer" level status must be attained during the Sunday swim check		
REQUIRED MATERIALS	Long-sleeved buttoned shirt, long pants, belt, shoes, socks, appropriate swimwear, towel		
ANTICIPATED COSTS	None		

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 2a (earn Swimming MB). Scout must have already earned Swimming Merit Badge to participate in this activity. Scout must attain "Swimmer" level status during the Sunday swim check and be able to swim at least 400 yards continuously.

OTHER SPECIAL INFO: Completion of CPR course prior to camp is recommended. There will be CPR training on Thursday night at 5:30 p.m., but it can be replaced with a CPR training card or other documentation.

Mammal Study Merit Badge



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	11:00 a.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

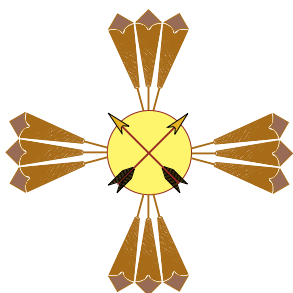
OTHER SPECIAL INFO: This merit badge is a part of the BSA Distinguished Conservation Service Award program.

Metalwork Merit Badge [Forging Option]



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m./ 10:00 a.m./ 11:00 a.m./ 4:30 p.m.	PARTICIPANT CAPACITY	6
RECOMMENDED FOR	16 years or older		
REQUIRED MATERIALS	Jeans or thick cloth pants (no nylon or polyester shirts or pants), closed-toe shoes		
ANTICIPATED COSTS	\$15.00 activity fee will be added the Scout's registration costs upon enrollment.		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	This activity will focus on completing the forging option for this merit badge.		

Mic-O-Say Dance Practice



LOCATION	Running Horse Council Ring	ACTIVITY LENGTH	1.5 periods
ACTIVITY PERIOD(S)	2:00 p.m. (1.5 hrs)	PARTICIPANT CAPACITY	75
RECOMMENDED FOR	All Braves, Hardway Warriors, and Tom-Tom Beaters		
REQUIRED MATERIALS	Current costume for Mic-O-Say rank when directed to bring it, closed-toe athletic shoes		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Note that this activity begins at 2:00 p.m. (30 min. prior to the regularly scheduled afternoon periods). Other special times and instructions will be announced at the beginning of each week and during the activity each day. Tribesmen must listen carefully for these announcements. Contact the Mic-O-Say Director for further details.

Music Merit Badge



LOCATION	Hillside Pavilion	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	n/a		

Non-Swimmer Instruction



LOCATION	Pool	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	3:30 p.m. / 4:30 p.m.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	Any Scout who is a non-swimmer		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: This activity is designed to get Scouts comfortable with the water and to help them pass the First Class rank requirement for swimming and get them to the "Beginner" level.

Oceanography + Weather Merit Badges



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a			
OTHER SPECIAL INFO: These merit badges are part of the BSA Distinguished Conservation Service Award program.			

Orienteering Merit Badge



LOCATION	Scoutcraft Village	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Sturdy, closed-toe shoes, water bottle, notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 9 (officialize an orienteering event) and 10 (teach orienteering techniques) may have to be completed by the Scout after camp.			
OTHER SPECIAL INFO: n/a			

Paddle Craft Safety Certification



LOCATION	Richardson Lake	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	10:00 a.m. (2 hrs)	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	15 years or older and adult Leaders, must attain "Swimmer" level status		
REQUIRED MATERIALS	Shoes and clothing that can get wet, appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a			
OTHER SPECIAL INFO: Participants must attain "Swimmer" status during the Sunday swim check. This activity expands Safety Afloat Training for a Leader to confidently supervise canoeing or kayaking excursions on flat water. The certification is valid for two years. The length of the activity may be adjusted by the Aquatics Director depending upon the number and ability levels of the participants. The activity may not last all week if the participants complete early.			

Personal Fitness Merit Badge (Eagle Required)



LOCATION	Corral	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 11:00 a.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Running shoes, notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirements 1b (dental examination) and 7 (12-week training record).			
OTHER SPECIAL INFO: There will be a one mile run to help determine a Scout's baseline physical training. A Scout may bring a note signed by his or her parent or guardian or Scoutmaster indicating completion of the pre-requisites.			

Personal Management Merit Badge (Eagle Required)



LOCATION Corral **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 10:00 a.m. / 3:30 p.m. **PARTICIPANT CAPACITY** 16
RECOMMENDED FOR 12 years or older, preferably First Class or higher
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): Requirement 2 (13-week budget record) and 8 (7-day schedule). Scouts may bring a note from their Scoutmasters or other documentation indicating completion of the pre-requisites.
OTHER SPECIAL INFO:

Pioneering Merit Badge



LOCATION Scoutcraft Village **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 4:30 p.m. **PARTICIPANT CAPACITY** 16
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Sturdy shoes, work gloves
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: Scouts should know and be proficient in the basic Scouting knots to help accelerate the pace of this activity.

Pioneers Program (First Class Trail) - First-Year Camper Experience



LOCATION Scoutcraft Village **ACTIVITY LENGTH** 3 periods
ACTIVITY PERIOD(S) 9:00 a.m. (3 hrs) **PARTICIPANT CAPACITY** 100
RECOMMENDED FOR Scout or Tenderfoot Rank Scouts who are 1st year campers at Geiger
REQUIRED MATERIALS Sturdy shoes, water bottle, appropriate swimwear, towel
ANTICIPATED COSTS None
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: Scouts will complete approximately 2/3 of the requirements for Tenderfoot, Second Class, and First Class ranks. It is expected that participating Scouts would have completed the Scout Rank prior to camp, if at all possible.

Pottery Merit Badge



LOCATION Robidoux Outpost **ACTIVITY LENGTH** 1 period
ACTIVITY PERIOD(S) 11:00 a.m. / 2:30 p.m. / 3:30 p.m. **PARTICIPANT CAPACITY** 12
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Cloths that can get muddy, notebook & pen/pencil
ANTICIPATED COSTS \$10.00 activity fee will be added to the Scout's registration costs upon enrollment
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a
OTHER SPECIAL INFO: Scouts should be prepared with clothes that can get muddy.

Details for All Regularly Scheduled Daily Activities (Pages 60-76)

Radio Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m.	PARTICIPANT CAPACITY	14
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	n/a		

Reptile & Amphibian Study Merit Badge



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	Requirement 8 (maintain or observe a reptile/amphibian for at least a month)		
OTHER SPECIAL INFO:	Scouts may bring a signed note from a parent or Scout Leader acknowledging completion of the pre-requirement. This merit badge is part of the BSA Distinguished Conservation Service Award program.		

Rifle Shooting Merit Badge [.22 Caliber Option]



LOCATION	Rifle Range	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m./ 10:00 a.m./ 11:00 a.m./ 2:30 p.m./ 3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	Do NOT enroll a Scout who has already earned this merit badge. This is not an open shooting opportunity.		

Search & Rescue Merit Badge



LOCATION	Scoutcraft Pavilion	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	2:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		
OTHER SPECIAL INFO:	n/a		

Shotgun Shooting Merit Badge



LOCATION	Shotgun Range	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 10:00 a.m. / 11:00 a.m.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	13 years or older		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$25.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Do NOT enroll a Scout who has already earned this merit badge. This is not an open shooting opportunity. The age restriction is to help ensure the Scout is mature enough (both physically and mentally) to safely and successfully complete this merit badge.

Signs, Signals & Codes Merit Badge



LOCATION	Scoutcraft Village	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: n/a

Space Exploration Merit Badge



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	3:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	\$20.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: The activity fee covers the cost of the rocket kit and other materials required to complete the merit badge. The rocket launch will be at 6:45 p.m. on Wednesday night and must be attended in order to complete the merit badge while at camp.

Swimming Merit Badge (Eagle Option)



LOCATION	Pool	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	10:00 a.m. (2 hrs) / 2:30 p.m. (2 hrs)	PARTICIPANT CAPACITY	30
RECOMMENDED FOR	Any Scout, "Swimmer" level status must be attained during the Sunday swim check		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: The Scout must attain "Swimmer" level status during the Sunday swim check.

Swimming & Water Rescue Certification



LOCATION	Pool	ACTIVITY LENGTH	2 periods
ACTIVITY PERIOD(S)	9:00 a.m. (2 periods)	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	16 years or older and adult Leaders, "Swimmer" level status		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Participants must attain "Swimmer" level status during the Sunday swim check. The Boy Scouts of America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This certification is valid for two years.

Sustainability Merit Badge (Eagle Option)



LOCATION	Nature Lodge	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	10:00 a.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: n/a

Welding Merit Badge



LOCATION	Robidoux Outpost	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	9:00 a.m. / 10:00 a.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	14 years or older		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants)		
ANTICIPATED COSTS	\$10.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: n/a

Wilderness Survival Merit Badge



LOCATION	Scoutcraft Village	ACTIVITY LENGTH	1 period
ACTIVITY PERIOD(S)	4:30 p.m.	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	12 years or older		
REQUIRED MATERIALS	Sleeping bag, clothing suitable to spend the night in the open, pocketknife, survival kit*		
ANTICIPATED COSTS	None		
PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):	n/a		

OTHER SPECIAL INFO: Scouts will participate in one overnight campout on Blackhawk Ridge on Monday night. Scouts will need to report to Scoutcraft Village at 8:30 p.m. to go to the overnight location and complete their survival shelters.
*Necessary items for the survival kit are listed in the merit badge pamphlet.

Wood Carving Merit Badge



LOCATION Robidoux Outpost

ACTIVITY LENGTH 1 period

ACTIVITY PERIOD(S) 10:00 a.m. / 2:30 p.m.

PARTICIPANT CAPACITY 12

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Leather gloves are furnished but a Scout may bring his or her own

ANTICIPATED COSTS \$10.00 activity fee will be added to the Scout's registration costs upon enrollment

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP): n/a

OTHER SPECIAL INFO: Scouts should not bring their own knives to the activity. Scouts should have already earned the Totin' Chip recognition, but this must be earned before Scouts will be able to handle a pocketknife for the activity.

Woodwork Merit Badge



LOCATION Robidoux Outpost

ACTIVITY LENGTH 1 period

ACTIVITY PERIOD(S) 3:30 p.m. / 4:30 p.m.

PARTICIPANT CAPACITY 16

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS None

ANTICIPATED COSTS \$10.00 activity fee will be added to the Scout's registration costs upon enrollment

PREREQUISITES (REQUIREMENTS THAT WILL NOT BE COMPLETED DURING ACTIVITY AT CAMP):

OTHER SPECIAL INFO: Scouts should have already earned the Totin' Chip recognition, but this must be earned before Scouts will be able to work with the tools required for the activity.

2024 Camp Geiger Optional Activities Schedule

ACTIVITY'S LOCATION	ACTIVITY	OPEN FOR	6:00 A.M.	BREAKFAST	9:00 A.M.	10:00 A.M.	11:00 A.M.	LUNCH	1:30* P.M.	2:30 P.M.	3:30 P.M.	4:30 P.M.	SUPPER	7:30 P.M.	8:30 P.M.	9:30 P.M.
			MONDAY													
LARGE ARROW C.R.	Mic-O-Say Q&A Session	LEADERS					Open									
ARCHERY RANGE	Open Archery Shoot	ALL							\$2							
POOL	Free Swim	ALL							Open							
HERZOG LODGE	Leave No Trace Training	ALL							Open							
ROBIDOUX OUTPOST	Leaders' Metal Working	LEADERS									##					
(SEE PAGE 31)	Monday Night Mayhem	ALL												Open		
BLACK HAWK RIDGE	Wilderness Survival Campout	MB														MB
NATURE LODGE	Star Party	ALL													Open	
NATURE LODGE	Night Hike	ALL														Open
TUESDAY																
RICHARDSON LAKE	Safety Afloat & Safe Swim Defense Training	LEADERS					Open									
RIFLE RANGE	Open Rifle Shoot	ALL							\$5							
POOL	Free Swim	ALL							Open							
RUNNING HORSE C.R.	Skit Practice	ALL							Open							
MUSEUM	Scouting Heritage MB Counseling Session	SCOUTS							Open							
TAPPING VALLEY	Hammock Training	LEADERS							Open							
HERZOG LODGE	Scoutmaster & Asst SM Training	LEADERS								Open						
ROBIDOUX OUTPOST	Leaders' Metal Working	LEADERS									##					
(AS ANNOUNCED)	Vesper Services	ALL												Open		
LARGE ARROW C.R.	O.A. Open Lodge Meeting	ALL O.A.													O.A.	
WEDNESDAY																
DINING HALL	Help Cooks w/Pancakes	LEADERS	##													
FLAG PLAZA	Orienteering Training	LEADERS			Open											
COWBOY ACTION RANGE	Open Cowboy Action Shoot	14+/ LDRS							\$5							
POOL	Free Swim	ALL							Open							
RUNNING HORSE C.R.	Skit Practice	ALL							Open							
TRADING POST	Help w/Popcorn	LEADERS							##							
HERZOG LODGE	Youth Protection Training	LEADERS								Open						
ROBIDOUX OUTPOST	Leaders' Metal Working	LEADERS									##					
THURSDAY																
FLAG PLAZA	Old Camp Geiger History Hike	LEADERS					Open									
POOL	Free Swim	ALL							Open							
MUSEUM	Camp Geiger History Talk	ALL							Open							
MARVIN'S HAWK RANGE	Tomahawk Throwing & Bullwhips	ALL							Open							
HERZOG LODGE	Merit Badge Counselor Training	LEADERS							Open							
DINING HALL	Help Cooks w/Pulled Pork	LEADERS							##							
HERZOG LODGE	CPR & AED Certification	LEADERS								##, \$40						
HERZOG LODGE	Lanyard Making	LEADERS							Open							
ROBIDOUX OUTPOST	Leaders' Metal Working	LEADERS									##					

KEY TO ABBREVIATIONS: Open = Open enrollment for the groups as indicated in the "Open For" column (Scouts, Leaders, All, or certain age restrictions)

= Limited number of participants allowed. Sign-up while at camp at Headquarters.

\$ = Activity fee amount as indicated. For Open Shoots, tickets may be purchased in advance at the Trading Post or exact cash may be paid at the Range. For CPR, pay at Headquarters.

MB = Limited to the merit badge activity participants only.

Details for All Optional Activities

Archery Open Shoot



LOCATION	Short Arrow Archery Range	ACTIVITY LENGTH	1 hour
ACTIVITY START TIME(S)	Monday at 1:15 p.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$2.00 - purchase ticket in advance from Trading Post or pay exact amount at the Range.		

Come practice your archery skills during this open shooting period at the Archery Range.

BSA Distinguished Conservation Service Youth Award



LOCATION	N/A	ACTIVITY LENGTH	N/A
ACTIVITY START TIME(S)	N/A	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	N/A		
ANTICIPATED COSTS	None while at camp		

This is the highest conservation award that a Scout can earn in the BSA. As indicated in the requirements listed below, a Scout must earn a total of 7 conservation-related merit badges and complete 2 approved conservation projects (one of which may be the Scout's Eagle Scout project, if appropriate). Camp Geiger offers all 5 of the required merit badges for this award, as well as 7 of the elective merit badge options. Our Nature Director and Conservation Director are available to meet with Scouts to help them develop ideas for appropriate conservation projects.

Scouts BSA Requirements:

1. Be a First Class Scout.
2. Earn the following five Merit Badges: **Environmental Science, Fish & Wildlife Management, Forestry, Soil & Water Conservation, and Sustainability.**

And earn any two of the following Merit Badges: Bird Study, Energy, **Fishing**, Fly-Fishing, Gardening, **Geology, Insect Study**, Landscape Architecture, **Mammal Study**, Nature, Nuclear Science, **Oceanography**, Plant Science, Pulp & Paper, **Reptile & Amphibian Study**, or **Weather**.

3. Plan, lead and carry out two conservation projects, from two different categories (Categories include Air and Water Pollution Control, Energy Conservation, Fish & Wildlife Management, Forestry & Range Management, Hazardous Materials Disposal and Management, Invasive Species Control, Pollinator Management, Resource Recovery, or Soil & Water Conservation). The projects must be developed under the guidance and pre-approval of the Scout's Unit Leader, a BSA Distinguished Conservation Service Award Adviser and the Council Conservation Committee. One of the projects may include the Scout's Eagle Scout project, if applicable. All projects must contribute to environment improvement on a longterm scale. Applicants must use the BSA Distinguished Conservation Service Award Workbook to document each of the service projects.

4. Successfully pass a board of review conducted by the local Council's Conservation Committee.

Cowboy Action Open Shoot



LOCATION	Johnny Fry Cowboy Action Range	ACTIVITY LENGTH	1 hour
ACTIVITY START TIME(S)	Wednesday at 1:15 p.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Anyone age 14 or older		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$5.00 - purchase ticket in advance from Trading Post or pay exact amount at the Range.		

Come try your hand at shooting pistols, lever-action rifles, and double barrel shotguns during this open shooting period at the Johnny Fry Cowboy Action Range. Open to Scouts who are at least 14 years old (per National BSA policy for pistol shooting) and Leaders.

Details for All Optional Activities

Disc Golf Free Play



LOCATION	Disc Golf Course	ACTIVITY LENGTH	About 1 hr.
ACTIVITY START TIME(S)	On your own time	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	Will be available for checkout or you may bring your own discs		
ANTICIPATED COSTS	None		

Take advantage of Camp Geiger's recently added 9-hole disc golf course, thanks to a donation from the City of Savannah and the Savannah Rotary Club. Scorecards with a course map are available for free in the Flaming Crow Trading Post. The course begins and ends at the observation deck just northwest of the Trading Post.

Gaga Ball Free Play

LOCATION	Gaga Ball Pit (next to Trading Post)	ACTIVITY LENGTH	N/A
ACTIVITY START TIME(S)	On your own time	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Gaga balls are available at the Trading Post		
ANTICIPATED COSTS	None		

Bring a buddy and play a game of gaga ball. There will also be a tournament held as part of the "Monday Night Mayhem" activities.

Geocaching Challenge Course



LOCATION	All over Camp!	ACTIVITY LENGTH	N/A
ACTIVITY START TIME(S)	On your own time	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	GPS enabled device		
ANTICIPATED COSTS	None		

Our Geocaching Challenge Course provides Scouts the opportunity to explore our beloved camp, while earning the chance to obtain the one-of-a-kind Camp Geiger Geocache patch available only in the Flaming Crow Trading Post. Scouts must record what is found at 12 different sets of coordinates and show evidence that they were there. Just pick up the Geocaching Challenge Course instruction sheet at Headquarters to get started!

Jumping Bear Museum



LOCATION	Jumping Bear Museum (inside Trading Post)	ACTIVITY LENGTH	It's up to you!
ACTIVITY START TIME(S)	Open during Trading Post hours	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Every Scout, Leader and visitor		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	None		

The Jumping Bear Museum is located inside the Flaming Crow Trading Post building. Scouts, Leaders, parents, and the general public are welcome to view the museum's collection of hundreds of photos, documents, and artifacts telling the story of Scouting, the Pony Express Council, Camp Geiger, and the Tribe of Mic-O-Say. The museum is self-supporting; admission is free and a donation box is available. Thank you for visiting and supporting our rich history!

Details for All Optional Activities

Mile Swim Award



LOCATION	Pool	ACTIVITY LENGTH	About 1 hr.
ACTIVITY START TIME(S)	Monday after dinner (7:30 p.m.)	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader who is a proficient swimmer		
REQUIRED MATERIALS	Swimwear and towel		
ANTICIPATED COSTS	None		
REQUIREMENTS:	All participants must have successfully passed a Camp Geiger swim check and attained "Swimmer" level status.		
OTHER INFORMATION:	This activity is held during our "Monday Night Mayhem."		

Leave No Trace Training



LOCATION	Pool	ACTIVITY LENGTH	About 1 hr.
ACTIVITY START TIME(S)	Monday after dinner (7:30 p.m.)	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader who is a proficient swimmer		
REQUIRED MATERIALS	Swimwear and towel		
ANTICIPATED COSTS	None		
REQUIREMENTS:	All participants must have successfully passed a Camp Geiger swim check and attained "Swimmer" level status.		
OTHER INFORMATION:	This activity is held during our "Monday Night Mayhem."		

P.R.A.Y. Duty to God Recognition Patch



LOCATION	N/A	ACTIVITY LENGTH	N/A
ACTIVITY START TIME(S)	Must complete during camp session	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	As noted below		
ANTICIPATED COSTS	None		

The **P.R.A.Y. Duty to God Application Form** (found in the **Forms** section of this *Leader Guide*) contains the requirements that must be completed to be eligible to receive this recognition patch.

The **P.R.A.Y. Duty to God** program was developed by the Programs of Religious Activities for Youth (P.R.A.Y.) organization, which has an official partnership with the Boy Scouts of America. The program has been adapted so that Scouts and Leaders may earn it while at Camp Geiger. The purpose of the program is to help youth and adults experience God at camp, become more reverent, and also learn how they can earn their particular faith's religious emblem award later in their own church. Participants will be eligible to receive a segment of the beautiful four-part "Duty to God" patch by completing the requirements of the program. Scouts and Leaders who complete the requirements may present their P.R.A.Y. Duty to God Patch Application form to the Camp Geiger Trading Post or Pony Express Council Service Center to purchase the patch segment.

NOTE: There are four different P.R.A.Y. Duty to God patch segments available. Therefore, even if you have earned this award before, you may complete it again to earn each of the different patches.

More information about the religious emblems program, including a copy of the Duty to God Program information brochure (no. 512-879) may be obtained online: <https://www.scouting.org/awards/religious-awards/>

For more information about P.R.A.Y., visit their website at <https://www.praypub.org/>

Details for All Optional Activities

Rappelling & Zip Line Open Tower



LOCATION	Climbing Tower	ACTIVITY LENGTH	Until dark
ACTIVITY START TIME(S)	Monday after dinner (7:30 p.m.)	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	Long shorts and sturdy, closed-toe athletic shoes		
ANTICIPATED COSTS	None		

Come strap on a harness and rappel down our Climbing Tower. And if that's not enough excitement for you, go back up for a trip down our famous zip line! This activity is held during our "Monday Night Mayhem."

Rifle Open Shoot



LOCATION	Guarding Eagle Rifle Range	ACTIVITY LENGTH	1 hour
ACTIVITY START TIME(S)	Tuesday at 1:15 p.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$2.00 - purchase ticket in advance from Trading Post or pay exact amount at the Range.		

Practice your sharp shooting skills during this open shooting period at the Rifle Range.

Scouting Heritage Merit Badge



LOCATION	Jumping Bear Museum (inside Trading Post)	ACTIVITY LENGTH	N/A
ACTIVITY START TIME(S)	Anytime the museum is open	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	MB pamphlet, Notebook & pen/pencil		
ANTICIPATED COSTS	None		

PREREQUISITES (REQUIREMENTS THAT CANNOT BE COMPLETED AT CAMP): Requirement 6 (Scouting memorabilia collection) must be completed prior to camp in order to have the merit badge signed off as complete by our staff counselor. Scouts should bring photographs of their collection to demonstrate their completion.

OTHER INFORMATION: This is an "independent study" merit badge opportunity—there is not a structured activity program. Rather, Scouts are encouraged to utilize our museum collection in order to complete the requirements while at camp. Our Museum Director will be available to assist Scouts as needed and will serve as the merit badge counselor.

Swimming Free Swim



LOCATION	At the Pool!	ACTIVITY LENGTH	About 1 hr.
ACTIVITY START TIME(S)	After lunch (approximately 1:30 p.m.)	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	Appropriate swimwear (see policy on page 21), towel, and a buddy, of course!		
ANTICIPATED COSTS	None		

Who doesn't love getting cool at the Pool?! Free swim is open to all Scouts and Leaders. Even if you're a non-swimmer, you can soak in the cool water of the shallow end. Everyone must have a buddy for safety, though, so bring a friend or make a new one at the Pool. Be sure to obey all rules given by the staff.

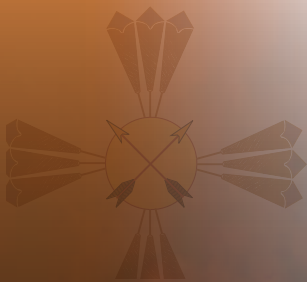
Tribe of Mic-O-Say

The Tribe of Mic-O-Say is the special honor society for campers at Camp Geiger. Mic-O-Say and Camp Geiger are inseparable. The Tribe was founded in the Pony Express Council by H. Roe Bartle in 1925, and it has been a major part of the program at Geiger since the camp opened in 1935. Thus, Mic-O-Say now proudly claims multi-generational membership and loyalty.

Mission

The mission of the Tribe of Mic-O-Say is:

- To guide boys to honorable manhood using the principles of the Scout Oath and Law, and to foster continued participation in Scouting, and
- To guide girls to honorable womanhood using the principles of the Scout Oath and Law, and to foster continued participation in Scouting.



Method

Our mission is accomplished by using men to guide boys on the trail of authentic manhood and women to guide girls on the trail to authentic womanhood. In this way, the Mic-O-Say program parallels the Scouts BSA program. In Scouting, there are now boy troops and there are girl troops. Each follows the Scouting program, but this is done separately to permit youth to grow and develop with their adolescent peers. The Mic-O-Say program is conducted with the same philosophy and in similar fashion.



Mic-O-Say's ceremonies, customs and traditions blend the spirit and pride of the American Indian with the ideals and objectives of the Boy Scouts of America. The Scouting adventure is prolonged using an historical theme that has held the attention and captured the imagination of youth and adults alike for many generations.

Ultimately, the purpose of Mic-O-Say is to reinforce the principles of the Scout Oath and Law and encourage continued participation in Scouting.

Membership

Mic-O-Say membership is conferred upon Scouts who participate in long-term camping on the Camp Geiger Reservation and who best exemplify progress in their leadership skills. Honorary membership is also bestowed upon adult Scouters who meet specified qualifications.

To be eligible for membership in Mic-O-Say, a Scout must be an honorable, seasoned, and experienced camper. He or she must have proven leadership ability by his or her work in the Scouting unit and the community. A candidate must be mature in thought and deed and be capable of understanding obligations as a Tribesman.

Each youth is judged on his or her own merit by the Tribal Council of the Tribe of Mic-O-Say. Some of the criteria considered are these:

- Is the Scout active in his or her Scout Unit?
- Has the Scout demonstrated his or her leadership abilities with younger Scouts?
- Has the Scout held positions of responsibility in the unit?
- Does the Scout live by the Scout Oath and Law?
- Does the Scout set a good example for other Scouts?
- Has the Scout achieved an upper rank?
- Has the Scout completed a grade of schooling which implies an ability to understand his obligation to the Scout Oath and Law?
- Is the Scout a long-term Camper?

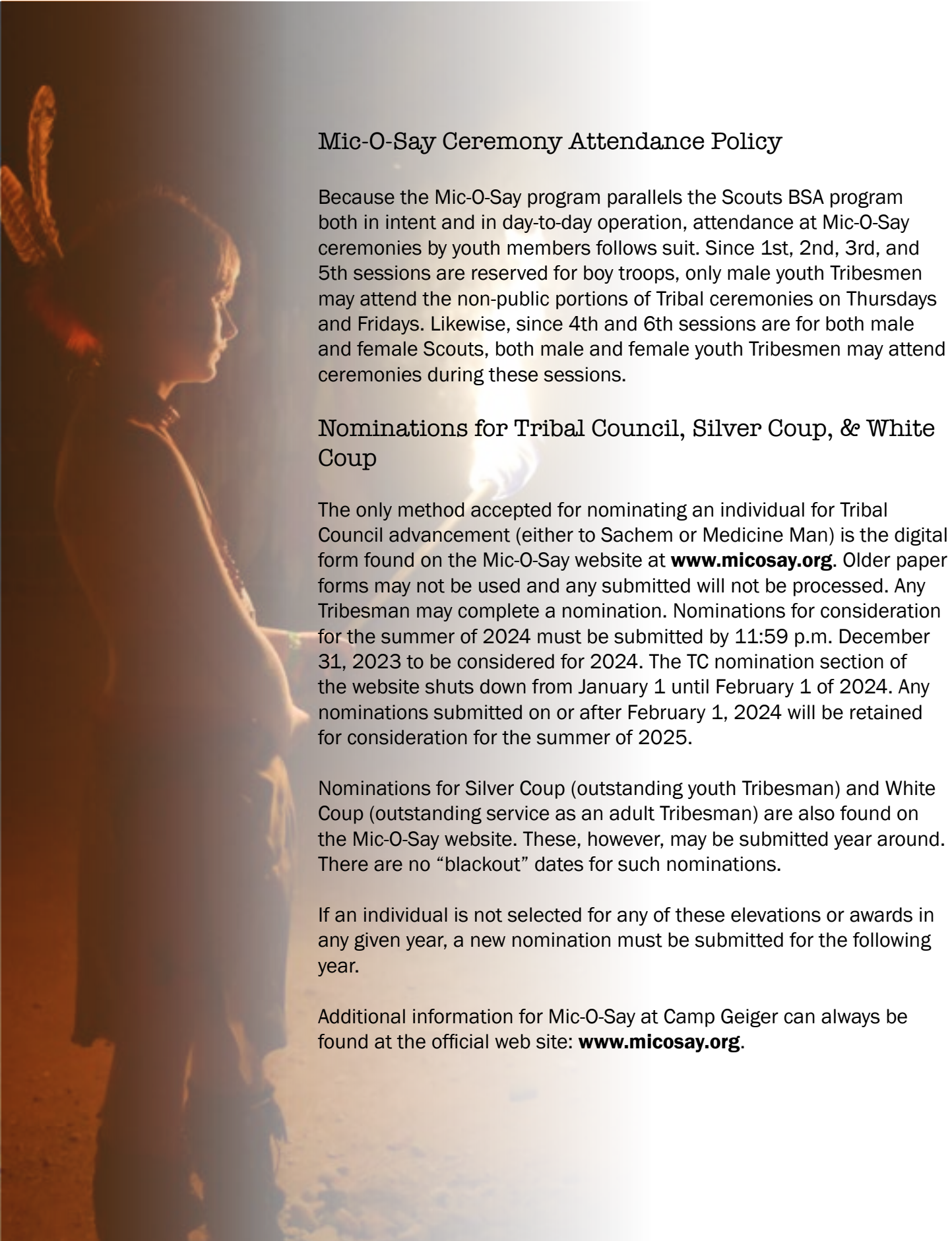
With these high standards in mind, you should explain to your young, non-Tribesmen that any Scout can become a member of Mic-O-Say at any time. The real qualifications for membership are advancement in Scout Rank and being a true leader of younger Scouts. Let every young Scout attend our Tapping Ceremony with high hopes.



The process by which youth attain membership in Mic-O-Say will be conveyed to Leaders on several occasions early in the camp session. Adult membership is determined by the Council of Chieftains. If you are a non-Tribesman and a Leader in your unit and feel that an individual should be considered for Mic-O-Say membership, please contact our Mic-O-Say Director. If your troop is new to Camp Geiger, please contact the Mic-O-Say Director on Sunday when you arrive at camp. He will schedule an orientation program for your unit as early as possible.

Please direct any questions you may have pertaining to Mic-O-Say to our Mic-O-Say Director. He can be contacted throughout the summer in the Mic-O-Say Office within Swimming Rock Lodge or by email at this address: **micosaydirector@gmail.com**





Mic-O-Say Ceremony Attendance Policy

Because the Mic-O-Say program parallels the Scouts BSA program both in intent and in day-to-day operation, attendance at Mic-O-Say ceremonies by youth members follows suit. Since 1st, 2nd, 3rd, and 5th sessions are reserved for boy troops, only male youth Tribesmen may attend the non-public portions of Tribal ceremonies on Thursdays and Fridays. Likewise, since 4th and 6th sessions are for both male and female Scouts, both male and female youth Tribesmen may attend ceremonies during these sessions.

Nominations for Tribal Council, Silver Coup, & White Coup

The only method accepted for nominating an individual for Tribal Council advancement (either to Sachem or Medicine Man) is the digital form found on the Mic-O-Say website at www.micosay.org. Older paper forms may not be used and any submitted will not be processed. Any Tribesman may complete a nomination. Nominations for consideration for the summer of 2024 must be submitted by 11:59 p.m. December 31, 2023 to be considered for 2024. The TC nomination section of the website shuts down from January 1 until February 1 of 2024. Any nominations submitted on or after February 1, 2024 will be retained for consideration for the summer of 2025.

Nominations for Silver Coup (outstanding youth Tribesman) and White Coup (outstanding service as an adult Tribesman) are also found on the Mic-O-Say website. These, however, may be submitted year around. There are no “blackout” dates for such nominations.

If an individual is not selected for any of these elevations or awards in any given year, a new nomination must be submitted for the following year.

Additional information for Mic-O-Say at Camp Geiger can always be found at the official web site: www.micosay.org.

The Geiger Story

Camp Geiger Today

If you are a Boy Scout or Scout Leader, we heartily encourage you to consider Camp Geiger as the place for your summer camp experience. It will take little to convince Scout units in the Pony Express Council to come to Camp Geiger. They have been doing so – *willingly and enthusiastically* – for years. They know that Camp Geiger always meets or exceeds the expectations of their Scouts, Leaders, and parents.

If you have decided to come to Camp Geiger for the first time, we welcome you. And if you are returning to Geiger, welcome back. You won't want to miss out on the fun, adventure and sense of independence and freedom that you will find in the rolling hills of Camp Geiger, situated on the Missouri River bluffs just north of Saint Joseph, Missouri.

One of the unique features of Geiger is flexibility. We literally have dozens of program activities that provide Scouts of a broad range of ages many fun learning opportunities. This flexibility extends to the unit needs in providing the opportunity for their Scouts. Everything you need for a great Geiger experience can be found in this manual. You will find forms, activity schedules, general camp information and much more. You are welcome to print out any schedules, forms or resources you may find helpful.



A Proud History

Let's take a stroll through the past. Camp Geiger's history is rich and fascinating. Soon after the birth of Scouting in the early 1900s, the Scouting Movement began to grow rapidly across the United States. Troops in St. Joseph were organized as early as May 1912, with the chartering of Troop 1 at the YMCA.

There was no official Scout council at that time, nor was there any official summer camp.



*Above, a flag ceremony at **Camp Brinton**, the predecessor to Camp Geiger. This photo is from 1928.*

By July of 1916, several troops had organized, and a group of the city's business and professional men met at the Chamber of Commerce to organize the St. Joseph Council of the Boy Scouts of America that year.

At that time, no paid Scout Executive was employed. Summer camps were held at various locations, including Bean Lake and Garrettsburg, Mo., for the first few years.

As summer camping became a mainstay of the new program, the need for a permanent camping location grew. In 1918, a group of Scouting organizers located a high ridge of wooded property, or "hog back," as it was called, near Agency, Mo. Excitement grew as they realized the thirty acre tract would make an excellent permanent summer camp.

According to a longtime council historian, "The land was owned by a local farmer, **W. E. Brinton**. The owner was at first hesitant, as he had dealt with 'city boys,' and felt justified in suspecting and mistrusting them. Experience had shown him they had tendencies to take fruit, to damage property, to annoy and injure livestock. But the little group of men struggling to develop Scout work here named a committee to talk the matter over and seek temporary use of the ground."



Above, the first pool at Camp Geiger opened in 1935. Although perhaps not always sanctioned, swimming also took place in the “swimming hole,” just below the waterfall in the original camp property.

To the right, Buffalo Bill campsite was one of several sites that had cabins rather than tents. Buffalo Bill was located a little north of the present day Sky Hawk campsite.

Finally the farmer agreed. Following the first summer, Brinton was of a changed mind. He enthusiastically agreed to continue loan of the ground each summer, and within a few years, he voluntarily deeded the tract over to the council. Thus, Camp Brinton, as it was then called, became the first permanent summer camp of the St. Joseph Council. By 1925, attendance had grown steadily, but nothing would prepare the Council for what was to follow. The new Scout Executive, just arrived from Wyoming, would popularize Scouting and summer camp in a manner never seen before. He would provide an exhilarating experience for boys which continues to the present day. His name was **Harold Roe Bartle**.

Bartle arrived in January of 1925 and worked diligently at expanding the Scouting movement. Within a short time, boys were clamoring to join the Boy Scouts in St. Joseph and to attend the summer camp at Agency. Camp Brinton was remodeled and improved each year in an attempt to keep in stride with the growing attendance. Bartle’s intense energy involving the community in Scouting, and his innovative summer camp concepts, including an Indian Lore honor camper program called Mic-O-Say, began to fill the little summer camp beyond its capacity.



Scouters began to look about for a new summer camp which could be acquired. When Bartle was transferred to the Kansas City area in 1929, his successor, Rex Gary, continued the search.

The Move to Camp Geiger

In December of 1930, an exciting news article appeared in the *St. Joseph Gazette*. It was announced that a local physician, **Dr. Charles Geiger**, would make a gift of his old boyhood home to the Boy Scouts to be used as a summer camp. The beautiful river bluff property he had explored as a youth would be rediscovered by countless others. It would be called Camp Geiger.

Clearing and building on the new property began as soon as possible. A Dining Hall and caretaker's cabin were fashioned from the many rocks found in the area, and the main stream running through the heart of the property was dammed to form a swimming hole. A large bridge was built to traverse the ravine between the main ridges of the camp. Living quarters were constructed of rock and wood and canvas.

*Our state of the art
Archery and Rifle ranges
in the valley below Herzog
Lodge.*

Finally, in July of 1935, Camp Geiger was officially opened as the summer camp of the council. Its opening also coincided with the construction of a new swimming pool, built high on the bluff above the camp.





Above, a camp staff member leads his host troop on a hike to the swimming pool during the Sunday check-in process.

Many additions would follow as the new Camp Geiger enjoyed more than fifteen years of immense popularity to the Scouts in the St. Joseph and surrounding areas.

Geiger Expands in the 1950s

By the early 1950s, it was clear that the ever-increasing camp attendance had once again outgrown the facilities. Additional land purchases allowed the beginning of a new camp, to be located to the north, high on the river bluffs. In December of 1950, it was announced that Harry Block of St. Joseph would donate the first new building. The Block Memorial Training Center would serve primarily as the Dining Hall but could also be used in the off season for training. Construction of this building marked the beginning of the “new Camp Geiger” located on the northern river bluffs, and most of the camp activities were officially moved to this new area in 1952. This marked the launch of the second major era of Camp Geiger history and development.

Additional buildings were donated by civic-minded organizations and individuals, including the Headquarters and Trading Post building, officially named the Sol Hirsch Lodge (located in what came to be called the Corral, as it still is). Handicraft Lodge was donated by the *St. Joseph News-Press/Gazette* in 1954 (this facility is no longer standing, having been replaced by one of the new camp staff housing buildings).

Goetz Lodge was dedicated in 1956, and the Maryville Health Lodge (now used for camp staff housing) was built in 1965. By the late 1960s, the original swimming pool had served for over 35 years and

construction began on a new facility on the northernmost property in 1970. This new pool would open in the summer of 1971, and it continues to serve Camp Geiger well thanks to several renovations over the past five decades.

Further Expansion

In 1989, the property adjacent to the present camp entry road was purchased through the generous donations of several Chieftains of the Tribe of Mic-O-Say. On this land, called “Chieftains’ Corner,” now reside the Messick Dining Hall and the Colonel Courtney F. Turner Headquarters & Health Lodge, both opened in 1992. In the early 2000s, Camp Geiger acquired former quarry land south of the original camp, providing a buffer against potential development.

In 2004, Richardson Lake was formed, and over the next few years our impressive COPE course and climbing tower and modern Archery and Rifle Range facilities were also constructed.

Below, a Tribesman bows as he enters the totem poles which mark the entrance to Tribal grounds. By doing so, he remembers special commitments he made the night of his induction.



In 2015, Camp Geiger placed a FEMA-rated storm shelter in every campsite. One can actually say a Scout is safer at Camp Geiger during severe weather than he is at home!

Past Intertwines with the Present

For 89 years, Camp Geiger has served tens of thousands of Scouts as their summer home away from home. If one hikes along the path of the current Shotgun Range, he is traversing quite a bit of the old original camp. Parts of the foundation of the first Camp Geiger Dining Hall are still visible, and one can locate the remains of several of the rock-based structures, including the Dan Beard Adirondack campsite and the old Caretaker's Cabin at the original camp entrance.

Below, a scene from an impressive closing ceremony of a Wednesday Night Visitors' Campfire. At these public events, parents, friends, and relatives have the opportunity to see a glimpse of the Scouting program in action and witness the "Spirit of Scouting" at its finest.

On a quiet day, the wind seems to echo with the laughter of young Scouts from those early years. It carries their hopes and dreams to mingle with ours on the northern bluffs.

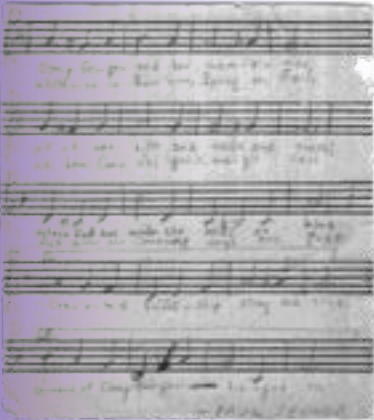
For, though Camp Geiger has enjoyed the reputation of ever-changing programs and fun for so many decades, we have kept the concepts and traditions with which we began.

The future – and the past – are always alive at Camp Geiger!



Camp Geiger Traditions

Today, both of the Camp Geiger Songs are sung one after the other, linked together by the word “on...” Sung in together in this manner, they are commonly known as the “**Camp Geiger Medley.**”



Above, photo of the original Camp Geiger song, as penned by Paul Spence (Honorary Warrior Red Elk) in 1949.

Original Camp Geiger Song (“Camp Geiger Memories”)

Camp Geiger and her memories,
All of her hills, and rocks, and trees.
Where God has made the sky so blue,
Created friendships strong and true.
Whether in summer, spring or fall,
We hear Camp Geiger’s magic call.
And when our camping days are gone,
Dreams of Camp Geiger linger on.

Paul Spence, 1949

Second Camp Geiger Song

On the hills above the river, in among the trees,
Flows the flag of old Camp Geiger, waving in the breeze.
Hail Camp Geiger, Hail Camp Geiger,
With your Scouts so true.
With your spirit of good Scouting,
Hail, O hail to you.

The Scout Vesper Song

Softly falls the light of day,
As our campfire fades away.
Silently each Scout should ask,
Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?

Camp Geiger Grace

For food, for shelter, for clothing,
For family, for friends, and for freedom,
We thank thee, O Lord.

Chieftain Eagle Feather, 1950

Forms

Forms that are designated as “**Interactive**” are built in such a way that Leaders can type in the information at home—prior to coming to camp. This creates a neat and easy to read form. After you have entered your information, simply save the document with a new name and then you can print out the form.

What You Need to Bring to Camp

INTERACTIVE

This form is to give to each of your Scouts so they can pack properly.

Information for Parents for Visitors’ Night

INTERACTIVE

This form should be given to parents at your pre-camp meeting. You can put in specific information that applies to your troop.

Troop Roster - Youth

INTERACTIVE

This form is for your use and to keep in your campsite. Valuable whenever you need to do a roll call or check to see if all of your Scouts are present and accounted for.

Troop Roster - Adult Leaders

INTERACTIVE

This form is used to list all adults who will be serving as Leaders during the week.

Part Time Adult Leaders

INTERACTIVE

This is a form that you will need to complete and submit to camp officials.

Individual Scout Schedule (with camp map)

INTERACTIVE

This has been one of the most popular of the recently developed forms. Especially valuable for your newest Scouts. It has a map to help guide them to the location of their activities.

Leaders’ Master Schedule of Scouts’ Activities

INTERACTIVE

This allows you to keep a complete schedule of every Scouts’ activities for the week.

Troop Table Waiter Duty Roster

PEN & INK

You will want to use this one! It is not interactive because you won’t be able to complete it until you are at camp since you will not know table assignments prior to arrival..

Scout/Scouter Medication Storage Waiver

INTERACTIVE

Required for each Scout or Leader whose medications will be stored in campsite.

Camp Geiger Camper Release Form

INTERACTIVE

Required for any Scout who will be leaving the camp for any length of time.

Camp Geiger - Campsite Inspection Form

REFERENCE

This is a reference piece. It is the form the inspectors use and allows you to know what items and areas in your campsite will be evaluated.

Campership Application

INTERACTIVE

For any Scout who has financial needs that cannot be provided by the troop.

P.R.A.Y. Duty to God Award Patch Application

INTERACTIVE

May complete ahead of time if you have the information

Final Checklist

INTERACTIVE

Provided as a convenience. It’s always easy to forget something, so feel free to use it!

Camp Geiger Map

REFERENCE

This full color map can be printed to give to your Scouts or posted on the troop bulletin board.

2024 - What You Need to Bring to Camp

Individual Scout or Leader

Scout's Name _____

SCOUTS (REQUIRED)

- | | |
|--|---|
| <input type="checkbox"/> Signed BSA Physical (A, B & C) | <input type="checkbox"/> Cot |
| <input type="checkbox"/> BSA Field Uniform (Class A) | <input type="checkbox"/> Sleeping bag/sheets & pillow |
| <input type="checkbox"/> Troop Activity Shirts (Class B) | <input type="checkbox"/> Towel |
| <input type="checkbox"/> T-shirts | <input type="checkbox"/> Toothbrush & toothpaste |
| <input type="checkbox"/> Shorts (knee-length) | <input type="checkbox"/> Soap and shampoo |
| <input type="checkbox"/> Changes of underwear | <input type="checkbox"/> Water bottle |
| <input type="checkbox"/> Several pairs of socks | <input type="checkbox"/> Flashlight |
| <input type="checkbox"/> Closed-toe shoes | <input type="checkbox"/> Raincoat or poncho |
| <input type="checkbox"/> Swimwear (see policy) | <input type="checkbox"/> Insect repellent |
| <input type="checkbox"/> Long sleeve sweatshirt | <input type="checkbox"/> Sunscreen (SPF 30+) |
| <input type="checkbox"/> Jeans and/or long pants | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Hat or cap | <input type="checkbox"/> Individual program needs* |

* Scouts should bring a notebook and pens/pencils for most merit badge activities. Certain merit badges and other activities may have other specific materials or clothing you need to bring. These are noted in the activities section of the current *Camp Geiger Leader Guide*. Get this information from your Scoutmaster or other troop Leader.

SCOUTS (OPTIONAL)

- | | |
|--|--|
| <input type="checkbox"/> Air mattress | <input type="checkbox"/> Pocketknife * |
| <input type="checkbox"/> Mosquito netting | <input type="checkbox"/> Sewing kit |
| <input type="checkbox"/> Hiking boots | <input type="checkbox"/> Bible or prayer book |
| <input type="checkbox"/> Shower sandals/flip-flops | <input type="checkbox"/> Musical instrument |
| <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Phone (only if unit allows) |
| <input type="checkbox"/> Mic-O-Say costume (if member) | |

* Scouts must have completed the Scout Rank requirement regarding pocketknife safety and should have earned their Totin' Chip certification in order to carry and use pocketknives, axes, or saws while at camp. Only foldable knives are permitted, and blade length cannot exceed six inches. Sheath knives and switchblades are not permitted. Only adult Leaders may bring axes or saws.

2024 - Information for Parents for Visitors' Night

Visitors' Night is Wednesday night of your Scout's week at camp.

Our campsite is _____
The Camp Geiger staff host will provide you a brochure and map of camp upon arrival.

You should arrive around _____ p.m.

The troop's camp meal will be held at _____

Additional Information for our troop:

Information & Rules for Visitors' Night

- Visitors may begin arriving at camp at 5:30 p.m. and are welcome to stay until shortly after the campfire program at approximately 9:30 p.m.
- **No pets are allowed at Camp Geiger.**
- Visitors should follow the troop's plan for Visitors' Night. Most eat with their Scouts in the campsite and bring food to share with their troop.
- Supper in the Dining Hall is only for those registered Scouts and Leaders in troops who do not have visitors joining them for the meal.
- Troops that wish to leave camp to eat supper outside of camp property as a unit must notify the Headquarters Manager no later than noon on Wednesday.
- Individual Scouts or Leaders who wish to leave camp to eat elsewhere must be checked out at the Headquarters building, following usual camp policy.
- The Trading Post and Geiger Museum will be open until 7:15 p.m.
- The Space Exploration MB rocket launch will take place near the observation deck on the north side of the Trading Post at 6:45 p.m.
- Scouts will assemble in Tapping Valley at 7:45 p.m., while the parents and other visitors may proceed to the Running Horse Council Ring.
- The campfire will begin at approximately 8:00 p.m. in Running Horse Council Ring.
- Troops are responsible for transportation of meals and equipment to their campsites.
- Visitors unable to walk the trails will be offered transportation to campsites, eating locations, and the campfire.
- No cooking is allowed in campsite unless approved in advance by the Camp Director.
- All visitors must be off camp property by *Call to Quarters* at 10:00 p.m.~

2024 - Part-Time Adult Leader Form

Part-Time Leader Name _____ Gender ____ Troop _____

Please check one: **Week 1** **Week 2** **Week 3** **Week 4** **Week 5** **Week 6**

Complete one of these forms for each part-time adult Leader including those sharing a full-time slot. This information will greatly help the Dining Hall staff plan seating and Headquarters track who is expected to check-in and when they will do so. Part-time adults must check-in at Headquarters upon arrival (if not during regular Sunday check-in) and/or check out when leaving for the remainder of the session (if not leaving with the unit on Saturday morning).

Camp Geiger welcomes adult Leaders who might not be able to spend the entire week at camp with their troop. Please understand, however, that part-time adults do present planning challenges with regard to Dining Hall seating and campsite tent allocation, especially when the number of campers in a particular session approaches our maximum capacity. Therefore, we cannot guarantee a part-time adult Leader a space on a tent platform. Each part-time Leader should be prepared to bring a tent and set it up in the assigned campsite, if necessary. Campsites are assigned based upon full-time campers. Each full-time camper (Scout or adult) will have space on a tent platform in a tent that accommodates two campers. In addition, we cannot guarantee a part-time Leader will be able to sit with his or her troop inside the Dining Hall. The part-time Leader will be given a Dining Hall pass indicating what meals he/she is entitled to and should expect to present it upon entering the Dining Hall. Seating might be assigned on the porch just outside the Dining Hall.

Please check one of the following

This part-time Leader is registered online as:

Adult PT 1 Day Adult PT 2 Day Adult PT 3 Day Adult PT 4 Day

Adult - Full Week - He/She is sharing a full time slot with _____ and will be the first to arrive.

This part-time Leader is NOT registered online, but should be classified as:

Adult PT 1 Day Adult PT 2 Day Adult PT 3 Day Adult PT 4 Day

Adult - Full Week - He/She is sharing a full time slot with _____ and will be the first to arrive.

If not registered online, please complete the following:

Name _____ Phone _____

Email Address _____ Date of Birth _____

Youth Protection Date _____ Troop Office Held _____

Mic-O-Say Rank / Paint Station _____

Please check the night(s) this part-time adult will be spending in the campsite and the meals to be taken in the Dining Hall.

Sunday <input type="checkbox"/>	Monday <input type="checkbox"/>	Tuesday <input type="checkbox"/>	Wednesday <input type="checkbox"/>	Thursday <input type="checkbox"/>	Friday <input type="checkbox"/>	Saturday <input type="checkbox"/>
	Breakfast <input type="checkbox"/>	Breakfast <input type="checkbox"/>	Breakfast <input type="checkbox"/>	Breakfast <input type="checkbox"/>	Breakfast <input type="checkbox"/>	Breakfast <input type="checkbox"/>
	Lunch <input type="checkbox"/>	Lunch <input type="checkbox"/>	Lunch <input type="checkbox"/>	Lunch <input type="checkbox"/>	Lunch <input type="checkbox"/>	
Dinner <input type="checkbox"/>	Dinner <input type="checkbox"/>	Dinner <input type="checkbox"/>	Dinner <input type="checkbox"/>	Dinner <input type="checkbox"/>	Dinner <input type="checkbox"/>	

Return this form **no later than 10 days before your camping session.**

Email to: campgeigerbsa@gmail.com

2024 - Individual Scout Schedule

THIS FORM CONTAINS A CAMP GEIGER MAP AND CAN BE ESPECIALLY HELPFUL TO YOUR YOUNGER SCOUTS.

Scout's Name _____

1st Period, 9:00 a.m.	
2nd Period, 10:00 a.m.	
3rd Period 11:00 a.m.	
Optional Activities. 1:30 p.m.	
4th Period, 2:30 p.m.	
5th Period, 3:30 p.m.	
6th Period 4:30 p.m.	
Evening Activities	



Revised and Updated for 2024

Troop Table Waiter Duty Roster - 2024

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Table 1						
Table 2						
Table 3						
Table 4						
Table 5						
Table 6						

Post on Campsite Bulletin Board

2024 - Scout/Scouter Medication Storage

The completion of this waiver will allow for an individual's medications to be stored outside of Camp Geiger's Health Lodge, provided that the following conditions are met. It is the duty of the responsible party or parties to ensure that all of the guidelines are followed through the entirety of the camping session. Camp Geiger and its staff will not be responsible for any problems related to this arrangement.

Requirements for troop storage of medications include, but are not limited to the following requirements:

- Secure, locked storage container with access restricted to responsible parties only.
- Medications stored and administered as per manufacturer's guidelines and physician's orders.
- Responsible party or parties must keep a medication log of dates and times that medications were taken.
- Medication logs must be accessible to Health Lodge staff upon request.
- Medications must be accessible to Health Lodge staff in the event of an emergency
- Sharps must be properly disposed of in the sharps containers in the Health Lodge.

Medications requiring refrigeration or other special storage arrangements or requirements must still be stored at the Health Lodge.

Name of Scout or Scouter _____ Troop No. _____

Names of Adults Responsible for Medications:

Signature of Adult Taking Primary Responsibility _____

Date _____

This form must be attached to the Scout's or Adult's physical exam form.

This form must be on record and attached to the Scout or Scouter's physical examination form at the time of check-in and before medications may be stored outside the health lodge.

This form must be used if prescription or over the counter medications are to be kept outside the health lodge.

2024 - Camp Geiger Camper Release Form

This form must be completed for any Scout leaving camp for any reason during his or her session. Completed forms should be submitted at the unit's check-in or emailed to **campgeigerbsa@gmail.com**

Scout's Name _____ Troop _____ Campsite _____

Date and Time camper is to leave camp _____

Date and Time camper is to return to camp _____

Leaving with _____ Relationship _____

Reason camp is leaving _____

Signature of Parent / Guardian _____ Date _____

Signature of Campmaster / Scoutmaster _____ Date _____

Note: When a camper leaves during the session, **the person picking up the Scout is required to provide a picture ID before the Scout will be allowed to leave.** An adult Leader from the troop is to accompany the Scout to Headquarters to check out.

2024 - Camp Geiger - Campsite Inspection

Day of the Week _____

Campsite _____ Troop _____

LATRINE (POINTS)			
Washbasin	Max 7		Comments
Toilet	Max 7		
Water Hose	Max 7		
Concrete Slab & Structure	Max 7		

CAMPSITE (POINTS)			
Grounds	Max 7		Comments
Trees / Brush	Max 6		
Trash Barrels	Max 5		
Picnic Tables	Max 4		

TENTS (POINTS)			
Gear Stowed	Max 10		Comments
Platforms	Max 10		
Tent Flaps	Max 9		

SPECIAL ITEMS (POINTS)			
Two-Deep Leadership	Max 10		Comments
Flags Displayed	Max 10		
Troop Bulletin Board	Max 9		

BONUS (POINTS)			
			Comments

INSPECTORS' NOTES

TOTAL POINTS

2024 - Campership Application

Camperships are for youth members registered in the Pony Express Council.

General Information

Note: Funds available for camperships covered by this application come from funds restricted by the council or donated by individuals for the use of Scouts attending camping activities at Camp Geiger and District Day Camps.

Please read all instructions completely and fill in all spaces. Do not include extra paper with this application.

The Council Camping Committee is concerned about the individual needs and the unit's individual evaluation of the Scout for whom this request is made. Generally, camperships are limited to no more than 75% of the registration fees. Each Scout, his family or his unit should provide a minimum of 25% of the registration fees.

Camperships are not transferable, refundable and have no cash value.

Applications must be submitted by April 1st. Applications received after April 1st will be reviewed, but may not be granted due to lack of funds.

All information in this application will be treated confidentially.

Instructions

Campership Request

Please list the amount or portion of the cost provided by the Scout, the family, the unit and/or the chartered organization to arrive at the amount requested.

The ninth part of the Scout's Law is "A Scout is THRIFTY." A Scout works to pay his own way. The Council Camping Committee is very interested in what the Scout has done to assist his family in providing him with this camping experience. This is a character building opportunity for the Scout to learn the importance of being THRIFTY.

Family Information

Briefly describe the general circumstances that require campership assistance for the Scout to attend camp.

Unit Endorsement

This area is extremely valuable to the Council Camping Committee. Failure of the unit to provide this endorsement may result in the application being denied or delayed until further information can be obtained.

Information should be provided as to the Scout's participation in the unit's fundraising activities like the popcorn sale.

In many cases, the unit will be aware of the financial need of the Scout. Confirmation of this fact or further explanation is helpful. Do not merely repeat information already provided.

In keeping with the policies of the Boy Scouts of America, the rules for acceptance and participation in camp activities are the same for everyone without regard to race, sex, creed, color, national origin, age or physical limitation.

Return completed application no later than April 1 to

Pony Express Council
1704 Buckingham St.
St. Joseph, MO 64508-8157

Scout's Legal Name _____ DOB _____

Street Address _____ Unit No. _____

City _____ State _____ Zip _____

Telephone Number _____ Parent's Name _____

Council _____ District _____

Application is for:

____ Camp Geiger ____ Cub Resident Camp ____ Webelos Weekend ____ District Day Camp

If attending Scout camp, what session? _____

Age _____ Rank _____ Years in Scouting _____ Years at summer camp _____

2024 - Campership Form, continued. Scout's Name _____

Campership Request		
Cost of Camp	\$ _____	Briefly explain what Scout has done to earn a portion of his camp fee. Include Council, unit, and individual fundraising activities and service work performed
Less Cost Provided by Scout	- _____	
Less Cost Provided by Family	- _____	
Less Cost Provided by Unit	- _____	
Less Cost Provided by Chartered Partner	- _____	
Net Campership Request	\$ _____	

Scout's Popcorn Sales Last Fall / Spring \$ _____

Family Information		
This section must be completed by the Scout's family. Briefly describe the circumstances that require campership assistance for the Scout to attend. In most cases camperships are not granted to families who have income over \$60,000		
Total yearly household income:	\$ _____	
Names & Ages of Other Children in the Home (under the age of 18)		
_____	_____	_____
_____	_____	_____
Date of Request _____		
Parent Signature _____		

Unit Endorsement		
Please provide as much information as possible to assist the Council Camping Committee in evaluating this application		
Does this unit participate in FOS? Yes _____ No _____	Does this unit sell popcorn? Yes _____ No _____	
Is this Scout a newly registered Scout? Yes _____ No _____	If yes, date registered _____	Did Scout advance in rank in last 6 months? Yes _____ No _____
Unit Leader Signature _____		
A registered Scout who cannot pay the full cost of attending council camp activities may apply for limited assistance (campership). This fund assists deserving Scouts to attend camps with a percentage of the cost based on need, but is not intended to provide the full fee. Families, units and/or the chartered partner are expected to provide a portion of the fee. Campership aid is for only ONE camping experience. The above Unit Leader attests that he knows the Scout and his family and believes the facts on this application are accurate. Furthermore he/she states that the unit has made a diligent effort to fund this Scout's fees from the unit, the committee, committee members and/or the chartered organization before applying for council funding. Applications for unregistered persons and applications without proper signatures will be returned to the Unit Leader.		
Council Action		
Guideline Amt: \$ _____	Requested Amt: \$ _____	Granted Amt: \$ _____
Date Received _____	CCC Initials _____	Date _____

2024 - P.R.A.Y. Duty to God Award Application

Scout's or Leader's Name _____

Check off each of the following requirements as they are completed:

___ 1. Attend a religious service at Camp Geiger.

___ 2. Participate in or help lead at least three daily devotionals with members of your troop or other Scouts while at camp.

___ 3. Learn the Camp Geiger Grace or another grace. Recite and explain it to your Troop Chaplain Aide, Troop Chaplain, or the Camp Geiger Chaplain.

___ 4. Youth must promise to attend a Duty to God Religious Emblems program presentation and commit to earning the Religious Emblem of their faith. If a Scout has already earned his faith's Religious Emblem, he must help explain the award program to another Scout.

Adult Leaders must commit to help make a presentation on the Duty to God Religious Emblems program at a regular troop meeting or serve as a counselor in their local church or troop for the Religious Emblems program.

Duty to God Certification

I certify that I have completed the requirements above and am eligible for my _____ (1st, 2nd, 3rd, or 4th) P.R.A.Y. Duty to God patch

Scout's/Leader's Signature _____ Date _____

Troop Chaplain Aide's Signature _____

Scoutmaster's Initials _____

2024 - Final Troop Checklist

This checklist will help ensure that troops are ready for camp and that no detail has been forgotten

Prior to Camp

- _____ Transportation arranged for all Scouts (No riding in back of trucks, seatbelts used)
- _____ Unit camping equipment ready (See list in *Getting Started* section of this Leader Guide)
- _____ Scouts given Individual Checklist of items to bring to camp (*Separate form available*)
- _____ Scouts given list of materials to bring for individual activities
- _____ Scouts made aware of any prerequisites and costs for their activities
- _____ Unit program equipment (Merit Badge books, ropes, Troop and American flag, etc)
- _____ Copy or copies of Troop and Adult rosters prepared to keep in campsite
- _____ Emergency funds
- _____ Sufficient adult leadership for every day and night of the week (Two deep always)
- _____ Schedule and hold a pre-camp meeting for Scouts and parents
- _____ Give parents a copy of the Visitors' night policies (*separate form*)
- _____ Parents given camp phone number for emergencies (816-364-1523)
- _____ Campmaster has list of emergency phone numbers to reach parents
- _____ Every Scout has physical completed. Review all sections for completion. Include waiver!
- _____ Every physical has insurance information attached after back page
- _____ Medication Waiver attached to front of physical if medications will be kept in campsite

Ten Days Prior to Camp

- _____ Pre-camp Information Form has been completed online.

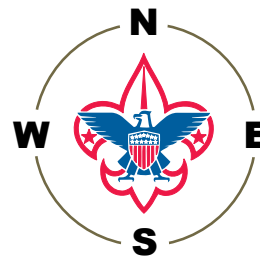
Required at Check-In

- _____ Local Tour Permit completed and filed with council office before arrival at camp (if traveling greater than 500 miles each direction, the National Tour Permit must be filed)
- _____ All fees paid
- _____ Troop Roster (to keep in campsite)
- _____ Adult Roster (to keep in campsite)
- _____ Camper Release Form for any Scouts will be leaving camp during the week

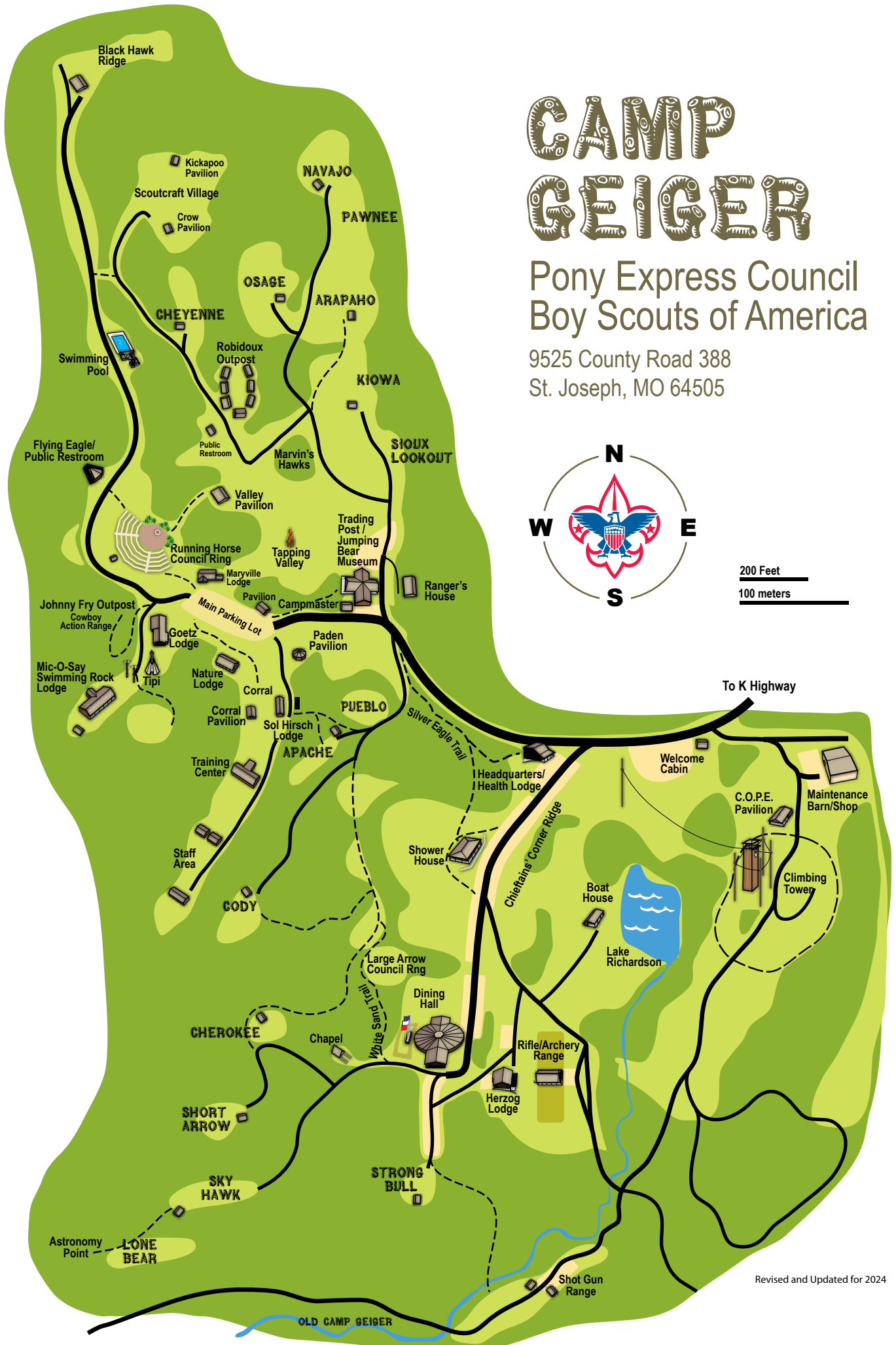
CAMP GEIGER

Pony Express Council
Boy Scouts of America

9525 County Road 388
St. Joseph, MO 64505



200 Feet
100 meters





PONY EXPRESS COUNCIL

Boy Scouts of America
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