

CAMP FAMOUS EAGLE



GREATER ST. LOUIS AREA
SCOUTING



2026

SCOUTS BSA
Program Guide





Merit Badges

AGE RECOMMENDATIONS

Some merit badges have physical or mental demands that are more suited to Scouts of a particular age, maturity, or skill level. In the class catalog, you can view which merit badges may have restrictions on ages and/or ranks. Unit leaders are responsible for ensuring that Scouts meet age, maturity, and skill levels needed for all sessions.

PREREQUISITES AND PARTIAL COMPLETIONS

Some programs have requirements that cannot be completed at camp and should instead be completed before or after camp. Details are available in the class catalog.

Partial completion of a merit badge is not a failure, it is what the name indicates; partial success. Many Scouts will complete only sections of badges with prerequisites or that are very difficult. They then can complete them with another counselor at home or back at camp the following summer. Partials are valid until a Scout turns 18. Be sure to provide the required documentation for Scouts who have completed requirements for merit badges before they come to camp.

MERIT BADGE PROGRAM

Unit Leaders should guide Scouts to set achievable goals. Some subjects require a greater length of time for instruction than others, and this should be taken into account when scheduling them.

Please remember to review this guide and schedule around certain activities that Scouts wish to participate in such as open swimming. Scouts should be able to have some free time at camp to enjoy themselves. There is much more to summer camp than merit badges! **[Click here to view the class catalog!](#)**

Camp Program



WAYFINDER PROGRAM

The Wayfinder Program is our summer camp program for Scouts who have recently joined a troop or have just crossed over from Cub Scouts. This program replaced the Voyageur program of previous years. In Wayfinder, new Scouts are immersed in the Scouting Program and the S bar F Scout Ranch. Scouts will learn the patrol method and basic Scouting skills, and experience some of the many programs available at summer camp. Leaders will receive a printout of what was completed at camp, but the staff do not “sign-off” on the requirements.

WAYFINDER

Scouts may now register for individual rank sessions based on their needs. Sessions are divided into Scout and Tenderfoot, Second Class, and First Class.

Like merit badge registration, you can select the sessions that each scout needs.

Merit badges are not automatically included in the program. Depending on the number of rank sessions in which the scout is enrolled, he or she may register for 3-5 merit badges of their choice. The rank sessions have been scheduled to offer at least one Swimming merit badge session at a non-conflicting time.

Leaders with more than five Scouts in the Wayfinder program are to provide adult supervision and support during their Scouts’ sessions.

APEX OLDER SCOUT PROGRAM

The APEX Program features activities designed for Scouts who are at least 14 years old or in their fourth year of camp. In APEX, Scouts will spend the majority of their afternoon participating in various activities around the Ranch. The APEX Program will take Scouts to different portions of S bar F, including areas requiring transportation. Unit leaders may need to provide transportation if the shuttle bus is not available. Scouts will meet at 7:15pm Sunday with the APEX staff to review the week's activities. For 2026, Apex Older Scout program will only be occurring in the afternoon so scouts should still sign up for morning merit badges. The sessions for 2026 are in the Class Catalog!



APEX

Open Programs

Free Swimming

Each Campsite is assigned a free swim period at the Aquatics Area. These periods happen Monday - Thursday.

3:00pm - 4:00pm Open Swim

Backer
Capps
Chambers
Schnuck
Stark
Thayer
Wenzel

4:00pm - 5:00pm Open Swim

Ehrhardt
Hungerford
Livingston
Rottmann
Simpson
West



Open Boating

Canoes, rowboats, kayaks, stand-up paddleboards, and water bikes are available from 3:00pm - 5:00pm, Monday - Thursday in the Aquatics Area.

Boating “Out and About” Programs

Units can choose to go out on Nims Lake during an evening with a staff member for an “Out and About”. These typically start at 7:15pm Monday - Wednesday and end by dusk. Units must provide at least 2 leaders for these programs. Be sure to bring your buddy tags to the boating area!

Units can also choose to do an overnight “Out & About” where they paddle to a primitive campsite along the shores of Nims Lake and stay overnight. This option can be scheduled for either Monday or Tuesday evening. Units are responsible for bringing all sleeping gear needed for an overnight. These begin at 7:15pm in the boating area. At least 2 leaders are needed for this program. Scouts and scouters will need to bring their buddy tags to the boating area as well as bags to keep gear dry. All overnights will return prior to breakfast the next morning. All programs will return by breakfast the following morning.

Hucks Cove Waterpark

Huck's Cove has two awesome water slides, a zip line, rope swings, volleyball, monkey bars, an inflatable and more! Units can attend a 1-hour session during the week at Hucks Cove. These sessions are held in the afternoon Monday - Thursday. If Scouts miss a merit badge session due to a visit to Hucks Cove, they can attend a makeup session on Friday. Units will be sent a “Program Form” ahead of their arrival at camp where they can tell the camp leadership that they want to attend a session at Hucks Cove. They will be given their scheduled time at check-in on Sunday. Transportation to Huck's Cove from Camp Famous Eagle is by pontoon boat (limited capacity) or personal vehicles. Pontoon boats leave the Famous Eagle docks 10 minutes before each hour - make sure your Scouts are on time to make the boat! Buddy tags must be taken to Huck's Cove!

Open Programs

Mile Swim

The Mile swim is held beginning at 2:00pm on Friday at Aquatics Area.

Note: Any participant in the Mile Swim must have a minimum of four hours of practice swimming in camp prior to the Mile Swim to qualify. Unit leadership is responsible for ensuring the practice swimming occurs during the week. Click [here](#) to see the full requirements for the Mile Swim.

Open Range and Target Activities

The Rifle and Archery Ranges are available for open shooting in the afternoons from 4:00pm to 5:00pm on Monday, Tuesday, and Thursday. A tomahawk range will also be offered on Wednesday afternoon. There is no additional fee for these activities.

The Shotgun Range is available for open shooting Monday - Thursday afternoons from 3:30pm - 5:00pm. There is a fee of \$10 for 10 shots - payable in the Camp Trading Post before going to the range. Additional evening shoots may be announced during camp.

Silver Bullet and Golden Arrow Competitions

The best scores each week at the rifle and archery ranges will be recognized at the closing campfire on Friday evening. Attend open shoots to work on your high score! Scouts and adults will be considered for these awards with scores 45 points or higher on individual targets.

Trail Rides

Units can sign up for an afternoon or dinner Trail Ride during their week of camp. Spaces for these horse rides are very limited. Each ride only has 10 spots available. To sign up, work with your camp Program Director upon arrival at camp.

Rides are limited to individuals under 230lbs. Each unit participating must provide 2 adults. Riders must have long pants, no shorts allowed. If you choose an evening ride, dinner is included. Afternoon rides are 2:00pm - 4:00pm and Dinner rides are 5:15pm - 7:30pm. Weather and health of the horses will determine if rides can be held.

Open Programs



Green Bar

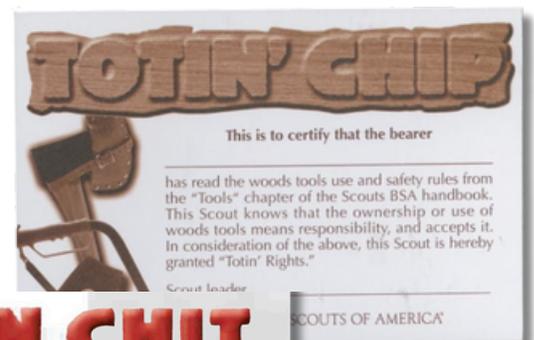
The Green Bar program at Camp Famous Eagle is for Scouts at least 13 years old and designed to test their skills, leadership, and commitment to the ideals of Scouting. Traditional, old-school approaches to outdoor activities with service combine with individual woodcraft and metalwork projects for participants to demonstrate tangible rewards for their week in the program.

Program Aims and Objectives

1. Broaden youth perspectives on life and leadership. Open their gaze to new opportunities and skills.
2. Enhance personal development of skills and leadership.
3. Fine tune basic woodcraft skills and familiarity with handicraft and handiwork.
4. Provide insight into the fun of camping and leadership. Be an example to others to SET GOALS and DO what it takes to meet them.
5. Have fun. Eat good food. Make interesting projects. Provide labor and leadership in service to camp.

Scouts will pass an initial refresher on their Totin' Chip and will have opportunities to work on the Firem'n Chit and Paul Bunyan Woodsman award while working on a building/maintenance project. Participants may also have the chance to work on the Outdoor Ethics Award and earn Leave No Trace and Tread Lightly awareness recognitions.

This program area will be open each day for Scouts to come and go and work on projects and learn!



FIREM'N CHIT

This is to certify that

_____ can carry fire-starting materials and build a campfire.

This Scout has read the *Scouts BSA Handbook* and understands how to safely deal with fire. This Scout knows that starting and building fires means being responsible, and accepts that responsibility. In consideration of the above, this Scout is hereby granted "Firem'n Rights."

Signed _____ Smokey 

 BOY SCOUTS OF AMERICA



Evening Programs

OPENING & CLOSING CAMPFIRES

The Opening Campfire is presented by the Camp Staff on Sunday night. The Closing Campfire will take place on Friday. Troops should assemble on the parade ground at 8:15pm for both of these campfires.

FAMILY NIGHT & OA CALL OUT

Thursday night at camp is Family Night. Families of Scouts in attendance are invited to attend and see the camp. Guests should not arrive prior to 5:00pm so they do not interfere with program. There will be a special family night campfire at the Council Ring at 8:15pm and families can also watch the Order of the Arrow Call-Out Ceremony. Vehicles are not allowed past the parking lot. Transportation can be provided for those with medical needs.

MONDAY NIGHT

STEM Open Program

Join the staff in the STEM area for demonstrations and other fun at the STEM Pavilion. Begins at 7:15pm.

Green Bar Open Program

Come see what all the hype is about on Monday night at the Green Bar Area at 7:15. Staff will be on hand to show Scouts and leaders around the area, explain what happens there, and more!

Wayfinder Campfire

All Wayfinder participants and leaders are invited to attend the Wayfinder Campfire at the Council Ring at 8:15pm.

Top Shot

The Top Shot shooting competition is offered to all Scouts 13 years of age and older, as well as all adults. To qualify for the finals held on Friday, shooting at the rifle and archery ranges will be offered Monday and Tuesday evenings from 7:15pm to dusk.

Astronomy Viewing

This program is open to everyone, but also helps complete requirements for the Astronomy Merit Badge. Meet at the Nature area at 9:00pm.



Evening Programs

TUESDAY NIGHT

Scoutcraft and Nature Open Program

Visit both areas beginning at 7:15pm for demonstrations, games, a fish fry, and more! Open to everyone.

Astronomy Viewing

This program is open to everyone, but also helps complete requirements for the Astronomy Merit Badge. Meet at the Nature area at 9:00pm.

Wilderness Survival Merit Badge Overnight

All Scouts in the Wilderness Survival merit badge will attend this overnight experience. They will meet at the Scoutcraft area by 8:15pm (during the Scoutcraft Open Program) and return to their campsites before breakfast the next morning.

Top Shot

The Top Shot shooting competition is offered to all Scouts 13 years of age and older, as well as all adults. To qualify for the finals held on Friday, shooting at the rifle and archery ranges will be offered Monday and Tuesday evenings from 7:15pm to dusk.

WEDNESDAY NIGHT

Aquatics Water Carnival

The entire camp is invited to come to the Aquatics Area starting at 7:15pm to take part in the annual water carnival! Different events will be determined by the Aquatics staff and include activities for every swim ability level. These events will be announced at morning leader meetings, with sign up sheets in the camp office.

ADDITIONAL INFORMATION

The programs listed here may expand or more may be added by the camp staff as they make their preparations for camp. Any updates or changes will be provided during leader meetings during your stay at camp.



Leader Training

Introduction to Outdoor Leader Skills Training (IOLS)

This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Along with Scoutmaster Specifics this course is required of all direct contact leaders registered in Scouts BSA Troops in order to be considered “trained”.

Specifics on timing of this course will be covered at a leaders meeting early during the week of camp.

Leader Position Specific Training

Leaders are invited to attend Position Specific Training on Wednesday afternoon in the Dining Hall. This course will cover the Position Specific Training for Scoutmasters, Assistant Scoutmasters, and Troop Committee Members. there is no need to pre-register for this course.



Specialty Camps

Greater St. Louis Area Scouting offers multiple “Specialty” Camps that Scouts can attend individually each summer. Troops do not have to provide leadership for these programs.

S-F RANGER PROGRAM

Scouts who are at least 14 years old and adults can participate in this week-long backpacking and hiking adventure that traverses the 5,200 acre S-F Scout Ranch. The group will meet on Sunday at Wenzel Lodge and then depart for a week of activities and hiking. Sessions must have at least 6 participants to run. Sessions held in June and July! 5 to choose from!



STEM & SKILLED TRADES CAMP

July 19 - 25
Camp May - Beaumont Scout Reservation

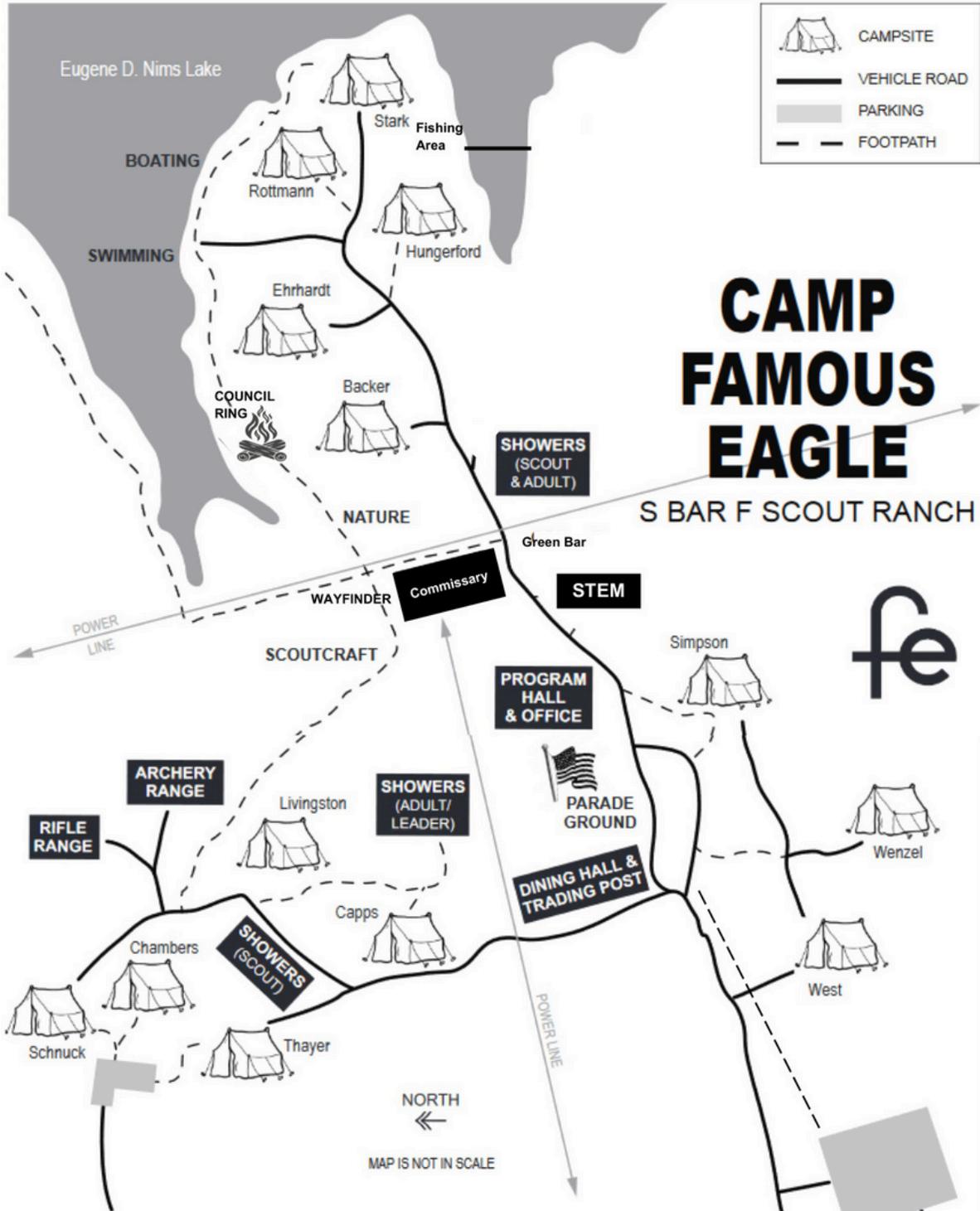
This camp is an *extraordinary experience* for Scouts full of many STEM based merit badges, **new** Skilled Trades merit badge track, and over-the-top activities. Scouts will attend one merit badge (*over to 60 to choose from!*) or one NOVA activity class *each day* and may have the opportunity to work on other badges in the evening.

HORSE CAMP

July 25 - August 1
Nagel Equestrian Center, Beaumont Scout Reservation

Spend a week at an intermediate riding camp cantering around the property and learning more about horses. There are many trails to be ridden, competitions/games to be played on horseback in the riding ring, and other activities to further your horsemanship along with a chance to show off your advanced skills in a Cavalcade at the end of the week. Other activities while at Horse Camp include swimming, rifle/shotgun shooting, climbing tower, ropes course, campfires, and much more.

Resources



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GREATER ST. LOUIS AREA COUNCIL