



2026 Camp Guide





Greetings from the Camp Director

Greetings Scouts and Scouters:

As the Camp Director for the 2026 season, let me be the first to welcome you to the 107th summer at Camp Friedlander. I first attended Camp Friedlander as a Scout in 2016 and this summer will represent my ninth consecutive year on the Friedlander Staff and my third as Director. Over those years, Camp has truly become a *home away from home* for me just as it is for our dedicated staff and hundreds of Scouts and Leaders every summer.

Spread across Camp Friedlander's historic property are 11 program areas offering over 70 plus merit badges in a range of activities from Archology to Wilderness Survival. For younger Scouts we offer a wide selection of fun programs to foster a love of camp and a Trailblazer program to help with their path to advancement. For older Scouts we offer programs from ACE and COPE to the Citizships so Scouts can have a fun filled week while putting the cap on their advancement.

The rest of your camp experience should have "Merit beyond the Badge" with offerings that build upon the aims of Scouting. Individual activities, such as the Paul Bunyan Award and the Camp Religious Awards foster Scouts growth during the week. Other activities, such as Troop Program Night and inter-Troop games hosted by our Sports Field Staff should foster the bonds between your Scouts.

Supporting our Program is a highly trained, motivated, and eager staff to assist your Troop with a program that promises to give your Scouts the ultimate summer camping experience. Our Staff will do everything possible to exceed your Troop's needs and expectations. If there is any assistance we can provide before your arrival, please share it with us. We will accommodate your needs to the best of our ability.

We hope that you can use this guide to start preparing for your experience at Friedlander.

Thank you for choosing to spend your summer with us at Camp Friedlander.

We look forward to welcoming you "home".

A handwritten signature in black ink that reads "Zach Hollander".



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2026 Camp Dates

In 2025, Camp Friedlander is running 5 sessions of camp, in addition to a special Scuba Week. More details about Scuba Week can be found later in this guide.

Camp Friedlander Summer Camp:

Week 1 – Sunday, June 14, 2026 to Saturday, June 20, 2026

Week 2 – Sunday, June 21, 2026 to Saturday, June 27, 2026

Week 3 – Sunday, June 28, 2026 to Saturday, July 4, 2026

Week 4 – Sunday, July 5, 2026 to Saturday, July 11, 2026

Week 5 – Sunday, July 12, 2026 to Saturday, July 18, 2026

Skill Seekers Day Camp takes place Monday-Friday each week of camp. More details can be found later in this guide.

Scuba Week – Monday, June 1, 2026 to Friday, June 5, 2026

Scuba Week takes place 9am-5pm each day. More details can be found later in this guide.



Camp Fees

Camper Type	Regular Fee	Late Fee*
Youth	\$525	\$540
Adult	\$155	N/A
Skill Seekers Day Camper	\$230	\$245

*Late fee begins on May 1, 2025. New Scouts do not incur the late fee. ***Those registered after April 30, 2025 can use the discount code: newscoutCF. Incorrect use of the discount will be reassessed the price difference.***

Fee Schedule

Payment	Amount	Deadline
Campsite Deposit**	\$100/unit	Due upon unit registration
Payment 1	\$75/youth, \$55/adult	Due upon participant registration
Payment 2	Remaining Balance	Due 10 days prior to arrival at camp

**The Campsite Deposit is a non-refundable fee. However, it may be applied towards camper fees once youth and adults are added to a unit registration.

Once your Troop is registered for camp, the summer camp coordinator can activate the **Parent Portal** to allow parents to make payments and register their Scouts for Merit Badges and other programs. Follow along with this video to set up the parent portal:

<https://www.youtube.com/watch?v=RBJmmnQuSo4>.

Parents can follow along with this video to access their Scouts' registrations via the parent portal:

<https://www.youtube.com/watch?v=Xflql-R-VZE>.

Discounts

Seconds! – Any Scouts attending any combination of Camp Friedlander Summer Camp, Scuba Week, NYLT, or multiple weeks of Camp Friedlander Summer Camp receive a “Seconds” discount. This discount is automatically applied to the Scout’s second (or third, fourth, etc.) registration.

Popcorn – Did you know that Scouts from Dan Beard Council can receive discounts for Camp Friedlander Summer Camp or NYLT as a prize for selling enough popcorn? That’s in addition to the money they make from their sales! Scouts who earn this will be emailed their code when popcorn prizes are distributed. If you do not receive your code, please call the Scout Achievement Center at (513) 577-7700.

Camperships

The Dan Beard Council does not want financial constraints to be a barrier to Scouts getting to come to summer camp. As such, we offer Camperships, which can cover up to 50% of the cost of camp. Camperships can be awarded for Camp Friedlander Summer Camp, NYLT, and Scuba Week. To learn more about if you qualify for a campership and to apply, please visit <https://scoutingevent.com/438-summercamp>. The Campership form is under the “attachments” section in the bottom right of the page.

Registration

Camp Friedlander uses an online registration system, and all registrations and payments are managed through this system. Summer camp coordinators are the administrators for camp and can view and edit the Unit Registration at any time.

The summer camp coordinator can access the registration by logging in at:

<https://scoutingevent.com/438-summercamp>.

During your week of camp, leaders may also use this system to check the merit badge progress for each of your Scouts throughout the week (updates will be made on Tuesday and Thursday evenings).

Summer Camp Coordinator

When registering for camp, we recommend you select one adult leader to serve as a summer camp coordinator. This person will be responsible for managing the Troop's registration, including things like ensuring payments are submitted by deadlines, enrolling Scouts in Merit Badges (if you do not use the parent portal), and attending pre-camp meetings. By default, the person who registers your unit for camp will be the only one who has access to the registration, and will be on our email list for periodic camp updates. If your unit needs to change who has access to the registration, please contact the Scout Achievement Center at (513) 577-7700.

Payment Process

When making the initial registration for your Troop, you will be asked to pay a \$250 nonrefundable deposit to reserve space in your campsite. This fee may later be applied towards Scouts or leaders when you add them to your registration.

After your Troop has been registered, you may begin adding individuals to your unit. As outlined in the fee schedule, you must pay a minimum amount of \$75/youth and \$55/adult upon registration.

When making payments in BlackPug, credit card payments will incur a 2% service fee. To avoid this fee, you may pay with a check or cash either in-person or by mailing it to the Scout Achievement Center at 10078 Reading Rd, Cincinnati, OH 45241. Please include your unit number and session of camp with payment, and the payment will be applied to your registration.

Account Reconciliation

All balances are required to be paid in full prior to your arrival at camp. Accounts with a nonzero balance will be discussed during your week's 10-Day Out Meeting. If you have questions about your balance, please call the Scout Achievement Center at (513) 577-7700.

Refund Policy

The Dan Beard Council will refund all but 20% of fees paid per participant for those who fill out the 2025 Summer Camp Refund Request form, no later than 30 days prior to arrival at camp. This can be found at <https://scoutingevent.com/438-summercamp>. You may replace the name and information on a registration at no additional fee, but they must be of the same participant type (youth for youth and adult for adult). This policy excludes payments labeled as “nonrefundable.” No refunds will be given after the 30-day cancellation deadline, except in cases of personal medical reasons as determined by the Camping Director. In order to be considered for reimbursement, a refund must be requested by the unit leadership within two weeks after the first day of your camp session. A doctor's note is required for refund requests. All refunds will be processed on a weekly rolling basis. Payments made within a Unit Registration will be refunded back to the Unit in the care of the Contingent Contact. Those who registered as Individuals will have refunds issued back to the payee. Please note that refunds requested after the start of camp may take longer to process.

Campsite Reservations

When registering your unit, you will be asked to select a campsite to reserve. Some campsites are more popular than others and will fill up quickly. The camp does its best to be as fair as possible regarding campsite reservations. Please note that if a Unit exceeds the capacity of the campsite, then it is the responsibility of the Unit to provide additional tents as needed. Camp Friedlander cannot provide additional tents, cots, or mattresses. If your unit does not fill the campsite you have reserved, the Dan Beard Council reserves the right to open the campsite to be shared with other units.

Forms

All of the necessary forms for camp are listed below and are available in electronic format at <https://scoutingevent.com/438-summercamp>.

- **BSA Annual Health and Medical Record (Parts A, B, and C)*** – *Required* for all Scouts and adults, regardless of how long they are staying at camp. Please note that Part C requires a physician's signature.
- **Code of Conduct*** – All camp attendees must sign this form indicating they agree with Camp Friedlander policies.
- **Cowboy Action Hold Harmless** – Required for all Scouts (14+) and adults to participate on Tuesday night.
- **Scuba/Snorkeling Forms** – Required for all Scouts to participate in the evening introductory programs.
- **Special Diet Request Form** – *Each* Scout and leader who has dietary restrictions must fill out this form 3 weeks prior to your arrival at camp to ensure our dining team can accommodate their needs.
- **Pre-Camp Swim Classification Record** – If your Scouts or leaders take a swim test prior to arriving at camp, please bring this form to bypass swim tests during check-in. Please note our aquatics staff reserves the right to retest anyone's swimming classification at their discretion.
- **Scout Activity Schedule** – This form may be used for your Scouts to organize their program/Merit Badge enrollment preferences so that the Troop's Summer Camp Coordinator can input them online.

* Indicates a form that is required to attend camp. Other forms may be necessary to attend specific activities.

Pre-Camp Meetings

Leader Orientation Meeting

The Leader Orientation serves as a kickoff meeting for camp, where the camp staff will unveil new programs, relay registration information, and have a question and answer session with the Camp Director to help you prepare for camp.

The 2026 Leader Orientation will take place via Teams at 7pm on March 1. The link will be sent to the summer camp coordinator of each Troop who is registered to camp. The summer camp coordinator may share this link with anyone from their unit who they think should attend this meeting.

Ten-Day Out Meetings

To ensure that your unit is prepared for check-in and has the most up-to-date information, Camp Friedlander holds meetings 10 days prior to the start of every session of camp. These meetings begin at 7pm on Thursday evening, and is an opportunity to meet the camp leadership team, review your unit's registration, pre-check your unit's medical forms, and find out the latest information to ensure your unit has a smooth check-in experience when they arrive the next Sunday.

Please make your best effort to have a representative attend the meeting that aligns with your session of camp. If you need to attend a different meeting, please call the camp office at (513) 831-8311 so that your packet is prepared.

Camp Session	Arrival Date	Ten-Day-Out Meeting Date
Week 1	June 14	June 4
Week 2	June 21	June 11
Week 3	June 28	June 18
Week 4	July 5	June 25
Week 5	July 12	July 2

Merit Badge/Program Registration

Each Troop's Summer Camp Coordinator should work with their Scouts to determine the Scout's program selection preferences. They may then use this as a guide to enroll each Scout in Merit Badges and activities online in BlackPug.

Merit Badge and Program registration will open on Saturday, March 7, at 9am. After Merit Badge and Program registration opens, Summer Camp Coordinators may edit their Scouts' program schedules at any time prior to their arrival at camp.

Please note that all program sessions are first-come, first-served. Sessions that are full will not be available for selection. However, as other Troops make changes to their Scouts' schedules, sessions may become available later. There will be a last-minute add/drop session in the Trailblazer shelter at 7:30pm after your arrival on Sunday to make any final changes.

New this year, parents can register their own Scouts for programs! The summer camp coordinator can set up the **Parent Portal** to give parents access to make payments and register their Scouts for programs. Watch this video to help activate the parent portal for your unit:

<https://www.youtube.com/watch?v=RBJmmnQuSo4>.

This video will help your parents access the parent portal: <https://www.youtube.com/watch?v=Xflql-R-VZE>.

What to Bring to Camp

ESSENTIAL ITEMS:

- Completed “BSA Annual Health and Medical Record” signed by parent or guardian and physician, (Parts A, B & C) with a copy of the participants medical insurance card.
- Two summer Scout uniforms which include shorts or pants and short-sleeve shirt
- The field uniform (Class-A) is required for the evening meal
- Several Scout t-shirts (or Scouting appropriate shirts)
- At least seven pairs of socks (some Scout socks for use with summer uniform)
- Towels (2) and washcloth
- At least six changes of underwear
- Swimming attire (Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate.)
- Sleeping bag or sheets and blanket
- Poncho or raincoat – A MUST
- Extra pair of shoes (for wet weather) – A MUST
- Duffel bag or footlocker
- Soap, toothbrush, toothpaste, and comb
- Flashlight with extra batteries
- Scout Handbook & Notepaper, pencil or pen
- Mosquito repellent – roll-on or cream only – no aerosol cans
- Canteen or water bottle

OPTIONAL ITEMS:

- Camera
- Compass
- Pocket knife with Totin’ Chip card
- Fishing pole and tackle (Do not bring live bait – camp will have available for purchase)
- Personal cooking utensils (for Troop Program Night)
- Hiking boots (if needed for specific merit badge requirements)
- Money for the trading post and merit badge supplies

PROHIBITED ITEMS:

- Butterfly knives (or other knives designed exclusively or primarily for defense/fighting)
- Firearms, including archery equipment (unless approved for use by those with special needs)
- Fireworks
- Illegal items or other items that violate Scouting policies

Check-In Process

Beginning at 1:00 pm each Sunday, the gate to the far parking lot (east end) will be opened. In order to provide time for the entire check-in process prior to dinner, please plan to arrive no later than 4:00 pm. If your Unit is planning to arrive late, please fill out the Special Accommodations form: <https://forms.microsoft.com/r/338YGzHG3U>.

Please be prepared to complete the following as indicated.

- **Check-in begins at 1:00 pm.**
- **Trailer Drop**
 - Unit trailers (**one per Unit per campsite**) will be placed in the trailer staging area.
 - The ranger staff will take your trailer to your campsite.
 - Any troop or personal gear not in a trailer will need to be taken to the campsite by the campers. Two-wheeled carts *may* be available at camp depending on demand.
 - Please have everything you need either in or out of the trailer (as appropriate) upon your arrival at camp. For safety reasons we will not allow access to trailers in the parking lot.
 - Unit Trailers that **DO NOT** have a trailer jack **WILL NOT** be moved onto camp property. The decision to move will be left to the ranger's discretion.
- **Troop Guide**
 - Your Troop will receive a Troop Guide that will walk you through check-in. Meet your Troop Guide in front of the Administration Building. Once your whole group has arrived, they will begin the Check-In process.
- **Administration Building**
 - One Unit leader should be prepared to go to the camp office to complete the following check-in steps: (*There is limited space*)
 - Verify the Troop Roster of all Scouts and Adults
 - Verify Adult Leader BSA registration and Youth Protection Training.
 - Pick up wristbands
 - Submit signed Camper Code of Conduct
 - Show all Cowboy Action Consent/Hold Harmless forms
 - Provide contact for on property Unit Contact in case of emergencies.
 - Provide a total count of those eating in the dining hall for family night
 - Tickets can be purchased in the office throughout the week
 - Provide names for the Order of the Arrow callout ceremony
 - Pick up medication lockbox (if needed) and medication log forms
 - Pick up Fire-Guard chart
 - Answer any questions you may have
- **Medical Review**
 - While one leader goes to the Administration building, the rest of the Unit will proceed to the Skilled Trades Education Center for a review of their medical forms.

- Please have everyone's medical forms ready for review, preferably in alphabetical order.

The following steps can be completed in any sequence – Work with your Troop Guide to determine order.

- **Swim Checks**

- Checks may be done at the pool or lake depending on Lifeguard availability. Please be prepared for either option. *If your unit completed Swim Checks prior to camp, turn in your Pre-Camp Swim Classification record to your Troop Guide. This is recommended.*

- **Dining Hall Orientation**

- Find your table location and learn about the hopper system.

- **Camp Tour (optional)**

- If this is your first time at Camp Friedlander, or to help all your first-time campers, ask your Troop Guide to show you where everything is located.

- **Shooting Sports and Aquatics Talks**

- Located at the Trailblazer shelter, Scouts will get a safety briefing regarding the shooting sports and aquatics areas in camp to ensure they are familiar with our policies designed to keep everyone safe while having fun.

- **Campsite Inspection and Setup**

- Be sure to thoroughly inspect each tent for damage and note it on the form from your Troop Guide. Your Troop Guide will get your signature and submit the form to the Camp Commissioner.
- Your troop trailer should be in place, get everyone's gear stowed in their tents.

5:00 pm Flag Lowering

- Be prepared to assemble on the parade field by 5:45 pm

6:00 pm Dinner

- Dinner will be served immediately following any messages

7:00 pm Scoutmaster/SPL Meeting

- Located in the Eagle's Nest (or in the Trailblazer shelter for larger weeks, final location announced during evening assembly)

7:30 pm Merit Badge add/drop session in the Trailblazer shelter

- Make those last-minute adjustments to your schedule

8:30 pm Opening Campfire

- Join the staff for a rousing start to your week at camp

10:00 pm Lights Out

- Get some sleep! You've got a big week ahead of you!

Camp Policies and Procedures

Adult Requirements for Camp

A minimum of two registered adult leaders 21 years of age or over must attend with the Unit; after which, the Unit must maintain a 1 adult per 10 Youth ratio. For Units with female youth, a registered female adult leader 21 years of age or over must be in attendance. National BSA policies mandate that all adults attending a Scouting activity who are present at the activity for 72 total hours or more must be registered as an adult participant with the BSA, including completion of a criminal background check and Youth Protection Training. This applies even if attendance is not consecutive. If they attend for less than 72 hours, they do not need to be registered with the BSA.

We require that all Adults registered to attend with a Troop MUST:

- ***Be a Registered Adult Leader with the BSA***
- ***Have current Youth Protection Training***
- ***Have an Annual Health and Medical Record with part A, B, and C.***

Upon arrival at camp, adults will be asked to provide proof of registration and Youth Protection Training. We will not be able to process applications or facilitate Youth Protection Training at camp. If these adults are not registered, they will not be able to stay at camp.

Visitors and Late Arrivals

Any campers (youth or adult) that will arrive at camp outside the normal check-in time must register at the camp office and get a camp ID bracelet. It is also important that any camper leaving the property sign-out at the office. In the event of an emergency, it is important that we know who is in camp at all times. **For youth safety, all visitors outside of family night must be escorted by one of the Unit's adult leaders OR be a registered adult in Scouting America with current Safeguarding Youth Training.**

All visitors must sign in and out at the Administration building and get a camp ID bracelet. Any visitor who has not registered with the camp may be asked to leave. It is important for safety that we know who is visiting our camp and when. Visitors who intend to eat a meal at camp can purchase a meal ticket at the camp office. Meal rates are as follows: Breakfast - \$6.00; Lunch - \$7.00; Dinner - \$8.00.

Insurance

Troops attending camp from the Dan Beard Council are provided secondary medical insurance coverage through registration and charter renewal. Troops from outside the Dan Beard Council should check with their home Council to determine insurance coverage and related requirements.

Health and Safety Emergencies

Precautions for the safety of all Scouts and adults are paramount in the development of our programs and facilities. In the event medical needs arise while you are in camp, our health and first aid facilities are available with qualified personnel on duty 24 hours a day. Additionally, Bethesda North Hospital, located seven miles from Camp Friedlander on Montgomery Road can handle any emergency that exceeds the capability of our trained medical staff.

All emergency plans will be reviewed at the leader's meeting and posted at the Administration building, each campsite, and each program area. In the event of a camp emergency, it is essential that staff direction be followed to maintain order and safety. We ask the cooperation and support of both campers and visitors in complying with the directions provided by staff during emergencies.

Medical Forms

Every Scout and adult is required to submit an official "BSA Annual Health and Medical Record" with parts A, B, and C completed upon arrival to camp. This form was updated in Dec. 2019. **A completed form includes a copy of the participant's medical insurance card.** This form requires an annual update by a certified and licensed healthcare provider. **This form must be updated and signed within 12 months of the month you will be at camp.** For example, if you attend camp in the month of June, your form can be no older than June of the previous year. **Only submit copies of medical forms; do not submit originals.** Do not mail medical forms to the council office; bring them to camp. An electronic and editable copy of the form can be downloaded from the national Scouting America website at <https://www.scouting.org/health-and-safety/ahmr/>.

Medication Policies

ALL medications, prescription and non-prescription, brought to camp by Scouts and adults are REQUIRED to be secured in a locked storage. This policy may seem too strict for over the counter medications; however, if a camper consumes medication that is not meant for them, it has deadly potential. There will be certain exceptions for lifesaving medications to be carried at camp. Our health officers will make this decision during the medical record review. Campers that are prescribed lifesaving medication (Ex. Inhaler, Epinephrine Auto-Injector) MUST have the medication with them while at camp. Specific cases may be discussed with the Camp Health Officer during record review.

A designated adult troop leader should be named responsible for storing and distributing medications within the troop's campsite upon approval of the Health Officer. The camp can provide lockable storage and medication logs upon request. Medications requiring refrigeration will be stored at the Health Lodge. Medication must be in the original container and contain the following information:

1. Camper's name and troop - 2. Name of prescribing physician - 3. Prescription number - 4. Name of medication - 5. Date prescribed - 6. Directions for use

Campsite Inspections

In an effort to minimize damage to Camp Friedlander's tents and equipment, Unit leaders will be asked to thoroughly inspect each tent and indicate any damage found on a form provided by the troop guide. This form must be returned to the Troop Guide on your check-in day. When your troop checks out, the troop guide will inspect all tents. The troop will be charged for any damage found that was not indicated on the check-in inspection form.

Early Release of Campers

Upon departure from camp the Scout and Scoutmaster, or their designee, must come to the office and sign out in the sign out book. This signifies that the Troop knows and understands that their scout has left the camp.

Mail and Telephone Service

Mail and care packages are always encouraged at Camp Friedlander. Campers love to receive letters from home. Mail service may take several days; please consider this when getting a letter prepared and include a return address in case it arrives after your troop leaves. The envelope should be addressed as follows:

Scout Name – Campsite and Troop #

Camp Friedlander

581 Ibold Rd.

Loveland, OH 45140

There is an emergency telephone number at Camp Friedlander. The number is (513) 831-8311. Only emergency calls are accepted for campers. If you need to reach someone, please first try to reach someone with your troop leadership.

Firearms

The camp maintains its own shooting and archery equipment. Participants should not bring their personal firearms or shooting equipment from home. Participants with disabilities may be permitted to bring specialized personal shooting equipment, however, please contact the camp office prior to arrival to secure approval from the Shooting Sports Director and Camp Director. Depending on the situation, on-site secured storage may be provided for specialized firearms until time of use.

Firewood

Due to the spread of invasive species, we do not allow outside firewood to be brought to camp. Please collect deadfall around camp for your fires.

Shower and Restroom Facilities

Shower facilities are available throughout Camp Friedlander with separate areas for Scouts and adults. Adult facilities are private, unisex bathrooms, each with a shower, toilet, and sink. When available, go in and lock the door behind you, whether male or female. **These private facilities will also be available to female scouts.** Wheelchair accessible facilities are available for both Scouts/adults upon request. Each shower house serves several campsites. Campsites should share in the daily upkeep and cleanliness of the facility. A cleaning assignment schedule will be shared with you at the beginning of the week.

Dining and Special Dietary Requests

Mealtime is often the favorite time of the day, as the entire camp comes together for good food, fellowship, and a break from the day. All meals are served in the dining hall and are served promptly after assembly on the parade field. Meals are served cafeteria style, and an alternative entrée is available at lunch and dinner in addition peanut butter & jelly. Lunch and dinner also include a well-stocked salad bar.

Should someone have a Special Dietary Request, please fill out the Special Diet Requests form **3 weeks prior** to your arrival at camp. If our Food Service has any additional questions for you, they will contact you directly.

Special Accommodations

If you or a member of your Unit (Scout or Adult) require a Special Accommodation, please fill out the 2026 Special Accommodations Form **at least 2 weeks** prior to your arrival at camp. We want to make sure you have the best week at Camp Friedlander and will do our best to make accommodation. Examples of accommodations we have made in the past are Handicap Vehicle Usage/Mobility Assistance, Program Adjustment, Lodging, Severe Allergy, Early/Late Arrival, and Electricity for CPAP.

Parking

In accordance with BSA policy and safety regulations, **personal vehicles (including golf carts and bikes) are not permitted in camp.** Exceptions are made for adults with handicap needs. To secure a camp handicap pass, fill out the 2026 Special Accommodations Form **at least 2 weeks** prior to your arrival at camp. This pass allows for the use of personal motor vehicles- golf carts are not allowed even in these cases. Upon arrival at camp, the driver must provide copies of their license, insurance, and

handicap placard. If the driver does not follow camp safety procedures, they will lose on-property vehicle privileges. **SPEED LIMIT for non-camp vehicles 10 MPH.**

The parking lot is clearly marked and just outside the entrance to camp. Only emergency and maintenance vehicles will be allowed to park at the Administration building. This policy is for the safety of all campers. We appreciate your cooperation in parking only in designated areas.

*In the case of severe reactions to certain foods or substances, please fill out BOTH forms, and let us know how we can assist in making accommodations. (i.e., an allergy that can be triggered by airborne particles or physical contact with a food or substance, etc.)

Trailers and Troop Gear

The ranger staff will haul your troop's trailer to your campsite upon arrival at camp. **For space considerations, please limit your Unit to one trailer per campsite.** The camp provides two-wheeled carts for use in hauling troop or personal gear that is not in a trailer. There are no exceptions to this policy. Please prepare accordingly. Carts are stored in the cart corral, must be returned when campers are done using them, and should not be kept in campsites for extended periods.

Smoking, Vaping, and Alcohol

Camp Friedlander is a tobacco-free facility. Smoking, vaping or tobacco use of any kind in front of any camper, adult, or staff member is strictly prohibited. The only designated tobacco use area in camp is inside your vehicle in the parking lot. Anyone who violates this policy may be asked to leave camp. Alcoholic beverages are never permitted on Boy Scout of America property.

Footwear

For the safety of all camp participants, open-toed shoes are not permitted to be worn around camp.

Electronics

Scouts are not permitted to use personal electronics during programs, unless it is program related and approved by the Area Director. Permitting the use of personal electronics by Scouts outside of programs is at the discretion of the Unit leadership.

Swimming Classifications

Every Scout will be asked to take a swim test in order to show his or her current swimming skill. While swim tests will be offered soon after arrival, **your troop may find it convenient to perform swim tests prior to camp using the “Swim Classification Record”** found online in the Forms section. Camp Friedlander will accept pre-camp swim classification tests that are conducted following the procedures specified in Aquatics Supervision, No. 34346. The camp aquatics director reserves the right to retest all participants to ensure that swim standards have been met.

General Schedule

Each Scout will have a unique schedule based on the merit badges and activities chosen prior to camp.

The following schedule is typical for your week at Camp Friedlander.

SUNDAY	
1:00 – 4:00 pm	Check-in
1:00 – 4:30 pm	Swim checks, medical checks, etc.
5:45 pm	Flag Lowering
6:00 pm	Dinner
7:00 pm	Scoutmaster and SPL Meeting
7:30 pm	Add/Drop class session
7:45 pm	Chapel Service
8:30 pm	Opening Campfire
10:00 pm	Lights Out
MONDAY-FRIDAY	
7:50 am	Flag Raising
8:00 am	Breakfast
8:15 am	Senior Patrol Leader Meeting
9:00 am	Morning program time begins
9:15 am	Adult leader meeting
12:10 pm	Assembly / Lunch
1:00 – 2:00 pm	Siesta
2:00 pm	Afternoon program time begins
5:50 pm	Flag Lowering
6:00 pm	Dinner
7:15 pm	Evening program time begins
9:00 pm	Evening program ends
10:00 pm	Lights Out
SATURDAY	
7:30 am	Troop Guides sent to your site
	Breakfast will be picked up at Dining Hall
8:00 – 10:00 am	Merit Badge reconciliation and Checkout

Our Camp Staff



Organization

For two months of the year, staff members call Camp Friedlander “home” and dedicate themselves to providing an excellent camping experience to every Scout. We hire only high-quality staff members who have a strong interest in making a positive impact on our Scouts. The camp staff is there to lead merit badges and activities for the Scouts, to make sure your expectations are met and exceeded, and to generally help campers however they can.

The camp **Commissioner** and his team are there to serve the Adult Leaders during their session. This team will offer Adult Leader Trainings and fun activities, as well as leading the daily Adult Leader Meeting and ensuring that Shower houses and restrooms are stocked on property. If you have any questions or issues during your stay, please feel free to reach out to the Commissioner.

Each program area is managed by an **Area Director** who plans and creates the program and supervises the area staff. Your **Program Director** works to make sure that each area is successful in providing a quality program and will also lead exciting programs when the entire camp is together. Your **Camp Director** is there to make sure that every operation of the camp is as successful as possible, including managing the staff, meeting food needs, ensuring safety in camp, and working with adult leaders toward a quality experience.

Joining Camp Staff

Working on camp staff can be the most memorable and meaningful time in a Scout’s life. Camp staff members represent the best that Scouting has to offer and get the job of working with thousands of campers during the summer. Joining the camp staff can be a terrific opportunity for older Scouts who may have already attained the rank of Eagle, have turned 18, or feel they have completed their time as a camper. Counselors must be 16 or older and are paid a weekly rate. Scouts who are 14 or 15 years old and wish to serve on camp staff may apply for a Counselor in Training position.

Scouts interested in applying for camp staff can apply online at [Camp Staff – Dan Beard Council, Scouting America](#).

Reverence at Camp Friedlander



The Twelfth Point of the Scout Law: “A Scout is Reverent”

While at camp, every Scout and Scouter is encouraged to fulfill their religious obligations. Surrounded by the beauty of the outdoors, there are many opportunities at Camp Friedlander for Scouts to reflect, worship, and be inspired. Scouts can also earn the Camp Friedlander Duty to God award. This is a four-part program in which Scouts may earn a subsequent level of the award each time they attend camp.

Protestant Non-Denominational Chapel Service

An interfaith chapel service will be offered during the week. This all-inclusive service will set a reverent tone for the week and remind Scouts about the many wonders that surround us. This inspirational service will include Scouting prayers, traditional religious camp songs, and a motivational message for Scouts to carry with them all week. Attendance by everyone is welcomed and encouraged.

Catholic and Interfaith Services

On Wednesday night, the camp will offer a Catholic service and an interfaith service at varying locations around camp. On some weeks with significant numbers of Scouts from other faiths, services will be offered and supported for members of those faiths. Local Priests and Ministers will be visiting the camp to provide denomination-specific leadership for these services. We encourage your Scouts to worship with others of their faith at these special services.

Exact times and locations for services will be announced upon your arrival to camp.

Program Areas

Camp Friedlander offers your Scouts a variety of advancement opportunities as well as the chance to test their Scouting skills, participate in camp-wide events and competitions, and to earn recognition as a patrol and/or Troop.

Aquatics



Camp Friedlander provides many aquatic activities.

Whether it is kayaking on the 18-acre lake or enjoying a relaxing dip in the swimming pool, you will surely enjoy your time in the water.

The lakefront features the boating program (as well as the famous blob!), while the pool features the swimming program. What better way to spend your time at camp than in the water?

Merit Badges:

Lake: Canoeing, Kayaking, Lifesaving, Rowing, Small Boat Sailing

Pool: Swimming

Additional Programs:

Lake: Open Boating, Open Swim, Open Blob, Mile Swim

Pool: Instructional Swim, Snorkeling, SCUBA, Open Swim

NEST (Nature, Ecology, Science & Technology)

NEST is a blended area that allows Scouts to explore both ecological and STEM merit badges. Whether it is learning about the environment or sending a rocket into the air, the NEST area offers a program just for you.

Merit Badges:

Astronomy, Chemistry, Sustainability, Forestry, Geology/Oceanography, Nature, Landscape Architecture, Soil and Water Conservation, Space Exploration, Weather, Mammal Study, Reptile and Amphibian Study, Bird Study



Additional Programs:

Astronomy Night, “Prehistoric Planet” viewing, Open Nature Night

COPE and Climbing



Want to go rappelling? Interested in team building? Then COPE and Climbing is the place for you! The Tower offers you the opportunity to ascend a climbing wall or descend out of a 30-foot or 50-foot door. Those wanting to take it to the next level can also free rappel down the center.

Project COPE, or Challenging Outdoor Personal Experience, provides you with opportunities to develop trust, communication, self-esteem, leadership, planning, problem solving, decision-making, and teamwork. COPE challenges participants to become more aware of themselves and others, both their strengths and limitations. Beyond all these lofty objectives, COPE is fun!

COPE a week-long program starting with initial activities and events on our “low-ropes” course. This course consists of about a dozen structures presenting

participants with unique challenges intended to spark team building and creative thinking to complete the elements. The week builds up to conclude with participants conquering the “high course”. This consists of 11 elements that require participants to navigate cables, swings, and nets high in the air. Participants are always securely connected to approved safety systems.

NOTE: Minimum age for COPE is 13 years old.

Merit Badges:

Climbing

Additional Programs:

Open Climb, Open Rappel, COPE

Sports Field

Whether you're a sports pro or just getting started, our staff are here to make it a blast! Kick, throw, and shoot in games like soccer, baseball, and basketball. It's not just about winning – you'll also learn teamwork and good sportsmanship.

Get active with exercises that boost your agility and coordination. The sports field is the place to be for fun and fitness.



Merit Badges:

Personal Fitness, Cycling, Golf.

Additional Programs:

Pull-up bars, basketball court, kickball/baseball diamond, soccer, frisbee, gaga ball, and more!

Culture and Citizenship



What better place to learn about cultures than at Culture and Citizenship? Take the opportunity to explore the world as you learn about dwellings, games, and activities from at home and abroad.

Merit Badges:

American Heritage, Citizenship in the Nation, Citizenship in the World, Indian Lore, American Cultures Public Speaking, Signs Signals and Codes, Radio.

Additional Programs:

Camp History Night, Patch Trade-O-Ree

Handicraft

The Handicraft Area offers many opportunities to create items that you can take home for friends and family. This area is perfect for first-year Scouts to earn their first merit badges while creating a unique souvenir.



NOTE: Basketry requires a kit. These kits can be purchased in the Trading Post.

Merit Badges:

Animation, Art, Basketry, Chess, Cooking, Game Design,

Leatherwork, Moviemaking, Photography, Pottery, Sculpture, Textile, Fingerprinting, Pulp and Paper, Model Design and Building, and Wood Carving

Additional Programs:

Pottery Night, Tie Die Night

Skilled Trades



Would you like to learn about different vocations and everyday skills? Come stop by the Skilled Trades Education Center! The programs here provide you an opportunity to learn basic repairs that you could do around the house, as well as get experience with the skills needed for different careers. This year we are excited to introduce our brand-new Skilled Trades Building with three new merit badges!

Merit Badges:

Automotive Maintenance, Traffic Safety, Electricity, Home Repairs, Metalwork, Painting, Plumbing.

NEW THIS YEAR

Robotics, Welding, Woodworking.

Additional Programs:

Woodburning and Branding

Outdoor Skills

The Outdoor Skills program is one of the foundations of the Scouting program. As Scouts learn about topics like first aid, lashing, and orienteering, they are also learning soft skills that include self-reliance, confidence, and determination.

Merit Badges:

Camping, Emergency Preparedness, First Aid, Fishing, Pioneering, Search & Rescue, Wilderness Survival, and Orienteering.

Additional Programs:

Firem'n Chit, Totin' Chip, Fishing Derby

Shooting Sports

What better way to practice all things bang, twang, and boom than by visiting Shooting Sports? Each shooting sports area focuses on fun and safety and follow both critical and strict standards. Scouts will have opportunities to practice their accuracy as they work on qualifying for their merit badges.



Shooting Sports also offers numerous programs that include Muzzle Loading, Cowboy Action, and the Top-Shot competition. Scouts can participate in recreational open shooting or sign up for a badge.

Merit Badges:

Shotgun Shooting, Rifle Shooting, Archery

NOTE: The Archery range is located 1.5 miles away from the Rifle and Shotgun Ranges. It is NOT recommended to schedule Archery and either Rifle Shooting or Shotgun Shooting back-to-back (Ex: Archery at 9:00am and Shotgun at 10:30am).

Additional Programs:

Open Shooting, Top-Shot Competition, Black Powder Shooting, Cowboy Action, Tomahawk Throwing, 3D Archery

Tickets for Open Shoot and Top-Shot can be purchased in the Trading Post.

Trading Post

Looking for a souvenir or a treat to help you beat the heat? Stop by the Trading Post! From t-shirts to knives to slush puppies, the Trading Post has a large selection of offerings for both Scouts and Scouters. The Trading Post also has all the camp essentials, right down to the Camp Friedlander branded soap and shampoo.

Hours

Outside of meals and campfires, the Trading Post is almost always open! The full breakdown is as follows:

Sunday	1pm-8:15pm; 8:30pm-end of campfire*
Monday	9am-11:50am; 1pm-5:45pm; 7pm-8:30pm
Tuesday	9am-11:50am; 1pm-5:45pm; 7pm-8:30pm
Wednesday	9am-11:50am; 1pm-5:45pm; 7:30pm-8:30pm
Thursday	9am-11:50am; 1pm-5:45pm; 7pm-8:30pm
Friday	9am-11:50am; 1pm-8:15pm; 8:30pm-end of campfire*
Saturday	8:30am-10am

*The Snack Shack at the amphitheater will be open during these times instead of the Trading Post building. The Snack Shack will carry pre-packaged beverages and snacks, as well as popcorn.

Merit Badge Kits & Extra Ammunition

Some Merit Badges require the purchase of a kit in order to fulfil all of the requirements. Scouts will be able to buy these kits at any time during their stay at camp. For 2026, the required Merit Badge Kits are the following: Basketry – BSA Basic Basket Weaving Kit - \$17 - Space Exploration – Estes Rocket - \$8

Additionally, while ammunition is included for Scouts taking Rifle Shooting and Shotgun Shooting, recreational rounds (not being used for requirements) must be purchased from the Trading Post. Prices for 2026 may vary based on the fluctuation in ammunition costs. In 2025, the prices were:

- Rifle Shooting - \$0.75 for 10 rounds
- Shotgun Shooting – \$3 for 6 rounds
- Top Shot Competition - \$6.50



Campwide Programs

Campfires

Scouts begin and end their summer camp experience with a rousing campfire program. Our lakeshore amphitheater includes seating for 500 people and expansion lawn seating for another 500. The closing campfire on Friday is filled with Troop songs and skits for the visiting family members for family night.



Camp Assembly

Prior to mealtimes the entire population of the camp gathers on the assembly field outside of the dining hall. Flag ceremonies of reveille and retreat, coupled with camp-wide announcements, including grace before meals, make the assembly field an integral area of camp. During assembly Scouts are reminded of their duty to God, country, self, and others.



Award Programs

There are award programs for the individual Scout, the patrol, and the troop. Requirements for each award build on one another. If a Scout is working on the individual award (such as the Campers' Guild award program), those requirements count toward the patrol award. If a patrol is working on the award, those requirements count toward the Unit award. The Camp Commissioner will be your main contact for these awards.

Family Night

All Scout parents and families are invited to take part in our Camp Friedlander family night to see all of the fun and adventure that the Scouts have taken part in during their week at summer camp. All family members are invited to come out to camp and participate in our end of the week finale. Families are invited to begin arriving at camp at 5:00 pm on Friday night. Dinner will be served continuously from 5:30 pm to 7:00 pm in the dining hall. **Meal tickets are \$8 each and should be reserved through the troop prior to arrival and purchased at Unit check-in on Sunday.** This will allow our kitchen staff to prepare enough food. Additional tickets will be available at the door Friday evening. Children six years old and under are free.

Following dinner, camp will have open program areas. Scouts can guide families on a tour of the camp and show off their campsites. We recommend wearing good walking shoes. **Open-toed shoes are not permitted in camp for safety reasons.** A closing flag ceremony will be held at 8:45 pm followed by the closing campfire. All guests are invited to stay for the show. **Please plan for your Scouts to stay in camp Friday night** to help the troop pack up Saturday morning. Scouts who do leave Friday night will need to sign out at the Administration building.

Planning For Merit Badges

Camp Friedlander offers over 70 merit badges! Our trained and knowledgeable merit badge counselors work with Scouts on requirements and provide the all-important hands-on experience a Scout needs to gain an understanding in those fields. Merit badges are not given away at camp, but with some effort and the guiding hand of the camp staff, Scouts will feel a sense of achievement as they learn new skills.

In most cases, these merit badge sessions last either 50 minutes or 1 hour and 20 minutes. Scouts are required to attend from Monday – Thursday and make up any remaining or missed requirements on Friday morning. Scouts may also work towards various merit badges that require a smaller time commitment during this open session on Friday morning.

Below are some quick pointers to help you plan for your summer:

Each Scout should bring a notepad and writing utensil. Although most instruction will be more “hands-on,” notetaking proves very useful and helps with retention of information, particularly on the first day of any merit badge session.

Camp Friedlander offers a Rifle, Shotgun, and Archery Range. However, these ranges are all at the same location. The Archery Range is located 1.25 miles from Rifle and Shotgun and usually takes approximately 30 minutes to get there by foot.

Scouts participating in boating activities are encouraged to bring along a separate pair of shoes **SPECIFICALLY** for getting wet.

Consider walking time between classes and other factors (changing time for swimming suits, etc.) when planning schedules. Please reference the map at the beginning of this guide. The road that circles the lake is about one mile around. The camp schedule has 10 minutes built-in between merit badge sessions to allow for travel time.

Basketry and Space Exploration require the purchase of a kit to complete the merit badge. These kits can be found at the Trading Post.

Scouts should come to camp planning on getting dirty, gaining valuable skill sets, and, most importantly, **HAVING FUN!**

Merit Badge Prerequisites

Every January, Scouting America releases requirement updates to Merit Badges. This year, some of the Merit Badges offered at camp received significant updates. We will publish the prerequisites list on March 1st.

Friday Morning Open Programs

(9am – noon)

The Friday morning merit badge session will be available for Scouts to finish working on requirements they may have missed throughout the week or need additional time to work on.

The following activities/merit badges are being offered for Scouts to work on during the session. While there is no guarantee that they will be completed during the 3-hour period, they provide the chance to experience 'bite-sized' activities that Scouts might not have gotten to experience during the rest of their week at camp, and hopefully find some new

List of offerings (subject to change):

Aquatics	Nest
<ul style="list-style-type: none">• Stand-up paddle boarding• Open blobbing / swim	<ul style="list-style-type: none">• Edible Plants Showcase• Leave No Trace Workshop• Nature Hike
Rifle / Shotgun	Archery
<ul style="list-style-type: none">• Open Shoot	<ul style="list-style-type: none">• Open Shoot
COPE / Climbing	ODS
<ul style="list-style-type: none">• Open Climb• COPE games	<ul style="list-style-type: none">• Fishing Derby• Pioneering Relay
Sports Field	Trailblazer
<ul style="list-style-type: none">• Orienteering Scavenger Hunt• Pick-Up Basketball game• Corn Hole Tournament	<ul style="list-style-type: none">• Fire building challenge• Learn knots you've never heard of...
Handicraft	Trade Skills
<ul style="list-style-type: none">• Fingerprinting• Leatherwork• Open Chess	<ul style="list-style-type: none">• Open Branding / Forge• Electricity Demonstration
Culture and Citizenship	OA
<ul style="list-style-type: none">• Scavenger Hunt• Camp History Tour	<ul style="list-style-type: none">• We-Hin-Ay-Pay trail hike

With MUCH MORE to come!

First Year Scouts

The Camp Friedlander Trailblazer program gives first-year campers a jump-start towards their initial rank advancements of Scout, Tenderfoot, Second Class, and First Class. The knowledgeable staff and many outdoor resources available at Camp Friedlander not only teach Scouts the skills they need to meet requirements but give them hands-on experience.

Our Trailblazer program will:

- Teach and improve basic Scout skills.
- Teach the patrol method through practical application.
- Provide instruction on requirements in the following skill areas: woods tools, physical fitness, first aid, nature, ropes, cooking, camping, orienteering, swimming, and more.

There are two courses offered for Trailblazer, with one focusing on Scout/Tenderfoot requirements and the other Second Class/First Class requirements. This program can become a half-day session by registering for two consecutive sessions. The courses are 90 minutes each, and you aren't limited to one-- you can do Scout/Tenderfoot first, then Second/First Class directly after **OR** fill the other half of their day with fun, first-year-camper-appropriate merit badges.

Most of the merit badges that are great for first year Scouts are located at Handicraft, Culture and Citizenship, and Aquatics (Swimming Merit Badge). These program areas are in the central part of camp around the Trailblazer shelter and are near the Dining Hall. When planning your merit badges, it is helpful to find someone in your Troop to take the merit badge with you. This will make the utilization of the buddy system easier.

Please note, Trailblazer counselors will not sign off on rank requirements in a Scout's handbook. This is the responsibility of the Scoutmaster. We will, however, provide a list of requirements that were reviewed with your Scout along with daily attendance records. These tools can be used during the Scoutmaster conference required for rank advancement, where the Scoutmaster should review and sign off requirements that were met satisfactorily.



Advanced Camper Experience (A.C.E.)

The A.C.E. program is designed to give Scouts 14+ who have been to camp for a few years the opportunity to enjoy some of the most exciting activities in and around Camp Friedlander, while still maintaining time to work on advancement and merit badges.

A.C.E. participants will spend a half-day each day participating in a variety of activities that may include mountain boarding, biking the Little Miami Bike Trail, paddle boarding, blobbing on the lake, or going tubing on the river. There is also an option for an overnight experience for one night. Participants should bring gear for a typical backpacking overnight.

A.C.E. Scouts **must be 14 years of age or older, be classified as swimmers and complete the “Consent/Hold Harmless Form”** found in the attachments section at <https://scoutingevent.com/438-summercamp>.

SAMPLE A.C.E. Schedule*				
Monday	Tuesday	Wednesday	Thursday	Friday
COPE/Icebreaker games	Aquatics Day	Open Choice**	Wilderness Hike	Bike Trip (Friday Morning)

*Schedule Subject to Change

**Choices that the scouts could choose from include climbing, mountain boarding, paddle boarding, or slingshot game, archery, or lake day.

How To Register:

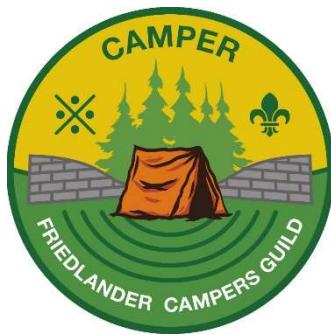
Registration for A.C.E. opens when all Merit Badge Registration Opens. Scouts should choose the Morning or Afternoon session and fill the rest of their day with Merit Badges.

Campers Guild

The CAMPCRAFTER Program

The Camp Friedlander **Campers Guild** is a program designed to assist Scoutmaster efforts to encourage and achieve rank advancement for their Scouts while at Camp Friedlander. This program recognizes individual campers that have mastered and successfully demonstrated a prescribed number of camping skills. Of equal importance is the Scout's demonstrated leadership and respect for other campers along with guiding their lives by understanding and obeying the Scout Oath and Law.

The CAMPCRAFTER program consists of four levels and allows advancement based on the maturity and effort of each participant. Advancement levels are: CAMPER, PATHFINDER, PIONEER and CAMPCRAFTER. Each level encourages campers to actively sample and engage in regularly scheduled Camp Friedlander activities. Upon completion of each program level, the Scout receives a distinctive patch that recognizes the Scout's accomplishment and advancement.



Unlike Order of the Arrow, which is troop based, the CAMPCRAFTER program is Friedlander based, and all program requirements are directed toward week-long summer camping periods. As such this program is **only** available during summer camping periods at Camp Friedlander.

The introductory CAMPER program can be successfully completed within a few hours as it reviews basic scouting requirements including the Scout Oath and Law, Outdoor Code, importance of the buddy system, a review of PATHFINDER requirements, etc.

PATHFINDER and PIONEER requirements are more demanding and once they have begun, they must be completed during that week of camp. CAMPCRAFTER candidates, however, are permitted to complete requirements according to their individual initiative and eagerness to advance but must complete all requirements within two consecutive camping seasons.

Requirements to achieve CAMPER, PATHFINDER and the PIONEER levels, leading to CAMPCRAFTER, are conducted and approved by the Troop Scoutmaster and/or accompanying troop staff. The program is designed to augment troop efforts to successfully encourage Scouts to attend camp on an annual basis and possibly become future camp staff. Finally, the CAMPCRAFTER program encourages and emphasizes the Scout's journey toward Eagle while reinforcing the troop's rank and merit badge advancement efforts.

The FIREBUILDER and FIRESTARTER Programs

The Friedlander FIREBUILDER and FIRESTARTER Programs are intended to provide an additional level of excitement and a personal challenge for all Friedlander Scouts during their summer camping experience. Regardless of the camper's age, the idea of making a fire is exciting and will be available to all who want to put their enthusiasm and curiosity to the test!



Make no mistake, building a fire-by-friction set and then starting a fire are not simple tasks and not all Scouts will be successful...but with proper instruction, encouragement and persistence, most will succeed. Designated camp staff will be available to provide instruction for your Scouts and guide them to an exciting experience.

The FIREBUILDER program is a hands-on experience designed to teach Scouts how to build their fire-by-friction set, e.g. finding the right kind of wood for the fireboard, spindle and hand-hold. Collecting the best materials for tinder and drying it properly is also very important as is the length of the bow and the bowstring. To earn the FIREBUILDER patch it is only required that the Scout successfully create smoke. The Scout is NOT required to start a fire, although a fire may be forthcoming.

The FIRESTARTER program is designed to teach Scouts how to use their set to create a spark, a spark that with proper technique becomes a fire. Scouts will be given opportunities to work with other Scouts who have successfully started their fires and have participated in a number of fire-starting competitions.

Learning how to build a fire-by-friction set and using it to start a fire and compete in fire-making competitions will become one of the lasting highlights of their lives.

In addition, Scouts who become proficient fire makers will be encouraged to assist and teach others as part of their required camp service for CAMPCRAFTER advancement.

The Order of the Arrow at Camp



Ku-Ni-Eh Lodge is Dan Beard Council's unit for the Order of the Arrow, Scouting's National Honor Society. The OA exists as a way to engage Scouts who exemplify the Scout Oath and Law in their daily lives. Through the year, Scouts who have been elected by their unit and complete their induction into Ku-Ni-Eh have the opportunity to develop themselves as leaders, serve the rest of Scouting and the community, and develop relationships with other Scouts around the area. And this doesn't stop during the summer at Camp Friedlander!

Sunday, an OA Unit Representative meeting will take place after dinner, where each unit will be asked to send one youth or adult to the meeting to receive pertinent OA information and learn about the exciting opportunities that are offered during the week. OA Troop Reps that have an interest in helping set-up and run OA events during the week and help the Camp Staff with various duties will receive special recognition for being a VIP Troop Rep!

Monday night, OA members are invited to attend Ku-Ni-Eh Lodge's Ice Cream social during evening program on the back porch of the dining hall to meet their fellow arrowmen for the week and spark engagement with the activities to come in the following days. New this year, you can look forward to participating in OA and Camp Friedlander trivia during the social!

Tuesday, A service project will take place after lunch during siesta hour, where campers have the opportunity to leave their mark on a meaningful project that will be at camp to see for years to come.

Wednesday night, anyone from the Ku-Ni-Eh lodge who has been a new member for at least six months is invited to seal their membership by earning their Brotherhood. The Brotherhood Sash can be purchased for \$25. Anyone who is already a Brotherhood member is invited to come and recommit themselves to the principles of the OA by observing the Brotherhood or helping in the ceremony. *National policy prohibits performing the Brotherhood ceremony for out-of-council members.*

Thursday, another camp service project will take place during siesta. In the evening, a patch trade-o-ree event will be happening at the Culture and Citizenship area alongside the camp history night exhibit. Thursday is also camp-wide OA day, so Arrowmen are invited to wear OA memorabilia and their OA sash with a field (Class-A) uniform.

Friday morning, a hike of the Camp Friedlander portion of the We-Hin-Ay-Pay trail will be done for any Scouts that are interested in going on the hike (both OA and non-OA members).

The final event of the week, a call-out ceremony, will be held on Friday evening after closing campfire for newly elected candidates. This ceremony is designed to publicly recognize those Scouts who have been chosen by their peers for membership into the Order of the Arrow.

Troops from other councils must have written approval from their local lodge in order to be called out at camp. Please ask your lodge advisor to provide a letter confirming your candidate's election.

The OA Camp Coordinator is Ku-Ni-Eh Lodge's on-site representative. During your week at camp, you will see them several times as they help to enhance your unit's programs with OA opportunities, host events for Arrowmen, and encourage service to others and the camp itself through the week.

The OA has supported Camp Friedlander in numerous ways over the years. Each year Ku-Ni-Eh Lodge provides the camp with thousands of service hours, setting up and taking down all of the tents, providing equipment maintenance, and executing conservation projects. Each year Ku-Ni-Eh Lodge, with the support of local units, also raises thousands of dollars for camperships, camp improvement projects, and significant donations to the Dan Beard Council. Arrowmen play an integral role at the camp they all know and love, and look forward to celebrating with you in another amazing year at Friedlander!

Adult Leader Programs and Training

ChAOS Crew

(Champion of Administrative/Operational Support)

The ChAOS Crew supports our Rangers and Camp Staff in operational and administrative support throughout your week at camp. Examples of service might include Program Assistance, Dining Hall Helper, General Cleaning (shower house/common areas), Minor Maintenance Needs, and Grounds Keeping.

Tiers of Service

10 Hrs./week or 2 Hrs./day	ChAOS Crew Branded Patch (or year number pin)
20 Hrs./week or 4 Hrs./day	NEW ChAOS Crew branded item (and Patch)
40 Hrs./week or 8 Hrs./day	FREE ADULT WEEK (and Branded Item and Patch/number pin)

Not sure yet? You can still sign up when you arrive at your week of camp!

Golden Spoon Award

The Golden Spoon Award is one of the most popular and tastiest programs in camp. This is the Adults' and Scouts' opportunity to show off their outdoor cooking expertise. Adults and Scouts are asked to provide their own food, cooking utensils and abilities. All entries will be brought to the Trailblazer shelter at approximately 8:15 pm Wednesday evening for judging. The winners will be presented with one of the coveted Golden Spoons at the closing campfire. There are two categories: entrees and desserts. Contestants are welcome to submit entries for one or both categories.

Scoutmaster Roundtables

Several roundtable style discussions will be held every week on Friday afternoons just for adult leaders. Various topics will be covered, such as activities and awards for your Scouts that you may not be aware of, Troop sustainability practices, keeping Scouting fun for adults, and more! While these discussions will be facilitated by the Adult Leader Trainer, they provide the opportunity to share what has helped your Troop in the past with others, as well as receive new and exciting information.

Adult Awards

By encouraging strong leadership in their Scouts, participating in program areas, completing fun challenges, and taking part in training while at camp, adults can work towards a William D. Boyce Award Individual Award or the Ron "The MAN" Rohrig Award

Top Shot Award

If you fancy yourself as a marksman, consider competing for the Top Shot Award. This will be presented each week to the adult leader who has the highest combined score at the archery (10 arrows), shotgun (10 shots) and rifle (20 shots) ranges. All competition will be held during open

program time. Scorecards can be purchased at the trading post for \$6.50 and must be completed and turned into the Shooting Sports Director by 5:00 pm Friday.

Eagle's Nest

Sometimes adults need a break from the hustle and bustle of camp, and the Eagle's Nest is here to provide you with a spot for that break. This area is an air-conditioned lounge just for adults, where the coffee is always hot and wireless internet access is always available. During daily adult leader meetings, you can meet with the Camp Commissioner to discuss your camp experience, sign up for classes and special events, or just relax.

Leader's Meetings

Camp Friedlander holds a leader's meeting each morning hosted by the Camp Commissioner. It is critical that at least one adult representative from your unit attend all scheduled leader's meetings at camp. Important information and schedules are disseminated here. These meetings will be held at 9:15 am daily in the Eagle's Nest (adjacent to the Trailblazer Shelter). Input from leaders is indispensable to continually improving the Camp Friedlander experience. Please provide constructive feedback as necessary to anyone on the camp management team.

Senior Patrol Leaders are encouraged to attend separate daily meetings (8:15am) on the back porch of the dining hall immediately following breakfast. Information about upcoming camp programs and activities will be shared with the SPLs. Youth-led programming is incredibly valuable, and Camp Friedlander will promote youth leadership whenever possible.

Adult Leader Training

We are proud and excited to announce a revamping of our adult programming at Camp Friedlander! Making the most of your time at camp is a priority for our team, which is why we offer not only re-chartering courses and supplemental trainings, but unique and fun adult-focused activities as well!

Training Courses Offered

- Introduction to Outdoor Leader Skills (IOLS)
- Leave No Trace (LNT)/Outdoor Ethics Training
- Safe Swim Defense & Safety Afloat
- Paddle Craft Safety & Swimming and Water Rescue
- CPR Certification
- Scoutmaster Roundtable Discussion
- Wilderness First Aid Certification (required for High Adventure Trips!)

There are also several activities just for adults throughout the week, including:

- Tubing on the Little Miami River
- Adult Leader Trivia
- Camp Crafts: Sit-Upon and Leatherworking
- Sunrise Yoga before morning flags
- Nap on Safely
- Loveland Castle Trip
- Scoutmaster blobbing competition
- Slushie tasting experience
- ...and all the same open program opportunities available to your Scouts!

*Please note that adult programs and trainings are subject to change.

Camp Facilities

Camp Friedlander reopened for 11–17-year-old youth for summer camp in 2002 with some of the most impressive facilities around. While the camp is still filled with the Scouting spirit of its opening in 1919, our facilities are modern, clean, and accessible. The camp provides for comfort and modern needs while capturing the primitive nature of Scout camping. Centered around the 18-acre Lake Marge Schott, the camp offers 23 campsites, 11 program areas, and plenty of woods and open space to explore and enjoy.

Each campsite at Camp Friedlander has its own unique flair. All are a short walking distance to a shared shower house, and many have an adjacent latrine. There is a water spigot, bulletin board, flagpole, shelter, picnic tables, and a fire ring at each site, as well as 2-person canvas tents or 8-person “treehouse” cabins with cots and mattresses. A hose, broom, shovel, rake, toilet paper, and trash cans are provided.

		
Chippewa : 64 people/32 tents	Clandhia: 42 people/21 tents	Daley: 64 people/16 tents & 4 cabins
		
Friendship: 26 people/13 tents	Greiser A & B: A- 34 people/17 tents; B- 30 people/15 tents	Hay: 36 people/18 tents

		
KPMG: 36 people/18 tents	Krieg: 26 people/13 tents	Kroger A & B: A- 32 people/8 tents & 2 cabins; B- 20 people/2 tents & 2 cabins
		
Lakeview: 46 people/ 23 tents	Martin: 40 people/20 tents	Pike: 32 people/16 tents
		
Present: 24 people/12 tents	Reed: 36 people/18 tents	Schuster's Glen A & B: A- 28 people/14 tents; B- 12 people/6 tents



Stuart A & B: A- 36 people/18 tents (15 on 2 deck platforms); B- 24 people/ 12 tents (8 on 1 deck platform)

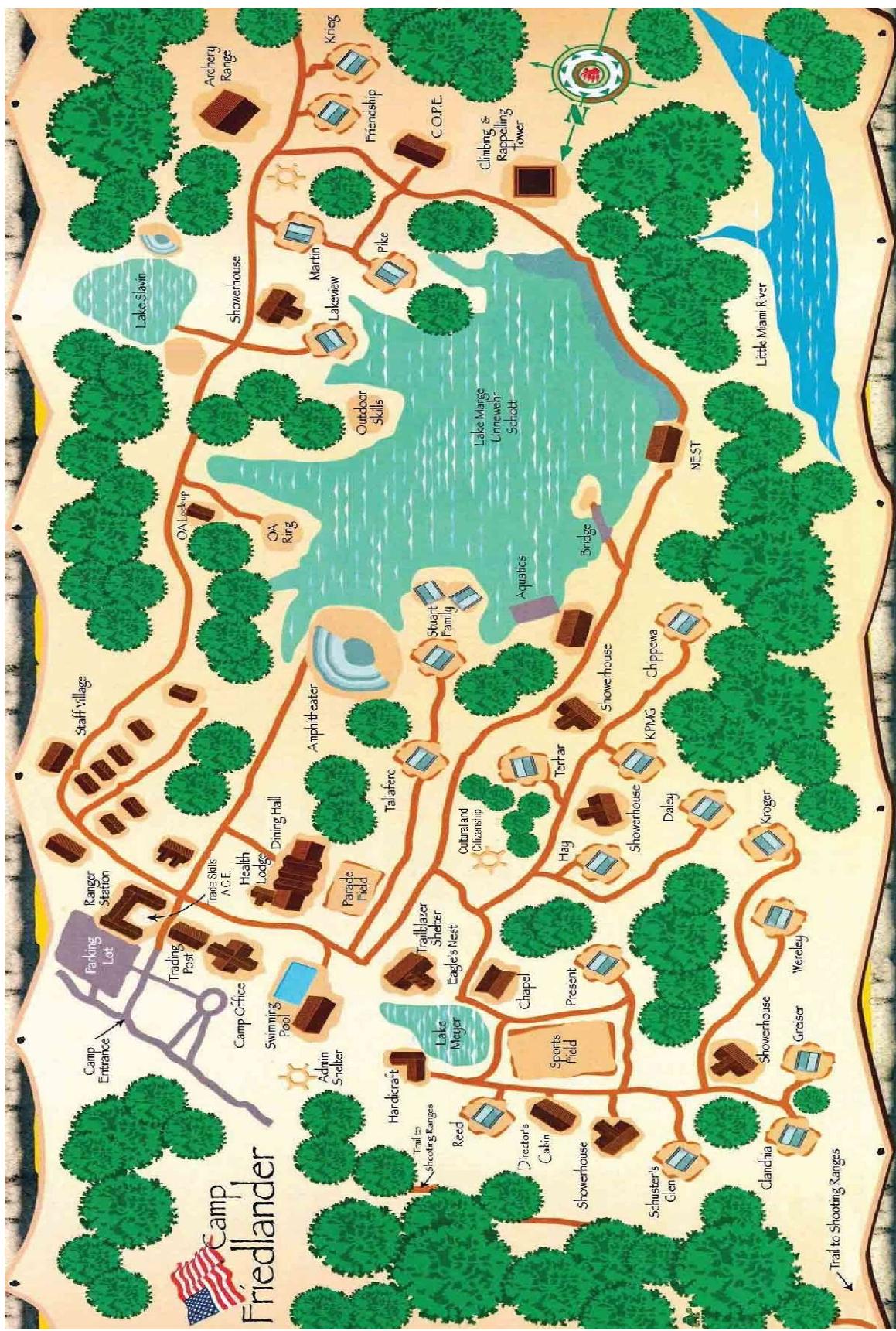
Talliaferro: 38 people/19 tents

Terhar: 38 people/19 tents



Wereley: 30 people/15 tents

Map of Camp



Directions to Camp

DAN BEARD COUNCIL CAMPS

Dan Beard Scout Reservation:

Conveniently located northeast of Cincinnati, off I-275 between Loveland and Milford, Ohio (45140).

There are three entrances to the reservation:

- **Camp Friedlander** – 581 Ibold Road
- **Camp Craig** – 6113 Price Road
- **Cub Scout Adventure World** – 6035 Price Road

Camp Phone: (513) 831-8311

Camp Fax: (513) 831-8475

Scout Achievement Center Phone: (513) 577-7700

Scout Achievement Center Fax: (513) 577-7738



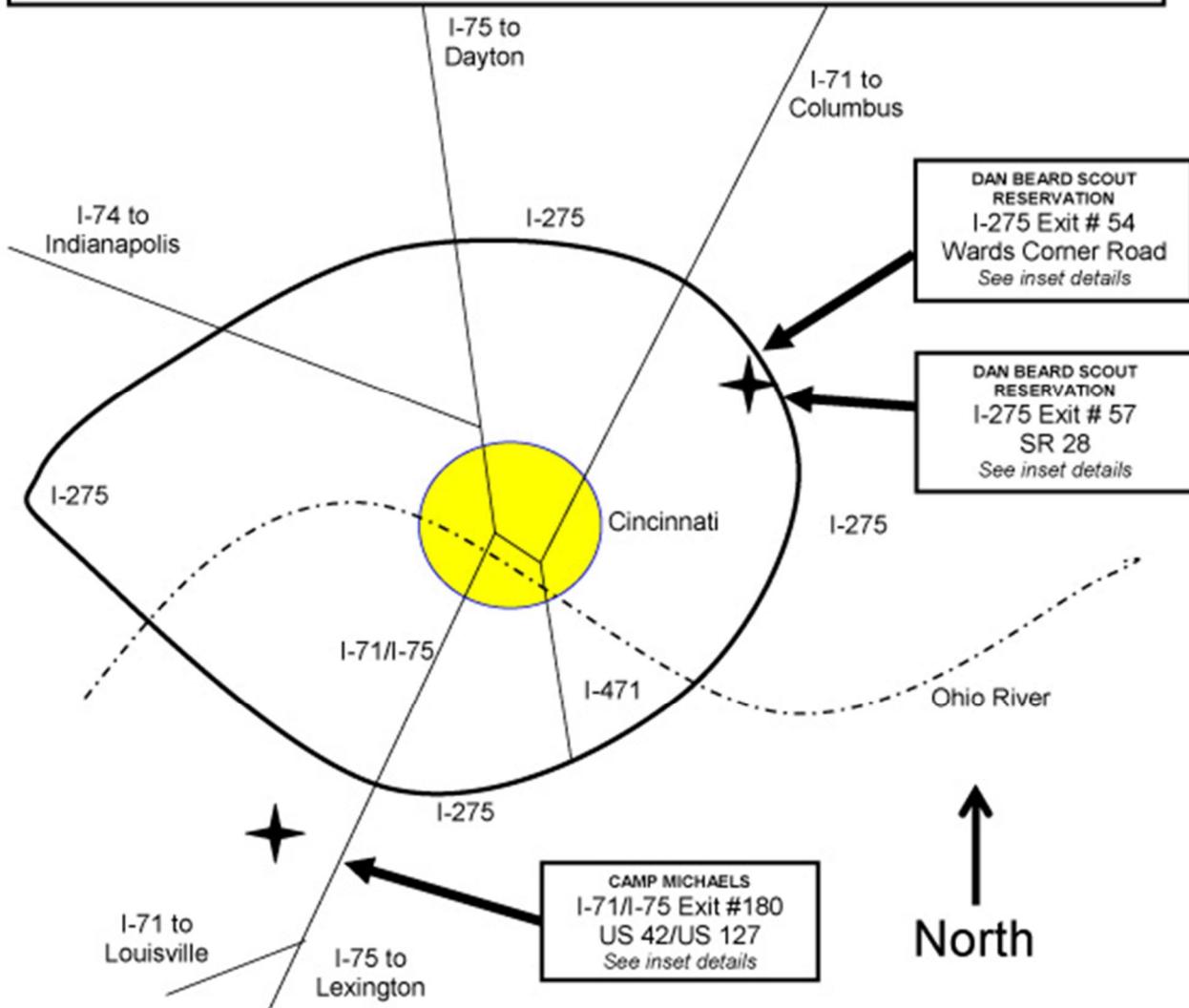
Camp Michaels:

A primitive and beautiful camp located in Union, Kentucky off I-71 (41091):

- **Camp Michaels** – 3486 Hathaway Rd.

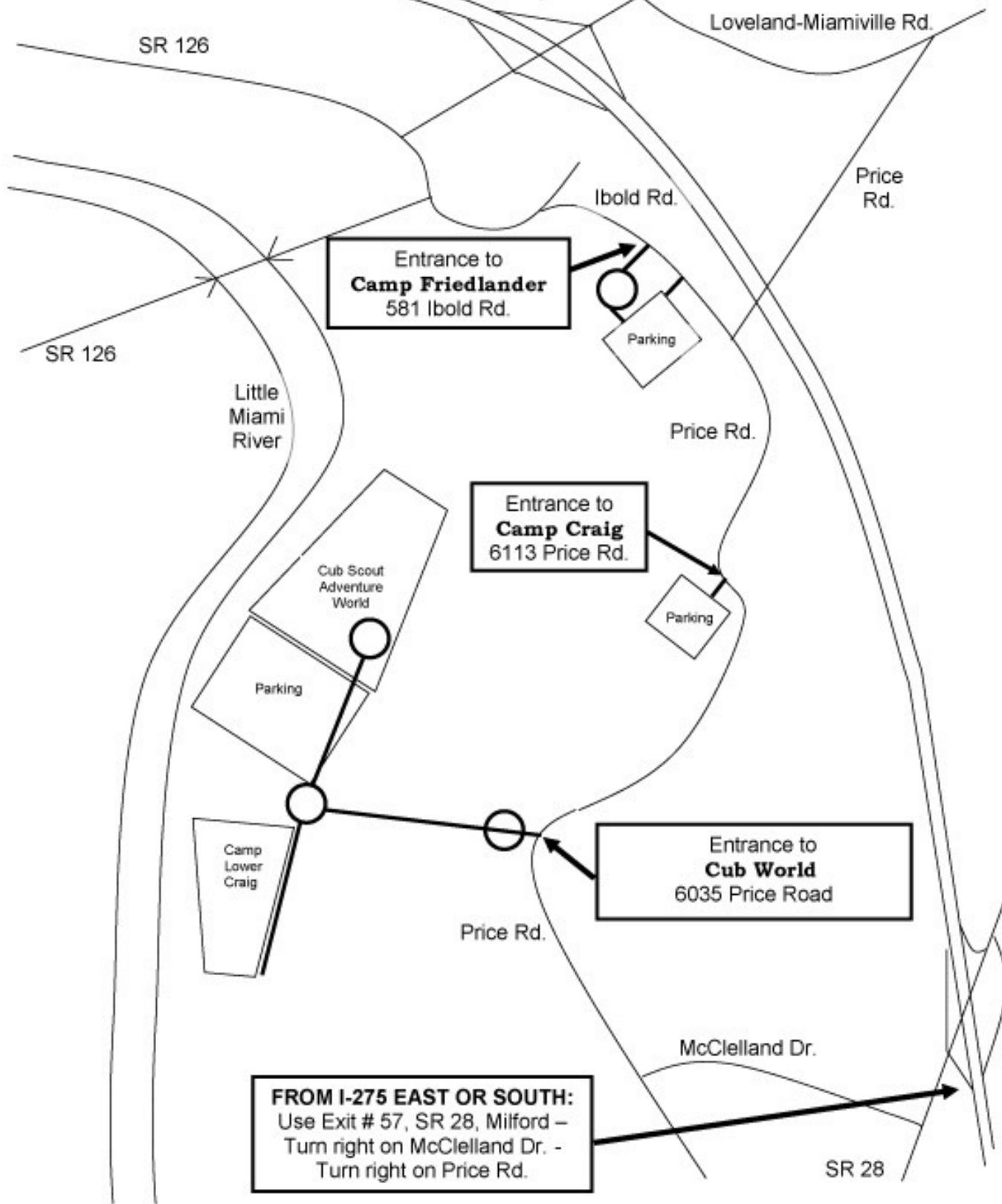
Camp Phone: (859) 384-3689

*Reservations can be made at the Dan Beard Scout Service Center.
Please check in with a Campmaster or Camp Ranger when you arrive.*



Highway Map to the
DAN BEARD SCOUT RESERVATION

FROM I-275 NORTH OR WEST:
Use Exit # 54 -
Wards Corner Road



FROM I-275 EAST OR SOUTH:
Use Exit # 57, SR 28, Milford –
Turn right on McClelland Dr. -
Turn right on Price Rd.