

Camp Geiger

AMERICA
250

LEADER GUIDE

2026



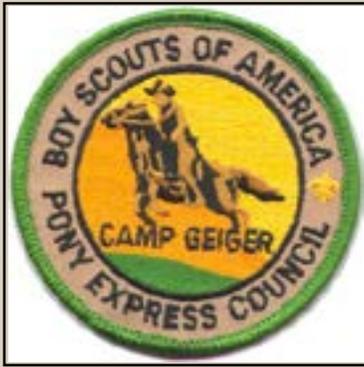
Scouting America - Pony Express Council

Why Camp Geiger?

Troops from across the United States call Camp Geiger home. In 2025, we welcomed Scouts and troops from at least 10 states scattered across the country! We have Scouts and troops from multiple other councils throughout the Midwest and from as far away as Texas, New York, and Washington who regularly return to our camp year after year. And we even have an on-going partnership with the Derbyshire Scouts in the United Kingdom that has been bringing British Scouts to our camp every 10 years since 1987.

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 (if not more!) are almost always available.
- We offer **daily 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 Innovation Scouts.
- 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 Jumping Bear Museum, Handicraft & Trades program area, and Shooting Sports ranges.
- 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**, our unique honor organization steeped in 100 years of tradition and mystique, which recognizes, honors, and encourages Scouts as they begin to transition towards maturity.



Alan Franks
Scout Executive, 2009-present

Steve Liechti
Camp Director, 2026

Braydon Tomasic
Program Director, 2026

Larry Easter
Camp Ranger, 2023-present

Camping Committee, 2025-26
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Dave Fox
Editor, *Camp Geiger Leader Guide 2026*

Cover image - "A Scout is Loyal" by Norman Rockwell (1940)

Camp Geiger Leader Guide 2026

Scouting America - Pony Express Council

Welcome Back... to the Future Camp Geiger!

We at Camp Geiger are always looking to the future but are reverent about the past. So, what better way to spend part of the summertime than "On the hills above the river, in among the trees." Where over 90 years of the traditions of the past meet the technology of the future. This year we will also be celebrating the semiquincentennial of the United States of America. I know that the Staff is working very hard on the events for **America's 250th birthday**.

My Scouting adventure started on these bluffs above the Missouri River in 1968, and I began my Geiger Staff experience in 1973. Since that time, Camp Geiger has continually kept up with and stayed ahead of the times. Camp Geiger is a wonderful setting where young women and men can enjoy all aspects of nature and instill great American values. Our technology program is second to none when it comes to innovation and technology advances.

Your most experienced Eagle Scouts, as well as your Scouts who will be enjoying their first long-term camping encounter, will find multiple activities to participate in. Our program activities hold the attention and imagination of all Scouts and Leaders camping with us. We offer a plethora of merit badge activities, including Eagle required/option. Our C.O.P.E. program (Geiger was the first in the nation), an ever expanding aquatics program, not to mention our Range & Target and Trades areas, are not rivaled.

If you have not experienced family style dining (with plentiful seconds), you are in for a treat! And you will also find that our Dining Hall program is exceptional. Braydon Tomasic, our 2026 Program Director, and the rest of our outstanding staff will keep you entertained and engaged. Campfires and other evening events with our Staff, including Wednesday Family Night Campfire, will round out your experience.

Camp Geiger's honor camper program, the Tribe of Mic-O-Say, is embarking on a second 100-years of tradition and excellence. This unique program honors those Scouts and Leaders with proven expertise in Scouting skills and leadership. Mic-O-Say inspires Scouts of all ages, both at camp and in their communities, throughout the year.

Braydon and I are looking forward to seeing you during your Geiger Experience. Let us know how we can enhance your stay with us.

Steve Liechti
Camp Director

Braydon Tomasic
Program Director

"I strongly believe in Scouting.... It's a source of strength to us.
I am very appreciative to all who give leadership."

- John F. Kennedy (America's first President to have been a Scout)

ponyexpressbsa.org - campgeigerscouting.org

How This Leader Guide is Organized

The *Leader Guide* is designed to have a logical flow and incorporates a color-coded system to help you visually identify each section:

- A light blue banner marks the **Table of Contents**.
- A green banner highlights the **Getting Started** section, which contains everything your troop and Scouts need to do before camp.
- A light orange banner designates the **Your Week in Camp** section. This section explains the flow of each day in camp throughout the week for everyone and includes the overall Daily Schedule.
- A light gray banner features the **Health and Safety** section. This section addresses important policies and procedures to maintain the health and safety of all participants in any Scouts BSA program.
- A red banner denotes the **Program** section pages. This is the largest section of the *Leader Guide* and includes a comprehensive program grid, which is organized to show the days and times for every Merit Badge and non-Merit Badge activity that is held each day during regular program hours, Monday–Friday. The Activity Schedule 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.
- A bittersweet banner marks the **Tribe of Mic-O-Say** section, which provides an overview of the Pony Express Council’s 100 year old program designed to honor outstanding Scouts.
- A purple banner marks **The Geiger Story** section, which contains highlights of the remarkable 90 year history of Camp Geiger.
- Finally, all necessary forms you might need this year are in the **Forms** section, designated with a black banner. 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.

HISTORY OF THE LEADER GUIDE

The 2026 Camp Geiger Leader Guide is the eighth 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 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 seven 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.

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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Scout/Scouter Medication Storage Waiver
Camp Geiger Release Form
Camp Geiger - Campsite Inspection Form
Campership Application
Duty to God Award Patch Application
Final Checklist
Other Scouting America Camping Programs at Geiger in 2026
Camp Geiger Map



Getting Started

ABOUT THIS LEADER GUIDE:

The 2026 *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.

Locking In Your Session

Once your troop has decided to make Camp Geiger its summer camp home for 2026, 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.

2026 Summer Camp Dates

Session 1: June 7 – 13

Boy Troops

Visitors' Night: June 10

Mic-O-Say Tapping: June 11

Session 2: June 14 – 20

Boy Troops

Visitors' Night: June 17

Mic-O-Say Tapping: June 18

Session 3: June 21 – 27

Boy Troops

Visitors' Night: June 24

Mic-O-Say Tapping: June 25

Session 4: June 28 – July 4

Boy and Girl Troops

Visitors' Night: July 1

Mic-O-Say Tapping: July 2

Session 5: July 5 – 11

(Cub & Webelos Packs)

(Cub & Webelos Camp, July 8-11)

Session 6: July 12 – 18

Boy and Girl Troops

Visitors' Night: July 15

*Provisional Troops available

Mic-O-Say Tapping: July 16

*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 Scouting America policies and requirements.



Important Registration Dates & Deadlines

June 8, 2025	Troop Registration opens for units to reserve their session choice for 2026 (\$100 troop deposit is required)
February 1, 2026	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, 2026	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 program activities.
April 1, 2026	Campership Applications are due to the council office (for in-council Scouts only; see page 12 and the application form for details)
April 2, 2026	Campers registered on April 2 or later will be charged the Regular Rate Fees (only with the exception of New Scouts and New Adults)

2026 Camper Fee Schedule

Type	Description	Deposit	Early Rate	Regular Rate
Scout	Full Week	\$100	\$430	\$440
Scout	New Scout - Full Week ^	\$100	\$430	\$430
Scout	Full Week with Popcorn Sales Discount *	\$100	\$330	\$340
Scout	New Scout - Full Week with Popcorn Discount	\$100	\$330	\$330
Scout	Returning for additional week.	\$100	\$230	\$240
Adult	Full Week	\$100	\$350	\$360
Adult	New Leader - Full Week ^	\$100	\$350	\$350
Adult	Part-Time (per day)	N/A	\$75/day	\$75/day
Adult	Returning for additional week	\$100	\$190	\$200

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

^ 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, 2025.



2026 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	Painting & Woodwork MBs	\$10.00
Art MB	\$5.00	Pottery MB	\$10.00
Cooking MB	\$15.00	Rifle Shooting MB	\$15.00
Cycling MB	\$10.00	Shotgun Shooting MB	\$25.00
Indian Lore MB	\$5.00	Space Exploration MB	\$20.00
Innovation Scouts	\$15.00	Welding MB	\$10.00
Johnny Fry Cowboy Action	\$15.00	Wood Carving MB	\$10.00
Leatherwork MB	\$15.00		
Metalwork MB	\$15.00		

Camper Registration & Activity Enrollment

All camper registration and activity enrollment is completed online at: <https://scoutingevent.com/311-summercamp2026>. 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 by 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. After that time, Leaders should check with the Program Director regarding activity availability and enrollment.

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



Financial Help for Scouts – Camperships

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.

Attending Camp Geiger 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 assistance 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.)

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 during 2nd, 3rd, or 4th sessions (See “Attending Camp Geiger Without Your Unit” section above). However, during 6th session, Scouts may also opt to 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. (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 his/her attendance at camp.
 - B. Illness or death of a 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 two (2) Scouting America registered adult Leaders, one of whom must be at least 21 years of age, are required for every hour of every day while the unit is in camp. For all-girl or family troops, at least one (1) of the two Leaders must be an adult female over the age of 21, per National Scouting America policy.

All adults attending Camp Geiger as either full-time or part-time Leaders must be registered members of Scouting America and registered with camp. **All adult Leaders must also have current Safeguarding Youth Training certification.** In all instances, we follow the most current Scouting America policies in the *Guide to Safe Scouting*, which can be found online at: 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 one (1) adult Leader must be a registered member of Scouting America.

Part-Time Leaders

Two (2) part-time Leaders may "share" a full-time slot and will not be charged the per diem fee. Register the part-time Leader who will be 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 three (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 ten (10) days prior to your arrival. Any part-time Leader who arrives after Sunday must check in at Headquarters immediately upon 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 organization 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 Scouting America program.

Linked Troops

Per national Scouting America summer camp policy, **Scouts BSA boy and girl troops may not be “linked”** (i.e., combined into a single “camp unit”) **unless** the units have been registered with their council as a **family troop** (effective December 15, 2025). Thus, the combination of Scouts and/or Leaders from separately chartered boy and girl troops into one “unit” in order to attend camp is prohibited unless the units have officially combined with their chartering organization into a family troop. In addition, “bridging” or sharing of registered Leaders across troops in order to meet camp leadership requirements is not allowed for any troops, regardless of whether or not they are the same gender troops. If your troop does not have the appropriate leadership registered to fulfill Scouting America policies, your Scouts may only attend as **contingent** members of another troop that does have appropriate two-deep leadership.

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 two (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** (available online at: scouting.org/health-and-safety/GSS/).



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 wish*. Each unit must indicate this preference on their Pre-Camp Information Form. 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 Scouting America 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.



Camp Geiger Custom T-Shirts and Care Packages!

Don't forget to visit our Geiger Outfitters Shop website as you are preparing to come to camp at: camp-geiger.square.site

Leaders can order **customized 2026 Camp Geiger t-shirts** that include your troop's number and location. Order at least two (2) weeks prior to camp to ensure availability when you arrive on Sunday.

Parents and grandparents can also select from several **"care package" options** to have delivered to their favorite Scout(s) while they are in camp.



Pre-Camp Information Form

Approximately three (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 (i.e., online) 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/Leader's name followed by his or her troop number**. It is strongly recommended that items be mailed no later than the Saturday before the unit's session in order to ensure that it arrives in time for delivery to the individual while still at camp.

A version of this checklist appears in the 2026 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.

What Scouts & Leaders Need to Bring to Camp

REQUIRED

- | | |
|--|--|
| <input type="checkbox"/> Signed physical (Parts A, B & C) | <input type="checkbox"/> Cot |
| <input type="checkbox"/> Scout 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.) | |

Your Week in Camp

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.

Sunday Arrival & Check-In Process

Arrival and check-in at Camp Geiger is from **1:00–3:00 p.m.** on Sunday of your troop's selected camp session. You are welcome to arrive anytime during this period. Be aware that troops arriving early will be expected to wait until check-in begins at 1:00 p.m.

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 pro-



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.



ceed through the medical recheck station in the Corral Pavilion. At this time, **all Scouts and Leaders must have their Scouting America Medical 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 store his or her medication at the Health Lodge, 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 also 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 by your staff guide to the Pool for swim checks. For all Scouts and Leaders who intend to participate in an Aquatics activity during the week, a Camp Geiger swim check is required. This includes anyone enrolled 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 are not planning 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

North Camp Campsites:

- Arapaho
- Cheyenne
- Kiowa
- Navajo
- Osage
- Pawnee[^]
- Sioux Lookout

South Camp Campsites:

- Apache[^]
- Cody
- Cherokee
- Lone Bear
- Pueblo
- Short Arrow
- Strong Bull (Closed 2026)
- Sky Hawk

[^]Bring Your Own Tents (BYOT)



in the afternoon (4:30 p.m.), or at another time as arranged with the Aquatics Director.

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 two (2) vehicles *total* are allowed in each campsite at any given time—this includes vehicles from any other troops. Therefore, it is strongly recommended that your troop pack all gear into as few vehicles as possible that will be taken to the campsite—ideally, just one, if at all possible.

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 (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 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 one (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 Dinner & Evening Events

While the Leaders meeting is going on in Herzog Lodge, the rest of your 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 your troop's place around the Flag Plaza, where you will stand for assembly before each meal for the duration of the week. (See more regarding assemblies and meal time procedures on pages 25-26. A detailed table waiting plan is available on pages 27-28.)

Following dinner, troops will be dismissed until **7:45 p.m.**, when they must **assemble in the Corral** for the **Sunday Night Opening Campfire**. The campfire concludes by dismissing all non-Tribesmen back to their campsites, while Tribesmen attend a special **Mic-O-Say Rededication Ceremony**. NOTE: Leaders must ensure that your troop will have two-deep leadership in your campsite for your Scouts who will not be attending this ceremony. After Tribesmen have been dismissed to return to their campsites, the evening concludes with a **storm shelter drill**.



The 2026 Daily Schedule

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 Scouting America 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.	<i>Breakfast</i>
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.	<i>Lunch</i>
1:10 p.m.	Rest Period
1:30 p.m.	Optional Activities: Free Swim
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.	<i>Dinner</i>
(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>





These Scouts exemplify a proper "Class A" Field Uniform for evening meals and campfires: official Scout shirt, shorts, socks, and belt. Note: Many units also wear a troop neckerchief and/or hat.



Meal Assemblies & Flag Ceremonies

Ten minutes before breakfast, lunch, and dinner, all Scouts and Leaders assemble on the parade ground around the Flag Plaza on the west side of the Dining Hall. Attire is casual or "Class B" for breakfast and lunch. The full Scouting America Field Uniform ("Class A") is encouraged to be worn for dinner.

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 a Scout uniform (either "Class A" or "Class B") give the salute, while 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 toward the south end of Chieftains' Ridge, has a unique, round design with a distinctive cupola at the top. A giant fan that hangs inside below the cupola greatly improves air flow on hot summer days.

Meal Time & Dining Hall Procedures

All troops are assigned to tables on Sunday evening based on the total number of full-time registered Scouts and Leaders in camp for the unit. Your troop will continue to use the same tables at every meal throughout the week.

Our tables seat eight (8), however, be aware that our junior staff members are assigned to sit at the tables with the troops throughout the Dining Hall in order to promote comraderie with your Scouts and help encourage engagement during any meal-time program, such as singing songs. So, there will often be 1-2 staff members allotted for a table, as well.

Due to space limitations, any part-time Leaders beyond the total number of full-time campers for your unit 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.

Please remain standing when you have arrived at your assigned seats. Grace will be said or sung. For grace, all members 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.

Meal Time Fun & Entertainment

Every meal at Camp Geiger is a special event. After everyone has eaten, there is a brief fun-filled program. 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, or the occasional locating of “Sitting Bull.” Throughout each 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! @193.5theeagle**



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 dinner on Sunday and that plan will be used for the remainder of the week.

After sufficient time has been allowed for the meal (typically about 20 minutes), 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 one 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 any post-meal program (singing songs, announcements, etc.) and Scouts and Leaders have been dismissed, the table waiters remain to clean the table and surrounding area. Post-meal duties and responsibilities include:

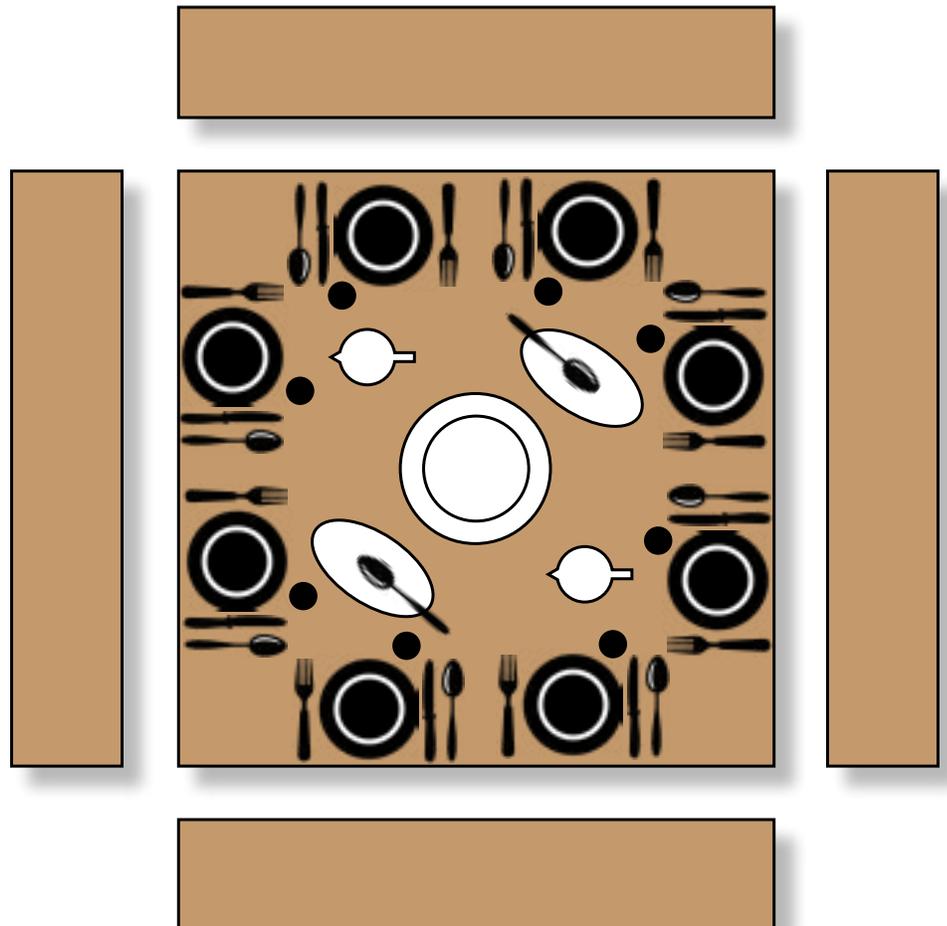
- Using a spatula to scrape food waste off of all plates and bowls before taking them to the dishwashing collection area.
- Discarding all food waste and garbage from the table into a trash can and emptying the pitchers into designated buckets.
- Using a wet dishtowel to *thoroughly* wipe down the table (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 rejoin his or her troop. Note: A troop may be called to send a table waiter back if its tables are not properly 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."



2026 Summer Camp Menu

DAY	BREAKFAST 7:30 A.M.	LUNCH 12:30 P.M.	DINNER 6:30 P.M.
Sunday			<ul style="list-style-type: none"> • Chicken Fried Chicken • Mashed Potatoes w/gravy • Green Beans • Salad Bar • Chocolate Parfait • Beverage
Monday	<ul style="list-style-type: none"> • French Toast Sticks • Sausage Links • Cereal • Yogurt • Milk & Juice 	<ul style="list-style-type: none"> • Hot Dog with Chili • Chips • Salad Bar • Cookie • Beverage 	<ul style="list-style-type: none"> • Beef Nachos • Rice/Refried Beans • Salad Bar • Cheesecake • Beverage
Tuesday	<ul style="list-style-type: none"> • Breakfast Burritos • Country Potatoes • Cereal • Yogurt • Milk & Juice 	<ul style="list-style-type: none"> • Chicken Nuggets • Mac & Cheese • Corn • Salad Bar • Brownie • Beverage 	<ul style="list-style-type: none"> • Salisbury Steak • Mashed Potatoes w/gravy • Carrots • Salad Bar • Apple Crisp • Beverage
Wednesday	<ul style="list-style-type: none"> • Pancakes • Bacon • Cereal • Yogurt • Milk & Juice 	<ul style="list-style-type: none"> • BBQ Rib on a Bun • French Fries • Salad Bar • Cookie • Beverage 	<ul style="list-style-type: none"> • Meals with Visitors (<i>as arranged by Troops</i>) • Pizza and Ice Cream in the Dining Hall for Troops who do not have visitors bringing meals
Thursday	<ul style="list-style-type: none"> • Egg Muffin Sandwich • Hash Brown Patty • Cereal • Yogurt • Milk & Juice 	<ul style="list-style-type: none"> • Chicken Patty • Baked Beans • Cole Slaw • Salad Bar • Brownie • Beverage 	<ul style="list-style-type: none"> • Spaghetti w/Meat Sauce • Garlic Bread • Broccoli • Salad Bar • Cake w/frosting • Beverage
Friday	<ul style="list-style-type: none"> • Biscuits and Gravy • Scrambled Eggs • Cereal • Yogurt • Milk & Juice 	<ul style="list-style-type: none"> • Sloppy Joes • Tator Tots • Vegetable • Salad Bar • Cookie • Beverage 	<ul style="list-style-type: none"> • Hamburger on a Bun • Chips • Cookies or BrowniesF • Beverage



Coffee is available at all meals in the Dining Hall. Special meals can be prepared for Scouts with certain food sensitivities and allergies. Please let us know before your troop's arrival at camp via the online **Pre-Camp Information Form**.

*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**, off the northwest corner of the Parade Ground (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.



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 their troops to camp. 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.
- Ensure your Scouts attend daily activities and evening programs and help observe program areas during the activity periods.
- Use the **Master Schedule of Scout Activities** located in the Forms section 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 lunch 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 order **customized Camp Geiger t-shirts** prior to camp for their Scouts and Leaders. Parents and grandparents can also use the website to purchase “care packages” for their Scouts to send them special surprises while they are at camp. The shop’s website is available at: 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. Items may be ordered in advance at: innercircletrade.com.

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.



Afternoon Rest & Optional Activities 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.

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 on page 77 for more details.

Monday Night at Camp Geiger isn’t just another evening—it’s *Monday Night Madness!*

Get ready for a high-energy night packed with action, challenges, and nonstop fun centered around the Dining Hall—and capped off with the COPE Tower wide-open for adventure.

Test your skills and push your limits with a variety of rotating activities and games happening all around the Dining Hall area. Then take things to new heights as the **COPE Tower opens for climbing, challenges, and adrenaline-pumping excitement.**

Run. Climb. Compete. Laugh. Whether you’re chasing bragging rights, conquering the tower, or just hanging out with your fellow Scouts, **Monday Night Madness** is the place to be.

Where will the madness take you?



Tuesday Evening Vesper Services & Troop Night

A Scout is Reverent. On Tuesday evening, after the evening meal, religious vesper services are held for Scouts. A brief all-faith service for Scouts is conducted by our Camp Chaplain around the Flag Plaza. Catholic Mass is conducted at the Camp Geiger Chapel (down the hill to the southwest of the Dining Hall). Please contact the Camp Chaplain or Program Director if you would like to arrange a religious service for another particular faith on Tuesday evening or at another 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/or 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 Conservation Director or Camp Ranger, in advance). Many troops use this time for 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 all-faith vesper service on Tuesday evening, there will be a brief meeting in the Large Arrow Council Ring (down the hill to the northwest of the Dining Hall) for any Arrowmen who would like to attend. 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.



IMPORTANT REMINDERS:

No pets are allowed at Camp Geiger. Only registered service animals, appropriately identified as such, may be present.

Special meal arrangements:

- No cooking is allowed in campsites unless approved by the Camp Ranger and Camp Director.
- Troops that wish to leave camp to eat dinner 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.

Special transportation needs:

- Visitors unable to walk the trails will be offered transportation to campsites, eating locations, and the campfire.

A **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.



Wednesday Visitors' Night

Visitors' Night happens each Wednesday evening of the summer camping sessions and is always one of the most memorable experiences of the week. 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.

Visitors may begin arriving at camp no earlier than 5:30 p.m. and are welcome to stay until shortly after the campfire program (approximately 9:45 p.m.)

Traditionally, many troops invite their families and friends to join them for a meal in their campsite or other approved location (sign-up conducted during the Daily Leaders Meeting). Most troops arrange for food to be brought in by family members. For those troops that will not have visitors, a pizza dinner is provided in the Dining Hall. The Dining Hall meal is for registered Scouts and Leaders only.

The Trading Post and Geiger Museum will be open until 7:15 p.m., and the Space Exploration merit badge activity rocket launch will take place from near the observation deck at the north end of the Trading Post at 6:45 p.m.

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.

All troops assemble in Tapping Valley at 7:45 p.m., while all family members and other visitors should find seats in the Running Horse Council Ring between 7:30-8:00 p.m. Selected refreshments and merchandise items will be available for sale for visitors below the sound booth at the top of the Council Ring seating area after 7:30 p.m. **The campfire program will begin shortly after 8:00 p.m. and usually finishes around 9:30 p.m.**

Immediately following the closing of the campfire, visitors are to exit the Council Ring directly to the parking lot, while all Scouts and Leaders will be directed to leave through the rear entrance behind the backdrop (the same way they entered). Troops will 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 required to leave camp immediately following the conclusion of the campfire and must be off of camp property by no later than *Call to Quarters* at 10:00 p.m.

Thursday Night Tapping Ceremony

Another highlight for all Scouts and Leaders is the Thursday Night Tapping Ceremony. The impressive ceremony marks the selection of those Scouts and Leaders who will be inducted into Camp Geiger’s honor camper society—The Tribe of Mic-O-Say.

All Scouts and Leaders who will not be otherwise engaged in the ceremony as members of Mic-O-Say, must assemble in the Corral by 8:20 p.m. The ceremony is open to the public to view. Visitors may arrive at camp after 8:00 p.m., and they may watch from the hillside to the east of the Tapping Fire (below the observation deck just northwest of the Trading Post). Visitors may bring lawnchairs or blankets. All visitors must depart camp immediately following the closing of the Tapping Ceremony.

End the week at Camp Geiger with a Friday night you won’t forget...

Come together one last time to celebrate an incredible week at camp with good food, great company, and a relaxed atmosphere as the evening begins.

As the night goes on, you may notice a few unexpected sights. Some curious moments. Maybe even a little organized chaos.

We won’t give too much away—but keep your eyes open, your sense of wonder ready, and expect the unexpected as the finale unfolds.

Good food. Great company. A closing night with a twist. Trust us—you won’t want to miss it.



Saturday Troop Check-Out Procedure

- Weather permitting, **a total of two (2) vehicles per campsite are allowed into the campsite 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 determines that the roads are too wet to allow vehicles into the campsites.
- 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 from the basement patio of Goetz Lodge 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 leave camp by no later than 11:00 a.m., unless special arrangements are made with the Camp Director and Camp Ranger.



Health and Safety



NOTE FOR TRIBESMEN:

Runners, Keepers, Tribal Council, and Chieftains must also have at least Parts A and B of the Scouting America medical health information on file, in order to attend and participate in ceremonies during any weeks in which they are not registered campers.



Health Lodge Staff & Services

A qualified medical staff member is on duty at our Health Lodge 24 hours a day. In the 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.

Official Scouting America Medical Form - Required for All

Every Scout and Leader who is in camp for more than 72 hours is required to have a current **official Scouting America Annual Health and Medical Record form (Parts A, B, and C)** on file in the Health Lodge. The form is located in this *Leader Guide* in the Forms and Resource section. **Only the official Scouting America form is acceptable.** Physicals from other camps, sports physical forms, and physicals for other venues are not acceptable substitutes. **A new physical is required every year and must have been completed within the calendar year of camp.** We recommend that Scouts have their Scouting America medical forms completed when they have their annual health maintenance exam or sports physical.

If you are not staying at camp for more than a 72 hour period of time, only Parts A and B of the medical health information forms are required.

Medication

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 section of this *Leader Guide*. The form must be attached to the Scout's or Leader's Scouting America medical records. Additionally, a log of all medications dispensed and the time they are dispensed must be kept by the responsible Leader and made available to the Health Lodge staff upon request.

Alternatively, prescription medicine for Scouts or 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. It is the sole responsibility of the Scout or Leader to ensure that he/she takes his/her medication at the appropriate

Emergency Procedures

Units are expected to bring a copy of their **Unit Roster** (Forms section). This copy should be 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** shortly after the campfire. 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.

LIGHTNING: If lightning strikes have been detected within ten (10) 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.

SEVERE STORM AND TORNADO WARNINGS: 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.

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.



Fire Guard Plan

Each troop is expected to organize a Fire Guard Plan for their campsite and run a drill by no later than Monday evening. **A proposed plan is provided on the bulletin board in each campsite.**

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

Vehicle & Transportation Policies

PARKING: No vehicles may remain in campsites after Sunday afternoon check-in. By 5:00 p.m. on Sunday, all vehicles must be parked in either the main parking lot or the parking areas on Chieftains’ Ridge between Headquarters and the Dining Hall. On Wednesday afternoon, all vehicles must be moved to the Chieftains’ Ridge parking areas in order to accommodate visitors for the Wednesday Night Campfire and Mic-O-Say Ceremonies on Thursday and Friday nights.

VEHICLE USAGE: Unless otherwise approved by the Camp Director or Camp Ranger, all vehicles must remain parked in one of the two parking areas. Adult Leaders may request a temporary driving pass for medical reasons only. Such requests must be made at Headquarters and approved by the Camp Health Officer and Camp Director. **NOTE:** Medical driving passes are for the adult Leader only, and he or she may not transport other campers.

DRIVE ON GRAVELED AREAS ONLY: With the septic systems in each campsite, vehicles must stay off the grass and on graveled areas **ONLY.** Any damage to lines in the septic field will result in forfeiture of the troop damage deposit.

PASSENGER SAFETY: 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.

BICYCLE POLICY: Scouts and Leaders may not bring bicycles from home. Bikes are provided by Camp Geiger exclusively for the activities that require them and are not to be used outside of the specified program.



The Camp Geiger speed limit is 15 mph.





Walking Camp

Camp Geiger is proud to be a “walking camp.” All those who come to camp should be willing and able to walk the trails to and from campsites, program areas, and the Dining Hall. In addition, our vehicle policies are intended to make Camp Geiger a *safe* walking camp, by reducing the motorized traffic in areas commonly used by pedestrian campers. Nevertheless, **Scouts and Leaders should use the camp trails and not walk on the main camp road between Headquarters and the Trading Post.**

Accommodations for Campers with Special Needs

Any Scout under age 18 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** (emailed to troops prior to camp and submitted online) at least two (2) 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 transport the youth 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.

Only a limited number of council approved vehicles operated by trained Staff members are allowed at Camp Geiger. Personal transportation vehicles or devices are not permitted to be brought to camp. Only Scouts under 18 years of age who have been granted special accommodations for transportation may be transported across parts of camp.

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 driving pass may be issued, which allows that individual to drive their vehicle from the Dining Hall to the main 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.

Leaving Camp During the Week

All campers, youth and adult, who must temporarily leave camp during the week **must sign out at the Headquarters** upon departure, specifying the date and time of expected return. The individual(s) must sign in again at Headquarters immediately upon return. This is necessary for the camp to be able to maintain an accurate record of who is in camp at any given time in the event of an emergency situation.

Youth campers may leave only with an authorized adult over the age of 21. The Scout must have a completed **Camp Geiger Camper Release form** (See Forms 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. Please make sure that any person picking up a youth from camp is aware that **a photo ID will be required** (this policy includes parents). In order to ensure a speedy sign out process, the Camper Release form should be completed prior to camp and submitted during the unit's check-in on Sunday.

If a youth Scout is checking out for the remainder of the session, the adult transporting the youth, the youth, and an adult Leader from the unit must sign out the youth at Headquarters. Adults who must leave camp for the remainder of the session are also required to check out at Headquarters. The individual's Scouting America medical health forms should be picked up from the Health Lodge prior to departure.

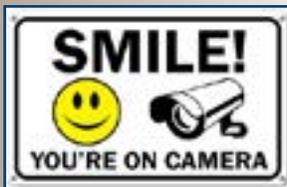
Welcome Cabin

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 2026 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 approved visitors and then allowed to proceed accordingly.

Surveillance cameras that are monitored 24 hours a day are also installed at the Welcome Cabin and other strategic locations on camp property.



TRIBAL VISITORS NOTE:

Tribal members are also welcome to attend Mic-O-Say ceremonies on Thursday and Friday evenings until 30 minutes following their completion. Sign in at Headquarters is not required. (See Mic-O-Say Attendance Policy on page 86 for additional details.)

Camp Geiger Visitation Policy

Camp Geiger is for registered Scouts and their Leaders. As a general rule, visitors are allowed at camp during only four distinct periods of time:

- Sunday during arrival and check-in (until 3:00 p.m.)
- Wednesday evening Visitors' Night (no earlier than 5:30 p.m. until *Call to Quarters* at 10:00 p.m.)
- Thursday evening Tapping Ceremony (no earlier than 7:30 p.m. until *Taps* at 10:30 p.m.)
- Saturday for checkout (after 8:00 a.m.)

Visitors are not required to sign in at Headquarters during any of the above periods of time.

There may occasionally be an appropriate reason to allow someone on camp as a visitor other than the times specified above. All of those individuals must sign in at 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 exclusively at the discretion of the Camp Director, Camp Ranger, or Council Scout Executive. These individuals will be required to wear an orange wristband to identify their status as an approved short-term visitor.

Finally, it may also be necessary and advantageous to allow certain unregistered individuals who are considered essential for camp program or services on property for specified periods of time. A list of these individuals is specifically approved by the Camp Director and Camp Ranger, and those individuals are made aware of their status as regular short-term visitors.

Shower & Restroom Facilities

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 should determine a schedule in their campsites for youth shower time and adult shower time.

The Heartland 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, since they 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).

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

Hammocking Safety Rules

A limited number of hammock stations are currently available in the following campsites: **Cody, Navajo, Osage, Pueblo, and Strong Bull**. Troops are welcome to set up hammocks in other campsites, provided that they conform to all camp policies (see below). The Camp Director and Camp Ranger may require hammocks to be moved to more safe and secure locations as deemed necessary. Leaders are expected to fully comply with any such instructions.

- Follow the manufacturer's instructions for maximum and minimum distances between solid supports.
- Hammocks must be in secure locations (such as solid posts where provided) and not blocking pathways or common areas.
- Hammocks may not be mounted to storm shelters or pavilions.
- You must use at least a 1 inch wide band when securing to solid supports or trees (2 or 3 inch bands are recommended).
- Hammocks should be hung so that the lowest point is less than 3 feet above the ground.
- Never stack hammocks one above the other.
- 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.

Fires & Flammable Devices

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

Contained open flame devices (candles, kerosene lanterns, or Sterno cans)



are allowed in open air spaces provided they are set on secure, stable bases and safe locations. However, they are strictly prohibited in tents and cabins. Tiki torches are prohibited.

National policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult Leader. Kerosene, 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.

Fireworks are prohibited at Camp Geiger.

Chainsaw Use & Tree Cutting Policy

Anyone using a chainsaw **must be approved and trained by the Camp Ranger**. The Camp 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 at all times while operating the chainsaw.

Unless conducted under the direction of a Camp Staff member as part of an approved program, **tree cutting must be approved by the Camp Ranger**. Persons felling trees more than 3 inches in diameter, by any means, must be accompanied by a partner.

Alcohol, Drug, and Tobacco Policies

- Alcoholic beverages, marijuana, and illegal drugs are strictly prohibited. Violators will be immediately removed from camp.
- Use of tobacco products and vaping devices in the presence of Scouts or in any structure is prohibited. Smoking in tents is strictly prohibited.

Firearms, Knives, and Weapons Policies

- 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 prohibited.
- Sheath knives, switchblades, and other weapons are not allowed at Camp Geiger.



Pets Not Permitted

Pets are not permitted at Camp Geiger. Units with an impaired Scout or Leader who requires a **registered service animal** due to a disability must notify the Camp Director prior to their arrival at camp, and the individual will be expected to provide appropriate documentation. Under the Americans with Disabilities Act (ADA), service animals must be harnessed, leashed, or tethered, unless these devices interfere with the service animal's work or the individual's disability prevents using these devices. In that case, the individual must be able to maintain control of the animal through voice, signal, or other effective methods. These policies apply to all visitors to camp, as well.

Essential Health & Safety Reminders

- **“Hydrate, or die!”** is one of the favorite safety reminder expressions at Camp Geiger. Staying well-hydrated is always important in the hot, active environs of camp.
- Wear sunscreen, hats, and other protective gear to avoid getting sunburned, especially when going to Aquatics activities at the Pool or Richardson Lake.
- **Leave snakes alone.** Do not attempt to pick up any venomous snakes. Copperhead snakes are common at Camp Geiger and will not hesitate to bite. Contact the Camp Ranger to have any snakes removed.
- Poison ivy is very common at Camp Geiger. Wear long pants when hiking through vegetated areas.
- **THINK AND PRACTICE SAFETY FIRST!**



Program

One of the hallmarks of Camp Geiger is our outstanding daily activity program. This section provides all of the details that your Scouts need to know to select from all of the exciting daily activities that we offer. 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: <https://scoutingevent.com/311-summercamp2026>.

Please keep in mind that a Scout must be registered as a camper and paid in full to be able to enroll in advance for activities. **Online activity enrollment opens April 1, 2026**, and will remain open until the beginning of check-in (1:00 p.m.) on Sunday of your troop's week in camp. This is to allow for any last minute activity enrollment changes that may be necessary prior to coming to camp.

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 in Headquarters.

Merit Badge Activity Changes for 2026

The heart of any great Scout camp is its merit badge activity program. At Camp Geiger, we are proud to offer one of the most diverse merit badge lineups of any Scout camp in the country—providing Scouts with opportunities to explore new interests, develop practical skills, and grow as leaders and citizens.

Each year, our merit badge program evolves as new offerings are introduced and others are refreshed to keep the experience engaging, relevant, and impactful. For the 2026 season, we are excited to announce the introduction of **Drafting Merit Badge**, giving Scouts the opportunity to explore design, planning, and the built environment while connecting creativity with real-world problem-solving.

In addition, as the United States celebrates its **250th anniversary** in 2026, Camp Geiger will place special emphasis on the **Citizenship in the Community**, **Citizenship in the Nation**, and **Citizenship in World** merit badges. These badges encourage Scouts to better understand their roles as active citizens, explore the foundations of our democracy, and reflect on how they can contribute positively to their communities and country.

The number of times certain merit badges are offered throughout the week may be adjusted to best align with staffing, resources, and Scout interest. These updates ensure we continue to deliver a high-quality, meaningful program while honoring both Scouting traditions and this historic milestone.



Program Highlights for 2026

Camp Geiger continues to expand and refine its program offerings to challenge Scouts who are looking for excitement beyond earning merit badges. Building on the successful introduction of several innovative programs, the 2026 season will once again feature a variety of dynamic activities designed to test skills, spark creativity, and deliver unforgettable camp experiences.



Adventure Trek remains a cornerstone of our Scoutcraft Area programming for older Scouts. This high-energy challenge program pushes participants to think critically, work as a team, and apply real-world outdoor skills in a competitive and immersive environment. From firebuilding and orienteering to low-ropes challenges and an overnight campout, Adventure Trek puts survival skills to the test while building confidence, leadership, and teamwork. Scouts who successfully complete all daily challenges will earn the Adventure Trek award.



In the Trades Area, **Innovation Scouts** continues to showcase Camp Geiger's commitment to innovative, STEM-focused programming. Housed in the Geiger Innovation Lab in the basement of Goetz Lodge, this hands-on experience gives Scouts the opportunity to learn the fundamentals of invention and product development. Using 3D printers, laptops, and modern design tools, participants will brainstorm ideas, create prototypes, and bring their concepts to life in an environment designed to inspire creativity and problem-solving.



Our Aquatics Area also continues to offer **Stand Up Paddleboarding**, giving Scouts the chance to build balance, coordination, and confidence on the water while enjoying a fun and engaging alternative to traditional aquatics activities.

Together, these programs reflect Camp Geiger's ongoing mission to offer exciting, meaningful experiences that challenge Scouts, develop new skills, and keep each summer fresh and memorable.





The **Robidoux Outpost** is Camp Geiger's unique **Handicraft & Trades program area** and 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, Painting, 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!



Hop on the Advancement Trail at Camp Geiger

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 fun-filled program, Scouts will receive instruction for many of the requirements of the Tenderfoot, Second Class, and First Class ranks. Participation does not ensure knowledge, of course, so ultimately, it will be up to the troop's leadership to decide if a Scout has truly met a requirement. But this program will help launch your first year Scouts on the First Class Trail!

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 first and foremost as activity periods. Furthermore, **not all requirements for certain merit badges can be completed while at camp--these are considered prerequisites**. Any Scout who wishes to complete a merit badge while at camp is responsible for ensuring that any "prerequisite" requirements have been fulfilled prior to coming to camp. Please see the Details for Daily Activities section for the prerequisite requirements for each merit badge. Scouts should bring proof of having completed these requirements with them to camp. Scouts should be aware that not completing these prerequisites prior to camp will necessitate making an appointment with a registered Merit Badge Counselor at some point after 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 merit badge requirements. Scouting America 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.



Be Prepared - 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 73 for a complete list of activity options for Leaders and the **Details for Optional Activities** section (pages 74-82) for more information.

Among the many activities to be offered for Leaders are:

- American Red Cross CPR & AED Training (\$40 fee)
- Safe Swim Defense and Safety Afloat Training
- Camp Geiger History Session
- Hammock Training
- Leave No Trace/Outdoor Ethics Training
- Leaders' Metalwork Activity (\$5 fee)
- Merit Badge Counselor Training
- Mile Swim Award (patch awarded)
- Old Camp Geiger History Hike
- Open Rappelling and Zip Line
- Safeguarding Youth Training
- Scoutmaster Merit Badge (patch awarded)



2026 Camp Geiger Daily Activity Schedule (Page 1 of 2)

ACTIVITY LOCATION	AGE REC/REQ	EXTRA INFO	PERIOD #1 (9:00 am)	PERIOD #2 (10:00 am)	PERIOD #3 (11:00 am)	PERIOD #4 (2:30 pm)	PERIOD #5 (3:30 pm)	PERIOD #6 (4:30 pm)
AQUATICS								
	Any	N					Beginner Swimmer Instruction	Beginner Swimmer Instruction
POOL	13+	C, E, P, T	Lifesaving MB (2 hrs)					
	Any	N					Non-Swimmer Instruction	Non-Swimmer Instruction
	Any	C, E		Swimming MB (2 hrs)		Swimming MB (2 hrs)		
	Any	N			Swimming or Lifesaving MB Requirement Help			
RICHARDSON LAKE	13+	C, S		Canoeing + Kayaking MBs (2 hrs)			Canoeing + Kayaking MBs (2 hrs)	
	Any	D, S	Fishing MB					
	15+	A, C, N			Stand Up Paddleboarding (SUP)			
C.O.P.E. & CLIMBING								
THE TOWER	Any		Climbing MB (2 hrs)					
	13+	N	C.O.P.E. (3 hrs)					
EAGLE								
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		
PADEN PAVILION	Any	\$15, E, P, S	Cooking MB (2 hrs)				Cooking MB (2 hrs)	
CORRAL	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	
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				
INNOVATION SCOUTING								
BASEMENT OF GOETZ LODGE	12+	S			Drafting MB			
	14+	N, \$15	Innovation Scouts (2 hrs)				Innovation Scouts (2 hrs)	
MIC-O-SAY								
NEAR MIC-O-SAY TOTEM POLES	Any		American Cultures MB					
	12+	\$5, T		American Indian Culture MB	American Indian Culture MB		American Indian Culture MB	
RUNNING HORSE COUNCIL RING	B, W, TTB	N, T				Dance Practice (2:00 p.m.)		

2026 Camp Geiger Daily Activity Schedule (Page 2 of 2)

ACTIVITY LOCATION	AGE REC/REQ	EXTRA INFO	PERIOD #1 (9:00 am)	PERIOD #2 (10:00 am)	PERIOD #3 (11:00 am)	PERIOD #4 (2:30 pm)	PERIOD #5 (3:30 pm)	PERIOD #6 (4:30 pm)	
NATURE									
NATURE LODGE	Any	S			Archaeology MB				
	12+	P, S, T	Astronomy MB						
		S				Chemistry 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 Cons. MBs		
	Any	D, P, S, T				Nature MB			
	Any	D, S		Oceanography + Weather MBs	Oceanography + Weather MBs				
	Any	\$20, S, T						Space Exploration MB	
12+	E, P, S		Sustainability MB						
RANGE & TARGET									
ARCHERY RANGE	13+	\$10, S				Archery MB	Archery MB	Archery MB	
JOHNNY FRY OUTPOST (COWBOY ACTION RANGE)	14+	\$15, N					Johnny Fry (Cowboy Action Shooting)		
RIFLE RANGE	Any	\$15, S	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				
SCOUTCRAFT									
SCOUTCRAFT VILLAGE (KICKAPOO & CROW PAVILIONS)	13+	N, T						Adventure Trek	
	12+	E, P				Camping MB	Camping MB		
	12+						Exploration MB		
	Any	S						Orienteering MB	
	New Scouts	N	Pioneers Program [First Class Trail] (3 hrs)						
	Any					Search & Rescue MB			
	Any	S					Signs, Signals & Codes MB		
	12+							Wilderness Survival MB	
TRADES & SKILLS									
ROBIDOUX OUTPOST	Any	S			Automotive Maintenance MB	Automotive Maintenance MB	Automotive Maintenance MB		
	Any	S		Electronics + Electricity MBs					
	13+	P, S					Farm Mechanics MB		
	Any	\$10					Painting + Woodwork MBs	Painting + Woodwork MBs	
	Any	S			Plumbing MB				
	Any	S	Radio MB						
	14+	\$10, S	Welding MB	Welding MB					
VALLEY PAVILION	Any	P, S				Crime Prevention + Fingerprinting MBs		Crime Prevention + Fingerprinting MBs	
	13+	\$10, E, P, S			Cycling MB				
HILLSIDE PAVILION	12+	P, S	Golf MB (Disc Golf Option)						
	Any	S		Chess MB		Chess MB			

Details for Daily Activities (Pages 57-72)

Adventure Trek Activity



ACTIVITY PERIOD(S)	#6 (4:30) & Monday Night	ACTIVITY LENGTH	1 period
LOCATION	Scoutcraft Village	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Scouts 13 years or older		
REQUIRED MATERIALS	Sturdy shoes, long pants, work gloves, and camping gear for overnight		
ANTICIPATED COSTS			
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: Scouts will be expected to participate in a Monday night campout that will last through breakfast on Tuesday morning (i.e., Scouts will not eat breakfast at the Dining Hall on Tuesday morning). Scouts must be present and participate all 5 days to earn the Adventure Trek award.

American Cultures Merit Badge



ACTIVITY PERIOD(S)	#1 (9:00)	ACTIVITY LENGTH	1 period
LOCATION	Near Mic-O-Say Totem Poles	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

American Indian Culture Merit Badge



ACTIVITY PERIOD(S)	#2 (10:00), #3 (11:00), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Near Mic-O-Say Totem Poles	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 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:	n/a		
OTHER SPECIAL INFO:	This activity involves instruction in constructing some American Indian regalia items.		

Archaeology Merit Badge



ACTIVITY PERIOD(S)	#3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Nature Lodge	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil, water bottle, good shoes for hiking		
ANTICIPATED COSTS	None		
PREREQUISITES:	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.

Details for Daily Activities (Pages 57-72)

Archery Merit Badge



ACTIVITY PERIOD(S)	#4 (2:30), #5 (3:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Archery Range	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Scouts 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:	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



ACTIVITY PERIOD(S)	#4 (2:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	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:	n/a		

OTHER SPECIAL INFO: n/a

Astronomy Merit Badge



ACTIVITY PERIOD(S)	#1 (9:00)	ACTIVITY LENGTH	1 period
LOCATION	Nature Lodge	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		

PREREQUISITES: 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



ACTIVITY PERIOD(S)	#3 (11:00), #4 (2:30), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil, cloths that can get dirty		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: Note that Scout's cloths may get dirty completing some of the activities.

Details for Daily Activities (Pages 57-72)

Beginner Swimmer Instruction



ACTIVITY PERIOD(S)	#5 (3:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Pool	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:	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)



ACTIVITY PERIOD(S)	#4 (2:30), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Scoutcraft Village	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	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



ACTIVITY PERIOD(S)	#2-3 (10:00-11:50), #5-6 (3:30-5:20)	ACTIVITY LENGTH	2 periods
LOCATION	Richardson Lake	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Scouts 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:	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.		

Chemistry Merit Badge



ACTIVITY PERIOD(S)	#4 (2:30)	ACTIVITY LENGTH	1 period
LOCATION	Nature Lodge	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

Details for Daily Activities (Pages 57-72)

Chess Merit Badge



ACTIVITY PERIOD(S)	#2 (10:00), #4 (2:30)	CLASS LENGTH	1 period
LOCATION	Hillside Pavilion	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	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)



ACTIVITY PERIOD(S)	#1 (9:00), #4 (2:30)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Requirements 3 (visit a public meeting), 4 (interview with government official), and 7c (volunteer 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)



ACTIVITY PERIOD(S)	#2 (10:00), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Requirements 7 (visits to two different sites), and 8 (write a letter to your U.S. Congressman or Senator).		
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)



ACTIVITY PERIOD(S)	#3 (11:00), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

Details for Daily Activities (Pages 57-72)

Climbing Merit Badge



ACTIVITY PERIOD(S)	#1-2 (9:00-10:50)	ACTIVITY LENGTH	2 periods
LOCATION	COPE & Climbing Tower	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Closed-toe shoes		
ANTICIPATED COSTS	None		
PREREQUISITES:	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)



ACTIVITY PERIOD(S)	#1 (9:00), #4 (2:30)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		

PREREQUISITES: Requirement 5 (attend a public meeting), 7 (write a letter to an editor, create a web page/blog, or produce a newsletter or other printed material), and 8 (plan and conduct a court of honor, campfire, or interfaith worship service).

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)



ACTIVITY PERIOD(S)	#1-2 (9:00-10:50), #5-6 (3:30-5:20)	ACTIVITY LENGTH	2 periods
LOCATION	Paden Pavilion (aka Octagonal Pavilion)	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 4 (plan and prepare meals at home), 5 (plan and prepare camp meals), and 6 (plan and prepare trail/backpacking 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 of the cooking required for the merit badge requirements while at camp.

COPE (Challenging Outdoor Personal Experience) Program



ACTIVITY PERIOD(S)	#1-3 (9:00-11:50)	ACTIVITY LENGTH	3 periods
LOCATION	COPE & Climbing Tower	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 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:	n/a		

OTHER SPECIAL INFO: Scouts must be present and participate all 5 days 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.

Details for Daily Activities (Pages 57-72)

Crime Prevention + Fingerprinting Merit Badges



ACTIVITY PERIOD(S)	#4 (2:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Valley Pavilion	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Crime Prevention Requirement 2 (journal).		
OTHER SPECIAL INFO:	n/a		

Cycling Merit Badge (Eagle Option)



ACTIVITY PERIOD(S)	#3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Valley Pavilion	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	Scouts 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:	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.		

Drafting Merit Badge



ACTIVITY PERIOD(S)	#3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Basement of Goetz Lodge	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Scouts 12 years or older		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

Electricity + Electronics Merit Badges



ACTIVITY PERIOD(S)	#2 (10:00)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants), notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	For safety, Scouts must wear jeans or long pants (no nylon pants).		

Details for Daily Activities (Pages 57-72)

Emergency Preparedness Merit Badge (Eagle Option)



ACTIVITY PERIOD(S) #3 (11:00), #6 (4:30)
LOCATION Corral
RECOMMENDED FOR Scouts 12 years or older
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

PREREQUISITES: Requirements 1 (earn First Aid MB—Note: **First Aid MB may be taken during the same camp session to complete this requirement while at camp**) and 3 (planning for family emergencies).

OTHER SPECIAL INFO: n/a

Environmental Science Merit Badge (Eagle Option)



ACTIVITY PERIOD(S) #1-2 (9:00-10:50), #5-6 (3:30-5:20)
LOCATION Nature Lodge
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil, closed-toe shoes, water bottle
ANTICIPATED COSTS None

ACTIVITY LENGTH 2 periods
PARTICIPANT CAPACITY 16

PREREQUISITES: 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 **Scouting America Distinguished Conservation Service Award** program.

Exploration Merit Badge



ACTIVITY PERIOD(S) #5 (3:30)
LOCATION Scoutcraft Village
RECOMMENDED FOR Scouts 12 years or older
REQUIRED MATERIALS Notebook & pen/pencil, binoculars (recommended)
ANTICIPATED COSTS None

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

PREREQUISITES: n/a

OTHER SPECIAL INFO: n/a

Farm Mechanics Merit Badge



ACTIVITY PERIOD(S) #5 (3:30)
LOCATION Robidoux Outpost
RECOMMENDED FOR Scouts 13 years or older
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

PREREQUISITES: 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

Details for Daily Activities (Pages 57-72)

First Aid Merit Badge (Eagle Required)



ACTIVITY PERIOD(S) #2 (10:00), #4 (2:30)
LOCATION Corral
RECOMMENDED FOR Scouts 12 years or older
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES: n/a
OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

Fish & Wildlife Management + Forestry Merit Badges



ACTIVITY PERIOD(S) #1 (9:00), #6 (4:30)
LOCATION Nature Lodge
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

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

Fishing Merit Badge



ACTIVITY PERIOD(S) #1 (9:00)
LOCATION Richardson Lake
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS None (all fishing gear will be provided)
ANTICIPATED COSTS None
PREREQUISITES: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 12

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 **Scouting America Distinguished Conservation Service Award** program.

Geology + Soil & Water Conservation Merit Badges



ACTIVITY PERIOD(S) #5 (3:30)
LOCATION Nature Lodge
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Notebook & pen/pencil, closed-toed shoes, water bottle
ANTICIPATED COSTS None
PREREQUISITES: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

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 **Scouting America Distinguished Conservation Service Award** program.

Details for Daily Activities (Pages 57-72)

Golf Merit Badge [Disc Golf Option]



ACTIVITY PERIOD(S)	#1 (9:00)	ACTIVITY LENGTH	1 period
LOCATION	Hillside Pavilion	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Scouts 12 years or older		
REQUIRED MATERIALS	Water bottle		
ANTICIPATED COSTS	None		
PREREQUISITES:	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.

Innovation Scouts Activity



ACTIVITY PERIOD(S)	#1-2 (9:00-10:50), #5-6 (3:30-5:20)	ACTIVITY LENGTH	2 periods
LOCATION	Basement of Goetz Lodge	PARTICIPANT CAPACITY	6
RECOMMENDED FOR	Scouts 13 years or older		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: Scouts must be present and participate all 5 days to earn the Geiger Innovation Scouts award.

Johnny Fry (Cowboy Action Shooting) Activity



ACTIVITY PERIOD(S)	#5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Johnny Fry Outpost (Cowboy Action Range)	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts MUST be at least 14 years or older (no exceptions allowed per national policy)		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$15.00 activity fee will be added to the Scout's registration costs upon enrollment		
PREREQUISITES:	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 Policy; no exceptions can be made. Dressing up in Western wear is strongly encouraged to help make this a fun and exciting activity. Scouts must be present all 5 days to earn the Johnny Fry patch.

Leatherwork Merit Badge



ACTIVITY PERIOD(S)	#1 (9:00), #5 (3:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	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:	n/a		

OTHER SPECIAL INFO: The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Details for Daily Activities (Pages 57-72)

Lifesaving Merit Badge (Eagle Option)



ACTIVITY PERIOD(S) #1-2 (9:00-10:50)

ACTIVITY LENGTH 2 periods

LOCATION Pool

PARTICIPANT CAPACITY 16

RECOMMENDED FOR Scouts 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: 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 at 5:30 p.m., but it can be replaced with a CPR training card or other documentation.

Metalwork Merit Badge [Forging Option]



ACTIVITY PERIOD(S) #1 (9:00), #2 (10:00), #3 (11:00), #5 (3:30)

ACTIVITY LENGTH 1 period

LOCATION Robidoux Outpost

PARTICIPANT CAPACITY 6

RECOMMENDED FOR 16 years or older

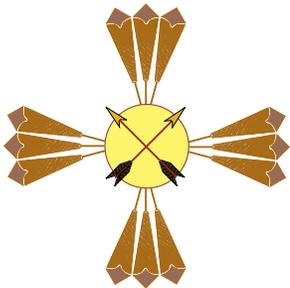
REQUIRED MATERIALS Jeans or thick cloth pants (no nylon or polyester shirts or pants), closed-toe shoes

ANTICIPATED COSTS \$15.00 activity fee will be added the Scout's registration costs upon enrollment.

PREREQUISITES: n/a

OTHER SPECIAL INFO: This activity will focus on completing the forging option for this merit badge.

Mic-O-Say Dance Practice



ACTIVITY PERIOD(S) #4 (*2:00-3:20)

ACTIVITY LENGTH 1.5 periods

LOCATION Running Horse Council Ring

PARTICIPANT CAPACITY 75

RECOMMENDED FOR All Braves, Hardway Warriors, and Tom-Tom Beaters MUST attend

REQUIRED MATERIALS Current costume for Mic-O-Say rank when directed to bring it, closed-toe athletic shoes

ANTICIPATED COSTS None

PREREQUISITES: 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.

Nature Merit Badge



ACTIVITY PERIOD(S) #4 (2:30)

ACTIVITY LENGTH 1 period

LOCATION Nature Lodge

PARTICIPANT CAPACITY 16

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Notebook & pen/pencil

ANTICIPATED COSTS None

PREREQUISITES: n/a

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

Details for Daily Activities (Pages 57-72)

Non-Swimmer Instruction



ACTIVITY PERIOD(S)	#5 (3:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Pool	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:	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



ACTIVITY PERIOD(S)	#2 (10:00), #3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Nature Lodge	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	These merit badges are part of the Scouting America Distinguished Conservation Service Award program.		

Orienteering Merit Badge



ACTIVITY PERIOD(S)	#6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Scoutcraft Village	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Sturdy, closed-toe shoes, water bottle, notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Requirement 9 (officiate an orienteering event) and 10 (teach orienteering techniques) may have to be completed by the Scout after camp.		
OTHER SPECIAL INFO:	n/a		

Painting + Woodwork Merit Badges



ACTIVITY PERIOD(S)	#5 (3:30), #6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	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:			
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.		

Details for Daily Activities (Pages 57-72)

Personal Fitness Merit Badge (Eagle Required)



ACTIVITY PERIOD(S)	#1 (9:00) OR #3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older and preferably First Class rank or higher		
REQUIRED MATERIALS	Running shoes, notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Requirements 1b (dental examination) and 8 (complete a 12-week physical fitness program).		

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)



ACTIVITY PERIOD(S)	#2 (10:00), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Corral	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Scouts 12 years or older, preferably First Class or higher		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	Requirements 2 (13-week budget and income/expenses record) and 8 (complete a 7-day schedule and daily journal).		

OTHER SPECIAL INFO:

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



ACTIVITY PERIOD(S)	#1-3 (9:00-11:50)	ACTIVITY LENGTH	3 periods
LOCATION	Scoutcraft Village	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:	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.

Plumbing Merit Badge



ACTIVITY PERIOD(S)	#3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants), notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: n/a

Details for Daily Activities (Pages 57-72)

Pottery Merit Badge



ACTIVITY PERIOD(S)	#2 (10:00), #3 (11:00), #4 (2:30)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	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:	n/a		
OTHER SPECIAL INFO:	Scouts should be prepared with clothes that can get muddy.		

Radio Merit Badge



ACTIVITY PERIOD(S)	#1 (9:00)	ACTIVITY LENGTH	1 period
LOCATION	Robidoux Outpost	PARTICIPANT CAPACITY	14
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

Rifle Shooting Merit Badge [.22 Caliber Option]



ACTIVITY PERIOD(S)	#1 (9:00), #3 (11:00), #4 (2:30), #5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Rifle Range	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:	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



ACTIVITY PERIOD(S)	#4 (2:30)	ACTIVITY LENGTH	1 period
LOCATION	Scoutcraft Village	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		
OTHER SPECIAL INFO:	n/a		

Shotgun Shooting Merit Badge



ACTIVITY PERIOD(S)	#1 (9:00), #2 (10:00) OR #3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Shotgun Range	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	Scouts 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:	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



ACTIVITY PERIOD(S)	#5 (3:30)	ACTIVITY LENGTH	1 period
LOCATION	Scoutcraft Village	PARTICIPANT CAPACITY	16
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: n/a

Space Exploration Merit Badge



ACTIVITY PERIOD(S)	#6 (4:30)	ACTIVITY LENGTH	1 period
LOCATION	Nature Lodge	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:	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.**

Stand Up Paddleboarding Award



ACTIVITY PERIOD(S)	#3 (11:00)	ACTIVITY LENGTH	1 period
LOCATION	Richardson Lake	PARTICIPANT CAPACITY	6
RECOMMENDED FOR	Scouts 15 years or older, must attain "Swimmer" level status during Sunday swim check		
REQUIRED MATERIALS	Shoes and clothing that can get wet, appropriate swimwear (see policy on page 21), towel		
ANTICIPATED COSTS	None		
PREREQUISITES:	n/a		

OTHER SPECIAL INFO: Participants must attain "Swimmer" status during the Sunday swim check. This activity teaches Scouts paddleboarding skills and safety. Scouts will have the opportunity to earn the Scouting America Stand Up Paddleboarding award. 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.

Details for Daily Activities (Pages 57-72)

Sustainability Merit Badge (Eagle Option)



ACTIVITY PERIOD(S) #2 (10:00)
LOCATION Nature Lodge
RECOMMENDED FOR Scouts 12 years or older
REQUIRED MATERIALS Notebook & pen/pencil
ANTICIPATED COSTS None
PREREQUISITES: n/a
OTHER SPECIAL INFO: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

Swimming Merit Badge (Eagle Option)



ACTIVITY PERIOD(S) #2-3 (10:00-11:50), #4-5 (2:30-4:20)
LOCATION Pool
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: n/a

ACTIVITY LENGTH 2 periods
PARTICIPANT CAPACITY 30

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

Swimming or Lifesaving MB Requirement Help



ACTIVITY PERIOD(S) #3 (11:00)
LOCATION Pool
RECOMMENDED FOR Any Scout needing help to complete requirements for either Swimming or Lifesaving merit badge
REQUIRED MATERIALS Appropriate swimwear (see policy on page 21), towel
ANTICIPATED COSTS None
PREREQUISITES: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 16

OTHER SPECIAL INFO: This activity period is specially 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 helping them work toward completing the merit badge; it is not a "free swim" time.

Welding Merit Badge



ACTIVITY PERIOD(S) #1 (9:00), #2 (10:00)
LOCATION Robidoux Outpost
RECOMMENDED FOR Scouts 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: n/a

ACTIVITY LENGTH 1 period
PARTICIPANT CAPACITY 8

OTHER SPECIAL INFO: n/a

Wilderness Survival Merit Badge



ACTIVITY PERIOD(S) #6 (4:30) & Monday Night

ACTIVITY LENGTH 1 period

LOCATION Scoutcraft Village

PARTICIPANT CAPACITY 16

RECOMMENDED FOR Scouts 12 years or older

REQUIRED MATERIALS Sleeping bag, clothing suitable to spend the night in the open, pocketknife, survival kit*

ANTICIPATED COSTS None

PREREQUISITES: n/a

OTHER SPECIAL INFO: Scouts will participate in one overnight campout on Black Hawk 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



ACTIVITY PERIOD(S) #1 (9:00), #2 (10:00)

ACTIVITY LENGTH 1 period

LOCATION Robidoux Outpost

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: 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.

2026 Camp Geiger Optional Activity Schedule - Scouts & Leaders

ACTIVITY LOCATION	ACTIVITY	OPEN FOR	6:00 am	BREAKFAST	9:00 am	10:00 am	11:00 am	LUNCH	1:30* pm	2:30 pm	3:30 pm	4:30 pm	DINNER	7:30 P.M.	8:30 P.M.	9:30 P.M.
MONDAY																
POOL	Mile Swim Qualifying Swim	ALL	O													
LARGE ARROW C.R.	Mic-O-Say Q&A Session	LEADERS					L									
POOL	Free Swim	ALL							O							
HERZOG LODGE	Leave No Trace Training	ALL							O							
HERZOG LODGE	Lanyard Making	LEADERS								L						
ROBIDOUX OUTPOST	Leaders' Metalworking	LEADERS										L # \$5				
(AS ANNOUNCED)	Geiger X-Games	ALL												O		
BLACK HAWK RIDGE	Adventure Trek Campout	ACTIVITY														ACTIVITY
BLACK HAWK RIDGE	Wilderness Survival MB Campout	ACTIVITY														ACTIVITY
NATURE LODGE	Star Party	ALL														O
NATURE LODGE	Night Hike	ALL														O
TUESDAY																
POOL	Mile Swim	ALL	O													
RICHARDSON LAKE	Safe Swim Defense & Safety Afloat Training	LEADERS					L									
POOL	Free Swim	ALL							O							
RIFLE RANGE	Open Rifle Shoot	ALL							O \$							
RUNNING HORSE C.R.	Skit Practice	ALL							O							
COPE PAVILION	Open Bouldering Wall	SCOUTS							S							
TAPPING VALLEY	Hammock Training	LEADERS								L						
HERZOG LODGE	Scoutmaster Essentials Training	LEADERS									L					
ROBIDOUX OUTPOST	Leaders' Metalworking	LEADERS										L # \$5				
(AS ANNOUNCED)	Vesper Services	ALL												O		
LARGE ARROW C.R.	O.A. Open Lodge Meeting	ALL O.A.												OA		
WEDNESDAY																
DINING HALL	Help Cooks w/Pancakes	LEADERS	L #													
FLAG PLAZA	Orienteering Training	LEADERS			L											
DISC GOLF RANGE	Disc Golf Challenge	LEADERS				L										
POOL	Free Swim	ALL							O							
RUNNING HORSE C.R.	Skit Practice	ALL							O							
TRADING POST	Help w/Popcorn	LEADERS							L #							
HERZOG LODGE	Safeguarding Youth Training	LEADERS								L						
ROBIDOUX OUTPOST	Leaders' Metalworking	LEADERS										L # \$5				
THURSDAY																
FLAG PLAZA	Old Camp Geiger History Hike	LEADERS			L											
POOL	Free Swim	ALL							O							
COPE TOWER	Open Rappelling	ALL							O							
MUSEUM	Camp Geiger History & Scouting Heritage MB Session	ALL							O							
HERZOG LODGE	Merit Badge Counselor Training	LEADERS							L							
HERZOG LODGE	CPR & AED Certification	LEADERS								L # \$40						
ROBIDOUX OUTPOST	Leaders' Metalworking	LEADERS										L # \$5				

KEY TO ABBREVIATIONS: O, L, or S = Open activity for the groups as indicated in the "Open For" column (O = All, L = Leaders only, S = Scouts only); # = Limited number of participants allowed--MUST enroll in advance; ACTIVITY = Limited to the activity participants only; \$ = 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. * = Activities following lunch will begin as soon as the staff is able to get to the location and have everything ready; activities begin approximately 1:15-1:30.

Details for Optional Activities for Scouts & Leaders (as indicated)

Scouting America Distinguished Conservation Service Youth Award



ACTIVITY START TIME(S)	As you schedule	ACTIVITY LENGTH	n/a
LOCATION	As arranged	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Notebook & pen/pencil		
ANTICIPATED COSTS	None		

This is the highest conservation award that a Scout can earn in Scouts BSA. As stated 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 5 of the elective merit badge options (in BOLD below). Our Nature Director and Conservation Director are available to meet with Scouts to help them develop ideas for appropriate conservation projects.

Scouts BSA Requirements:

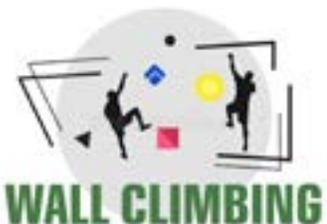
1. Be a First Class Scout.
2. Earn the following five Merit Badges: **Environmental Science**, **Fish & Wildlife Management**, **Forestry**, **Soil & Water Conservation**, and **Sustainability**.

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 Scouting America 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 Scouting America 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.

Bouldering Wall Open Climbing



ACTIVITY START TIME(S)	Tuesday @ 1:15 pm	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Bouldering Wall by COPE Pavilion		
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Long shorts and sturdy, closed-toe athletic shoes		
ANTICIPATED COSTS	None		

Head over to our Climbing Tower area and practice your rock climbing skills on our Bouldering Wall! This activity is held during our "Monday Night Mayhem."

Camp Geiger History Session



ACTIVITY START TIME(S)	Thursday @ 1:30 pm	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Jumping Bear Museum	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	None		

This session is open to all Scouts and Leaders who would like to learn more about Camp Geiger's amazing 90 years of history!

Details for Optional Activities for Scouts & Leaders (as indicated)

CPR & AED Training



American
Red Cross

ACTIVITY START TIME(S)	Thursday @ 1:15 pm	ACTIVITY LENGTH	approx. 3 hrs
LOCATION	Basement of Herzog Lodge	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	\$40		

This session is open to all Leaders who would like to earn American Red Cross CPR & AED certification. Must sign up in advance. Pay at the Trading Post. (NOTE: A "challenge" option will be made available who have previously held CPR certification. This will significantly reduce the amount of time for the training if you elect to do so.)

Disc Golf Open Play



ACTIVITY START TIME(S)	On your own time	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Disc Golf Course (starts by Trading Post)	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.

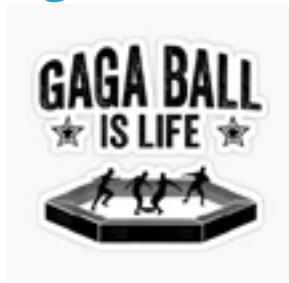
Free Swim Open Swimming



ACTIVITY START TIME(S)	Mon. - Fri. after lunch (approx. 1:30 p.m.)	ACTIVITY LENGTH	approx. 1 hr
LOCATION	At the Pool!	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.

Gaga Ball Free Play



ACTIVITY START TIME(S)	On your own time	ACTIVITY LENGTH	n/a
LOCATION	Gaga Ball Pit (next to Trading Post)		
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.

Details for Optional Activities for Scouts & Leaders (as indicated)

Geocaching Challenge Course



ACTIVITY START TIME(S)	On your own time	ACTIVITY LENGTH	Varies
LOCATION	All over Camp!		
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!

Hammock Training



ACTIVITY START TIME(S)	Tuesday @ 1:30 p.m.	ACTIVITY LENGTH	2 hrs
LOCATION	Tapping Valley Hammocking Station		
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS			
ANTICIPATED COSTS	None		

Leaders who complete the training will be eligible to check out hammocks from our Quartermaster for use in the troop's campsite

Jumping Bear Museum



ACTIVITY START TIME(S)	Open during Trading Post hours	ACTIVITY LENGTH	It's up to you!
LOCATION	Jumping Bear Museum inside Trading Post	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!

Lanyard Making Training



ACTIVITY START TIME(S)	Monday @ 2:30 p.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Herzog Lodge	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	Recommended to purchase lanyard material to bring to activity		
ANTICIPATED COSTS	approx. \$5		

This session is open to all Leaders who would like to learn more how to braid lanyards particularly for Mic-O-Say members.

Details for Optional Activities for Scouts & Leaders (as indicated)

Leaders Metalwork Activity



ACTIVITY START TIME(S)	Mon., Tues., Wed., OR Thurs. @ 4:30 p.m.	ACTIVITY LENGTH	1 hr
LOCATION	Robidoux Outpost - Blacksmith Shop	PARTICIPANT CAPACITY	6 per day
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	Jeans or long pants (no nylon pants)		
ANTICIPATED COSTS	\$5		

This is an opportunity for Leaders to try their hand at forging in our Blacksmith Pavilion in the Robidoux Outpost during one of these four activity sessions. Spaces are limited. Leaders should sign up for only one day. The activity may be repeated, but only if there are still openings available.

Leave No Trace Training



ACTIVITY START TIME(S)	Monday @ 1:15 p.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Basement of Herzog Lodge	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	N/A		

This session is open to all Scouts and Leaders who would like to learn more about Leave No Trace principles.

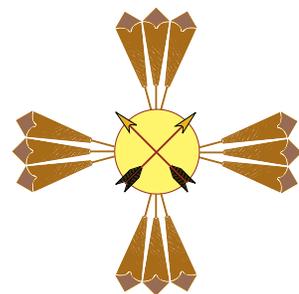
Merit Badge Counselor Training



ACTIVITY START TIME(S)	Thursday @ 1:30 p.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Basement of Herzog Lodge	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	N/A		

This session is open to all Scouts and Leaders who would like to learn more about Leave No Trace principles.

Mic-O-Say Questions & Answers Session



ACTIVITY START TIME(S)	Monday at 11:00 a.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Large Arrow Council Ring	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	N/A		

Come learn more about our council's honor camper society program from our Mic-O-Say Director. This informational session is recommended for both new and experienced Leaders at Camp Geiger and will provide you with the opportunity to ask many questions about the program.

Details for Optional Activities for Scouts & Leaders (as indicated)

Mile Swim Award



ACTIVITY START TIME(S)	Monday and Tuesday @ 6:00 a.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Pool	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader who is a proficient swimmer; Must attain "Swimmer" status on Sunday		
REQUIRED MATERIALS	Appropriate 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: All participants must attend and successfully complete the Monday morning qualifying swim (one-third of a mile). Those participants who have passed the qualifying swim may then swim the mile swim on Tuesday morning. Breakfast will be available at the Pool following the mile swim on Tuesday.

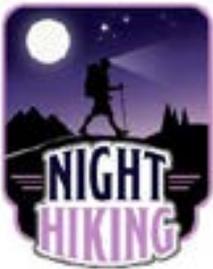
Monday Night Madness



ACTIVITY START TIME(S)	Monday immediately after Dinner	ACTIVITY LENGTH	2-3 hrs
LOCATION	Varies by Game		
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Active wear and tennis shoes, swimwear		
ANTICIPATED COSTS	None		

See page 35 for more info, and listen for the announcements at Dinner on Monday night!

Night Hike Activity



ACTIVITY START TIME(S)	Monday @ 9:00 p.m.	ACTIVITY LENGTH	2 hrs
LOCATION	Nature Lodge	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	Sturdy shoes for hiking, water, bug spray		
ANTICIPATED COSTS	None		

Join our staff for a fun hike around Geiger after dark!

Old Camp Geiger History Hike Activity



ACTIVITY START TIME(S)	Thursday @ 9:00 a.m.	ACTIVITY LENGTH	2.5 hrs
LOCATION	Flag Plaza	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	Long pants, sturdy shoes for hiking, water, bug spray		
ANTICIPATED COSTS	None		

Join our staff for a fun hike to Old Camp Geiger! Learn all about the early days of Camp Geiger and see the ruins of Old Camp.

Details for Optional Activities for Scouts & Leaders (as indicated)

Order of the Arrow Meeting



ACTIVITY START TIME(S)	Tuesday after Vespers	ACTIVITY LENGTH	approx. 30 min.
LOCATION	Large Arrow Council Ring	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Order of the Arrow members		
REQUIRED MATERIALS	n/a		
ANTICIPATED COSTS	n/a		

Join members of our O-Ni-Flo Lodge for an open fellowship meeting of all Order of the Arrow members.

Orienteering Basics Leader Training



ACTIVITY START TIME(S)	Tuesday @ 9:00 p.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Field north of Dining Hall	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS			
ANTICIPATED COSTS	N/A		

Learn the basics of orienteering and land navigation. Training will be adapted to the skill level of the participants.

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



ACTIVITY START TIME(S)	Must complete during camp session	ACTIVITY LENGTH	Varies
LOCATION	n/a	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	See below		
ANTICIPATED COSTS			

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 at: scouting.org/awards/religious-awards/

For more information about P.R.A.Y., visit their website at: praypub.org

Details for Optional Activities for Scouts & Leaders (as indicated)

Putting Green Free Play



ACTIVITY START TIME(S)	On your own time	ACTIVITY LENGTH	n/a
LOCATION	Dean Curnutt Putting Green (north end of Trading Post)	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or Leader		
REQUIRED MATERIALS	Putters and golf balls are available for check out from the Trading Post		
ANTICIPATED COSTS	None		

Bring a buddy and practice your putting on our putting green. Or better yet, challenge them to a putting contest for a slushie! The fun is all yours!

Rappelling & Zip Line Open Rappelling



ACTIVITY START TIME(S)	Monday after dinner (7:30 p.m.)	ACTIVITY LENGTH	Varies
LOCATION	COPE & Climbing Tower	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!

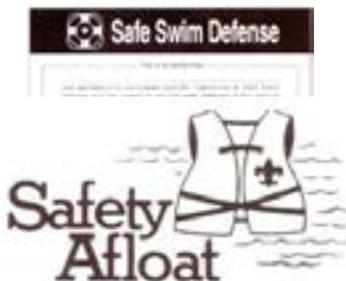
Rifle Open Shoot



LOCATION	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.

Safe Swim Defense & Safety Afloat Leader Training



ACTIVITY START TIME(S)	Tuesday at 11:00 a.m.	ACTIVITY LENGTH	approx. 1 hr
LOCATION	Richardson Lake	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Leader		
REQUIRED MATERIALS	n/a		
ANTICIPATED COSTS	None		

Get trained so that you can safely monitor a swimming event or at boating, float trips, and other water activities.

Details for Optional Activities for Scouts & Leaders (as indicated)

Safeguarding Youth Training



ACTIVITY START TIME(S) Wednesday @ 2:30 p.m.

LOCATION Herzog Lodge

RECOMMENDED FOR Any Leader

REQUIRED MATERIALS n/a

ANTICIPATED COSTS n/a

ACTIVITY LENGTH 2 hrs

PARTICIPANT CAPACITY Open

Keep your Safeguarding Youth Training current by completing Scouting America's premier youth protection training in person while you're at camp.

Scouting Heritage Merit Badge



ACTIVITY START TIME(S) As you schedule; Thursday @ 1:30 p.m.

LOCATION Jumping Bear Museum

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS MB pamphlet, Notebook & pen/pencil

ANTICIPATED COSTS None

ACTIVITY LENGTH Varies

PARTICIPANT CAPACITY Open

PREREQUISITES: 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.

Scoutmaster Essentials Leader Training



ACTIVITY START TIME(S) Tuesday @ 2:30 p.m.

LOCATION Herzog Lodge

RECOMMENDED FOR Any Leader

REQUIRED MATERIALS n/a

ANTICIPATED COSTS n/a

ACTIVITY LENGTH 3 hrs

PARTICIPANT CAPACITY Open

Expand your troop leadership skills by completing our Scoutmaster Essentials leader training course.

Skit Practice



ACTIVITY START TIME(S) Tuesday OR Wednesday @ 1:15 p.m.

LOCATION Running Horse Council Ring

RECOMMENDED FOR Any Scout or Leader

REQUIRED MATERIALS It's up to you!

ANTICIPATED COSTS None

ACTIVITY LENGTH Varies

PARTICIPANT CAPACITY Open

Sign up for a troop skit for the Wednesday Night Visitors' Night Campfire by attending one of the two Skit Practice sessions. All Scouts and Leaders who will be participating in the skit should attend. All skits must be previewed and approved by the Program Director during one of these two sessions. Skits must conform with guidelines provided by Scouting America.

Details for Optional Activities for Scouts & Leaders (as indicated)

Star Party Activity



ACTIVITY START TIME(S) Monday at 9:00 p.m.

ACTIVITY LENGTH 2 hrs

LOCATION Nature Lodge

PARTICIPANT CAPACITY Open

RECOMMENDED FOR Required for Scouts in Astronomy MB: Also open to all other Scouts and Leaders

REQUIRED MATERIALS n/a

ANTICIPATED COSTS n/a

Activity is required for Scouts in Astronomy MB. All others are welcome to join in on the fun of stargazing with our Nature Staff!

Tribe of Mic-O-Say



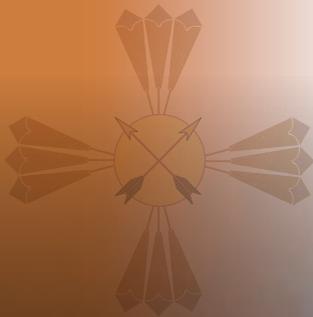
The Tribe of Mic-O-Say is the special honor society for campers at Camp Geiger. Mic-O-Say and Camp Geiger are inseparable. The Tribe was founded in the Pony Express Council by H. Roe Bartle in 1925, and it has been a major part of the program on the Geiger Reservation since the camp opened in 1935. Thus,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

We are proud to announce that Mic-O-Say will be celebrating its **100th anniversary** in 2025. No Tribesman will want to miss making a return visit to the Geiger Reservation during this centennial year!

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

Membership in Mic-O-Say 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**](mailto: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 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 2026 must be submitted by 11:59 p.m. December 31, 2025. The Tribal Council nomination section of the website shuts down from January 1 until February 1 of each year. Any Tribal Council advancement nominations submitted on or after February 1, 2026 will be retained for consideration for the summer of 2027.

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: 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 **90 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 St. 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.

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.



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

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 30 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.”*

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.





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.



By 1924, attendance at Camp Brinton had grown steadily, but nothing would prepare the council for what was to come.

A new Scout Executive arrived from Wyoming in January of 1925. This dynamic young leader 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**.

Immediately upon his arrival, Bartle diligently went to work to expand the Scouting movement in the St. Joseph Council. 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 and ability to involve 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.

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

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.

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





Above, camp staff members welcome Scouts into the Running Horse Council Ring for the Sunday Night Opening Campfire.

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.

In 2015, Camp Geiger installed a total of 13 FEMA-rated storm shelters, so that there is one in close proximity to every campsite. One can actually say that a Scout is safer at Camp Geiger during severe weather than he is at home!

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.





Past Intertwines with the Present

And so today, after 90 years of history, Camp Geiger has proudly 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.

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!

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.



Camp Geiger Traditions

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

Today, both of the Camp Geiger Songs are usually sung one after the other, linked together by the word “on...”

Sung 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.



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.	



2026 - What You Need to Bring to Camp

Individual Scout or Leader

Scout's Name _____

SCOUTS (REQUIRED)

- | | |
|--|---|
| <input type="checkbox"/> Signed Medical forms (A, B & C) | <input type="checkbox"/> Cot |
| <input type="checkbox"/> Scout 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.

2026 - 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.
- Dinner 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 dinner 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.~

2026 - 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"/>						
Lunch <input type="checkbox"/>						
Dinner <input type="checkbox"/>						

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

Email to: campgeigerbsa@gmail.com

Troop Table Waiter Duty Roster - 2026

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

Post on Campsite Bulletin Board

2026 - Scout/Scouter Medication Storage Waiver

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.

2026 - 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.

2026 - Camp Geiger - Campsite Inspection Form

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

2026 - 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 1.** Applications received after April 1 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 point of the Scout 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 64506-3605

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 _____

2026 - 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		
<p>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</p>		
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 _____		
<p>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.</p>		
Council Action		
Guideline Amt: \$ _____	Requested Amt: \$ _____	Granted Amt: \$ _____
Date Received _____	CCC Initials _____	Date _____

2026 - 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 _____

2026 - 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

Other Scouting America Camping Activities at Camp Geiger in 2026

Cub Adventure Camp - Expedition Unknown

July 7-9, 2026: All Cub Scouts are invited to the “Expedition Unknown” Cub Scout Adventure Camp! This program is for ALL CUB SCOUTS, regardless of den level!

Activities Include: Overnight camping, BB guns, lake activities, pool activities, hiking, camp songs, and more!

Go to the following link for more info and to register: <https://ponyexpressbsa.org/calendar/cub-scout-adventure-camp-2026>

Webelos Weekend

July 8-11, 2026: Cub Scouts who have completed third and fourth grade are eligible to attend Webelos Weekend. This camp lasts 3 nights, with an optional 4th night available for a Baden Powell outpost program. This camp is run by the Camp Geiger staff.

A sampling of the programs offered include campfires, many of the Webelos Activity pins, rappelling, free swim, canoeing, shooting sports, and STEM. The Tribe of Mic-O-Say also hosts the **Arrowpath Program** during Webelos Weekend.

Go to the following link for more info and to register: <https://ponyexpressbsa.org/camping-and-activities/webelos-camping>

Wood Badge Training

Week 1: September 18-20, 2026

Week 2: October 10-11, 2026

Wood Badge is advanced Scout leader training that began in 1919 by Lord Baden-Powell, founder of Scouting and Wood Badge's first director. It came to America in 1948 and has been updated to reflect current Scouting America policies and programs. Incorporating the best techniques available, Wood Badge has become the most advanced leadership training course in Scouting!

Wood Badge is the highest level of Scout leadership training and provides you with the tools to be a superior leader. The leadership skills taught are for leaders from all Scouting areas including Cub Scouting, Scouts BSA, Venturing and the district and council. Any Scouter who has attended basic training for their registered position and serves in a leadership role in Scouting or in a position that directly supports a unit can attend.

The Course is two weekend sessions for a total of 5 days. Attending both sessions is required to complete the training.

Go to the following link for more info and to register: <https://ponyexpressbsa.org/training/wood-badge>



SCOUTING AMERICA • PONY EXPRESS COUNCIL

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