

2024 Camp Barstow Leader's Guide



Lake Murray, South Carolina



BOY SCOUTS OF AMERICA®
INDIAN WATERS COUNCIL



Over the last five years at Camp Barstow our attendance is up 75% because we have cracked the code on how to put on a fun summer camp with innovative programs and an awesome camp staff. I hope that this summer your unit will get to experience how things are **#BetterAtBarstow** in so many ways.

Lake Murray – Our camp is situated on a 50k acre lake in the heart of South Carolina. We have our own cove on the water and take full advantage with that backdrop. As a lake camp we have a fleet of boats including pontoon and motorboats to get the Scouts and leaders out in the water. There aren't many camps that take Scouts tubing twice a day just to have fun!

Facilities – Your troop can forget about sleeping in canvas wall tents at Barstow. Every campsite has Adirondacks that hold 12-16 Scouts with electricity. We even have smaller adult Adirondacks in every campsite so that everyone can sleep with a fan on and enjoy the comfort of a week on Lake Murray. All campsites have a hammock shelter with rigging and a roof for your comfort If you enjoy sleeping in a hammock.

Bundles – We do merit badge instruction like nobody else in the country. Our entire program is built around 2 ½ day merit badge bundles. Each bundle includes several merit badges where you will spend upwards of 14 hours working with the same counselors in the same location. No more changing classes every hour and walking the length of the camp in wet clothes! In our bundles we focus on experiences not just passing off requirements. Most bundles have a capstone event that wraps up the session in a memorable way. You can choose from 28 bundles that include 63 different merit badges. It's so easy all you must do is make 2 decisions to plan your week. What do I want to do the first half and what do I want to finish with? Scoutmasters love our bundle system for its simplicity and effectiveness in delivering the program without sitting on a picnic table for hours on end.

Fun After 4 PM – When merit badge instruction wraps up we spend the rest of the day staffing fun activities for the Scouts. Everything from cowboy action shooting to ecology tours on the pontoon boat are free activities that don't require any sign up. In the evening we keep the fun going with events such as the karaoke pavilion party and famous Bull Moose Hike.

Camp Barstow is a camp on the rise because we have a proven gameplan for making sure that your Scouts have a great summer camp experience. We also take care of the adults and schedule activities for them every day of the week. I hope you will come find out why we keep saying things are **#BetterAtBarstow!** Feel free to call/text/email me any time with questions as you make plans. I am happy to also schedule a camp promo zoom.

Scott Hagler – Director of Field Service
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New and the Best of Barstow

We are excited about the program at Camp Barstow. This year we have made a few changes and additions to our Barstow Bundles. Some have a new merit badge within the Bundle and some Bundles are new. Please read through the Bundle section of the Leaders Guide to see all badges in each Bundle.

New Gaming Bundle - Be a part of the Barstow Gaming crew and design the next tournament night for Camp Barstow. Game Design fits in well for younger Scouts as it allows them to be creative and have fun. Chess will test their skill of planning and strategy. Get creative and learn how things are made in the printing world. Design images and find out more about careers.

The Mariner Bundle - Older Scouts in this bundle will spend 2 ½ days sailing on the big open water in our large 26' sailboat. One evening the Scouts will venture out to Bomb Island on the lake to see a natural phenomenon as tens of thousands of Purple Martins nest at dusk. Scouts will spend an overnight at the Dreher Island Aquatic Base.

A Bundle for Both Scouts and Adults - Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. BSA Paddle Craft Safety includes the skills and knowledge needed for a unit leader to confidently supervise and prepare for canoeing or kayaking excursions. Adults may take these Bundle and **Scouts must 15 years of age or older.**

Barstow Trailblazers- We have heard your feedback! Returning this year is a bundle to complement our program. Trailblazers will follow Pathfinders in the 2nd part of the week with a fast-paced, patrol oriented immersive first year camper experience. Highlights of the new program include a 5-mile exploratory hike, cooking 3 meals, and tons of interactive games and activities catered to younger scouts. You do not have to participate in Pathfinders to sign-up for Trailblazers and vice-versa.

Adult Striped Bass Fishing Trip – Wednesday morning leaders can sign up and pay (register early online!) for our signature Lake Murray professional guided fishing trip. You will have to make your way to the Lake Murray Dam North Recreational Area by 6 a.m. to meet the guide to push off for several hours on the water. The limit is a catch of 5 per person and we fully expect you to bring home the haul so we can fry them up at the Barstowree that night.

Wednesday Night Spirit Theme – Wednesday is your chance to step out at Barstow. Each troop is asked to come to evening retreat dressed in an original spirit theme (yes not in your field dress uniform). After the meal troops will participate in the camp-wide Barstowree. This mid-week competition is our patrol/troop based fun and wacky field day. But new this year all the troops and staff will be decked out in a matching theme to bring the spirit. Troops have complete autonomy to pick their spirit themes and swag items.

Bull Moose Hike – Wednesday at 8:45 PM we have another Camp Barstow tradition the Bull Moose Hike! Join the staff on a night hike in search of the illusive herd of Bull Moose that live and thrive on the lush vegetation along Lake Murray.

Weeks of Operation

Week 1	Scouts BSA	June 9-15, 2024
Week 2	Scouts BSA	June 16-22, 2024
Week 3	Scouts BSA	June 23-29, 2024
Week 4	Scouts BSA	June 30 -July 6, 2024



Discounts

Early Bird Discount - \$25 discount (if all fees paid by April 1, 2024)

Bounce Back Week Discount - \$50 discount for additional week at Barstow

Fees for Camp Programs

- \$100 Unit Reservation Deposit (applied to total fees)
- \$395 Early Bird Camper Fee (all fees paid by April 1, 2024)
- \$420 Regular Camper Fee
- \$420 Baden Powell Early Bird Camper Fee (all fees paid by April 1, 2024)
- \$445 Baden Powell Camper (we provide adult leadership)
- \$150 Unit Leader Fee
- \$125 Barstow Adventurer (includes professional guided bass fishing trip)
- \$40 Barstow Marksman (rifle & shotgun ammo and supplies)
- \$30 Barstow Power Squadron (gas and boat maintenance)
- \$20 Barstow Angler (bait, gas, and boat maintenance)
- \$20 Barstow Craftsman (basketry kit, pottery and art supplies)

Information / Questions: Contact Information



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803.750.9842

Camp Barstow
117 Camp Barstow Dr. – Batesburg, SC 29006
Website: www.campbarstowsc.com

Facebook
www.facebook.com/CampBarstow553

Instagram
www.instagram.com/campbarstowsc

YouTube Camp Promotion Videos
<https://bit.ly/BarstowPlaylist>

Camp Barstow Office
phone: 864.445.4991 (emergency ONLY)

Mailing Address:
Scout Name, Troop/Crew Number
Camp Barstow
117 Camp Barstow Drive
Batesburg SC 29006

Indian Waters Council #553, BSA
715 Betsy Drive - Columbia, SC 29210
Phone: 803.750.9868
Website: www.indianwaters.org



Pre-Camp Checklist and Reminders

Calendar	To Do
October 1, 2023	Online registration is live to hold campsite with a \$100 deposit per unit
October - December	Q&A Zoom meetings with the camp leadership
November 2023 to March 2024	Review camp plans and notify parents & Scouts of camp dates Distribute Information to Parents at Troop Camp Promotion Night Schedule a Camp Promotion Presentation by one of our staff members Arrange for Camp Leadership. Two adult leaders are required Begin Scheduling Scouts Merit Badge Bundles and prepare to submit online Remind Scouts and Parents of Required Medical Examination and a Medical Form (parts A-C)
February 1, 2024	Camper Deposit of \$100 per Scout
March 1, 2024	Online sign up for Barstow Bundles begins
April 1, 2024	Early Bird Registration and Fees Due Campership Request Forms Due in Scout Office
May 17, 2024	Deadline for Payment of Balances Due for Summer Camp
June 9-July 6, 2024	Summer Camp

On-Line Registration

You can reach the online registration from our website at www.campbarstowsc.com. There is also a link on the council's website at www.indianwaters.org. The link for reserving your troop's week is live now. In March of 2024 the link for signing up for merit badge bundles will go live. All troops that have registered will get an email notification before that takes place. Please meet with your Scouts ahead of time to pick their programs and alternates in case something fills up.

Refund Policy

All refunds requests should be submitted to the Indian Waters Council Office in writing by the family of the camper or by the unit leader. Refunds may only be granted in the following circumstances: 1) Life threatening illness or death of a member of the Scout's immediate family. 2) Mandatory attendance at summer school verified by a letter from the school. Refunds requested after May 31st will be subject to a \$50 retained program fee. Refund requests received after the unit is in camp will not be considered. Basic fees are transferable among campers in the unit. It is the responsibility of the parents and/or leaders to manage transfer of funds between Scouts within their unit.

Baden-Powell Scouts

Scouts who cannot come to camp with their troop or wish to attend an additional week of camp may attend Camp Barstow as individual campers (we call them Baden-Powell Scouts). We have a dedicated Baden-Powell Scoutmaster on staff who will take charge of this provisional troop. In some circumstances we place Baden-Powell Scouts with established troops as well.

Our Baden-Powell program is not meant to replace the mandatory leadership requirements for bringing a troop to camp. We strongly encourage any group of 3 or more Scouts from the same troop to come to camp with an adult volunteer to help provide leadership. We have seen that Scouts with adults tend to have a better experience especially after 4 PM when the camp schedule is less structured. Our goal is for every Scout to have a successful week at camp. Therefore, having adult volunteers in camp to support these young Scouts is critical.

Bounce Back Week

Camp Barstow offers a discounted additional week of camp for Scouts that have already spent a week at Barstow. Bounce back Scouts get a \$50 discount off their camp fee. We especially encourage this bounce back week for Scouts that want to get ahead or participate in some high adventure. Scouts coming for a bounce back week without adult leaders are typically assigned to our Baden-Powell troop. Please contact the Camp Director if you have questions regarding this opportunity for your Scout. Registered adults are encouraged to sign up to help provide leadership for the Baden-Powell troop.

Early Arrival

We offer early arrival starting at Saturday afternoon of your upcoming week at camp at no cost. Units traveling a long distance may check in at Camp on Saturday PM. Those units taking advantage of the early arrival time are assigned to their campsite. Our program areas will not be open on Saturday evening or Sunday morning. The other troops begin checking in at 1 PM Sunday and our first meal in the Dining Hall is Sunday supper. We do not provide access to the Dining Hall or packaged meals for early arrival. There is a grocery store less than 15 minutes from camp so that you can plan for your early arrival. Our camp is also less than 25 minutes from a Wal-Mart Supercenter if you forgot anything.

Camperships

Camperships through Camp Barstow are only for Indian Waters Council troops. We suggest you reach out to your council regarding opportunities if you are coming from another council. Organizations and individuals often provide donations for Scouts to attend camp. We want all interested Scouts to attend camp. If a unit has a Scout with a financial need, please contact the Council Office for a campership application. Please note that to apply for the Campership Fund the Scout and unit must have participated in the Council sponsored funding programs such as popcorn sales and camp cards. Deadline for application is March 1. Contact Scott Hagler (scott.hagler@scouting.org) for further information regarding donations and applications.

Campsites Amenities - Every campsite has the following:

- Adirondacks with bunks and electrical outlets
- All campsites also have a leader Adirondack
- Hammock shelters in all campsites with rigging built in
- A large shelter with picnic tables, lighting, and electrical outlets
- Bulletin board, fire extinguisher, trash cans
- All campsites are located next to flushable toilet bathrooms
- Showers are located in upper camp for campsites #1, 2, 3, 4
- The central showers are in lower camp for campsites #5, 6, 7, 9, 10
- Scouts and leaders may bring their own personal tents and/or hammocks.

Campsite Capacities

Site Name	Youth Adirondack	Adult Adirondack	Total Bed Capacity	Hammock Shelter
UPPER CAMP				
#1 Legare	28	4	32	6
#2 Grier	28	8	36	6
#3 Cicchella	28	8	36	6
#4 Lambert	12	8	20	6
LOWER CAMP				
#5 Saluda	24	8	32	6
#6 Congaree	24	4	28	6
#7 Edisto	44	8	52	18
#9 Salkehatchie	24	8	32	6
#10 Wateree	28	8	36	6
Totals	240	64	304	

The listed capacities are for beds in Adirondacks only – you may add many more Scouts and leaders by utilizing the hammock shelters and/or personal tents. Please note, that you may be sharing a site with another Troop.

Handicap Campsite - Campsite #5 Saluda is designated as a wheelchair accessible campsite. Troops needing special accommodations will be given priority for Campsite #5. CPAP machines can be used at any campsite in camp. Please bring your own extension cord to reach from the shelter or Adirondack to your tent.

Campsite Reservations – During the online registration process troops may indicate a preference for their campsite. We will assign campsites closer to the beginning of camp to accommodate all the expected campers. Your requests will be strongly considered when assigning campsites. Troops may be required to share campsites when necessary.

Camp Facilities

Dining Hall – Our air-conditioned Dining Hall is in the heart of camp. It has room to seat just over 300 people. That means we can feed everyone in one seating. So, the whole camp gets the same Dining Hall experience and hot food. We typically seat 8 people at a table and troops always eat together. The Dining Hall also features 4 restrooms that are available 24 hours a day. Some of our camp activities during the week such as the Scoutmaster meeting and some twilight activities happen in the Dining Hall.

Camp Office – Located right next to the parking lot this location is where some of the administrative tasks for camp get done. During the off season the ranger uses it for her office as well. If you need to sign in or check out this is where the visitors log is kept.

Health Lodge - The Health Lodge is located inside the O'Tuel Building and is staffed 24 hours a day. The Health Lodge is staffed with individuals trained to handle minor accidents and illnesses. Individuals requiring a higher level of medical care will be sent to the hospital or parents will be called to have their family take them for treatment. Troops are highly encouraged to handle all simple first aid in their campsite.

O'Tuel Building – This is a multi-purpose building at camp that functions as a health lodge, meeting room and senior staff housing. There are two restrooms in the O'Tuel that are open to adults.

Pavilion – Built on the side of the Dining Hall is a giant covered pavilion that we use for merit badge instruction and lots of activities. During free time Scouts can play ping pong, four-square and cornhole. In the evenings we turn the lights on and use the space for activities such as our pavilion party.

Scoutmaster's Lounge – The SM Lounge is an air-conditioned space where leaders can escape the day and find a quiet place to relax or crack open a laptop and work. Coffee is available and there is a single bathroom as well.

Trading Post – The Trading Post is stocked with supplies for merit badge sessions, Scouting projects, souvenirs, snacks, drinks, and other items you might have forgotten. It is suggested a Scout have \$50 in spending money for a typical week at camp. Everyone is encouraged to bring smaller bills. The Trading Post is closed during mealtimes and campfires.

Damages – Please treat all of Camp Barstow facilities and equipment with kindness and respect. This will ensure that others can continue to have a great experience for years to come. If there has been any damage to any property an invoice for replacement or repairs may be sent to the unit involved.



Camp Schedule

Time	Activity	Location
7:00	Reveille	Campsites
7:45	Flags	Parade Field
7:55	Breakfast	Dining Hall
8:45 – 12:00	Merit Badge Bundles	Program Areas
9:00	Leader Meeting	Dining Hall
12:30	Lunch	Dining Hall
1:00	SPL Meeting	Pavilion
1:00 – 2:00	Siesta	Campsites
2:00 – 4:00	Merit Badge Bundles	Program Areas
4:00-5:00	Free Time – Open Program Areas	Program Areas
	*Wednesday Merit Badge Bundle instruction runs through 5 PM	
5:50	Flags	Parade Field
6:00	Supper	Dining Hall
7:00	Evening Activities	Camp-Wide
10:00	Taps	Campsites

Waiter Duty

Each troop is asked to send one Scout per table to prepare the table for the meal. They will also need to stay after the meal to clean the table and floor. They should plan to arrive fifteen minutes before each meal. They will be dismissed by the Dining Staff once their table and area are clean.

Fun After 4 PM

Four days during the week all regular program ends at 4 PM to allow for open program opportunities. Scouts can participate in open swimming, boating, tubing, rifle shooting, archery, fishing, and handicraft. There is also an Ecology Tour pontoon boat trip that departs every day during this time to give Scouts an amazing trip up the Little Saluda River. Scouts should check the Dining Hall slide show each day for special program openings. Wednesday is the only day we continue to run normal program to 5 PM because of starting new bundles.

Twilight Activities Mon-Tues, Thurs

After supper is when camp catches its second wind and Scouts can make some memories. Many of our program areas will have scheduled unique twilight activities 3 nights during the week. Here is a partial list of activities offered.

- Open swimming (including Troop swims)
- Open boating (canoe, kayak, paddleboard, sailing)
- Troop war canoe trip
- Open fishing on pontoon boat and ashore
- Ecology Tour pontoon boat trip
- Cowboy Action Shooting (Monday night only)
- Open shooting (including Thursday night Scoutmaster shoot)
- Patch trading
- Pop-up Scout Museum
- Throwback Thursday store
- Star gazing
- OA Native American rendezvous & ice cream social
- Open climbing on the tower
- Tournaments for chess, ping pong, gaga ball and basketball will have awards presented.
- Self-organized games of ping pong, cornhole, four-square, gaga ball, tether ball, basketball, ultimate Frisbee, and horseshoes.

Pavilion Party

Tuesday and Thursday nights from 9 -10 PM we keep the fun going with a rocking party. The Tuesday edition features karaoke which usually evolves into a hilarious throw back of old songs and some terrible dancing. Then on Thursday night we call it the *Barstow Has Talent Show* which allows individual Scouts or troops sign up. The talent show usually includes an extra dose of karaoke at the end.

Barstowree

As Wednesday is our hump day of the week, we have a special program planned for camp-wide fun. The evening starts in the activity field for the Barstowree. This is our patrol and troop-based field day competition that is annual highlight at Barstow. Our staff organizes a giant round robin style of events with about 12-15 activities all happening simultaneously with an MC leading the show. All of the events are quick 2-minute or less relays or competitions where the group is timed to award an eventual winner on Friday night.

All troops should come to Wednesday evening flag retreat with a spirit theme. These themes should include clothing other than your field uniform. Patrols and troops participating in the Barstowree are encouraged to wear your spirit outfits during the games. You are welcome to come up with any Scout appropriate original theme for your Wednesday evening fun.

Bull Moose Hike

At 8:45 PM on Wednesday we have another Camp Barstow tradition the Bull Moose Hike! Join the staff on a night hike in search of the illusive herd of Bull Moose that live and thrive on the lush vegetation along Lake Murray.

Special Activities

Cowboy Action Shooting – Monday night all Scouts that are eligible to be a Venturer (14 or graduated 8th grade) are invited to participate in an exciting shootings sports activity. Adult leaders are also welcome to attend. Our staff will transform the range into an old western scene complete with characters in costume. With a signed parent waiver form (Appendix D) and after a safety briefing the participants will be able to shoot several unique firearms. Scouts will receive classroom and range instruction on how to safely handle, and shoot a .22 lever action rifle, .22 single action revolver (pistol), and a 20g double barrel shotgun. [Signed parent waver required](#)

Fly Tying – Learn from experts who will demonstrate and teach you how to tie a fly. The camp will provide all the supplies you will need to create your very own fly. This event takes place in the Dining Hall Thursday night at 7 PM. All Scouts in the Barstow Angler program are required to attend (both sessions) but any Scout or leader is also welcome.

Vespers – A nondenominational Vespers program is held each Monday at the Chapel starting at 8:00 PM. The service normally lasts around thirty minutes. The service will be led by the camp staff. Scouts and leaders may volunteer to assist with the service. Campers should allow about 15 minutes walking time to reach the Chapel.

Flag Ceremonies & Assemblies – Patriotism and respect for our country and flag is a big component of Scouting and Camp Barstow. Units are expected to attend the evening retreat with your troop flag. Units may fulfill one of the requirements of the Honor Unit Award by conducting a flag ceremony at either the morning or afternoon assemblies on the Parade Field. Units can sign up for a specific time with the Camp Commissioner during the SPL meeting.

Campfire Programs –There are campfires during the week in the Council ring for all troops. The Sunday night opening campfire introduces the camp staff and sets the tone for the week (guaranteed to be the best campfire around). The Friday night campfire recognizes Scouts and their leaders for their hard work and includes an OA callout ceremony. Families are invited to attend this campfire.

Order of the Arrow

- OA Native American rendezvous & ice cream social Thursday night at 8 PM includes singing/drumming and dancing. Afterwards the OA serves ice cream to everyone in camp under the pavilion.
- If your troop needs an OA Election see the OA Camp Chief during the 9 AM leaders meeting
- OA Callout Friday, 8:30 PM at the closing campfire

Leader Opportunities

Scout Leader Fun Time- During the week we schedule fun activities for the leaders so they can enjoy some of the same program areas that the Scouts do. The Scoutmaster canoe sink, tubing, twilight pontoon boat cruise and golf tournament are also on the list. In addition, any of our free time activities are open to adults in camp so you can enjoy all the fun Barstow has to offer.

The Barstow Chef - The Barstow Chef is a 2-day course for leaders in campsite cooking. Participants will learn how to master meals, cooking fires, equipment, and educating youth on meals and menu planning. Menus and techniques will be shared with all participants. The Barstow Chef fee is \$20 (covers chef's apron for each participant). The course is scheduled for Tuesday and Thursday afternoon. Tuesday will be dessert Dutch Ovens; ingredients will be provided. Thursday leaders can use any recipe for their entree and are encouraged to share their local cuisine. Let us know if you require refrigerated storage. You will need to sign up early online in your units registration prior to camp.

Leader's Appreciation - Wednesday we host a Leader's Appreciation Dinner. This is our opportunity to acknowledge your commitment to your Scouts and to thank you for spending a week with us at camp. The meal is held in the handicraft shelter during the regular 6 PM mealtime. We typically invite 2 or more leaders from each troop to come. Members of Indian Waters Council's Camping Committee as well as Council leaders will join us.

Adult Striped Bass Fishing Trip – Leaders will be able to go on our signature professionally guided striped bass fishing trip Wednesday morning. You will need to sign up early online in your units registration. You will meet the guide at the Lake Murray Dam North Recreation Area before 6 a.m. to push off on the water and catch your limit of 5 bass each. Cost is \$125.00 per adult.

Scoutmaster Shoot - Leaders will have a Scoutmaster shoot Thursday night on the shotgun range. The shooting ranges will be limited to the leaders during these times. You will need to sign up early online in your units registration prior to camp.



Program Bundle Merit Badges and Extras

1st Year

Craftsman	Pottery + Art + Basketry + Textiles
Frontiersman	Indian Lore + Archery + Leatherwork + Wood Carving
Pathfinders	Scout, Tenderfoot and Second Class requirements
Readyman	Swimming + First Aid + Safety
Trailblazers	Second and First Class requirements

2nd and 3rd Year

Aerospace	Aviation + Astronomy + Space Exploration
Angler	Fishing + Fly Fishing + Fish and Wildlife Management = Complete Angler
Botanist	Plant Science + Forestry + Pulp and Paper
Biologist	Environmental Science + Mammal Study + Reptile and Amphibian Study
Communicator	Communications + Public Speaking + Salesmanship
Emergency Corps	Emergency Preparedness + Search and Rescue + Signs, Signals and Codes
Explorer	Environmental Science + Nature + Insect Study
Geologist	Geology + Mining In Society + Soil and Water Conservation
Marksman	Rifle Shooting + Shotgun Shooting
Outdoorsman	Cooking + Camping + Exploration
Voyager	Canoeing + Kayaking + BSA Stand Up Paddleboarding
STEM	Robotics + Digital Technology + Programming
Gaming	Chess + Game Design + Graphics Arts

3rd + Year

Adventurer	High adventure program at Dreher Island Aquatics Base focused on fishing and paddle craft and sailing including a trip out with a professional bass guide
Director	Movie Making + Photography + Animation
Lifesaver	Lifesaving + Rowing
Power Squadron	Motorboating + Water Sports
Ranger	Pioneering + Wilderness Survival + Orienteering
Ropes	Climbing + Low and High Cope Course
Skipper	Small Boat Sailing + Weather + BSA Stand Up Paddleboarding
Mariner	Large sailboat experience, overnight at Dreher Island
Rescuer	Swimming and Water Rescue Training
Paddler	Paddle Craft Safety Training

The week is broken down into two sessions. Each session features 19 of the 28 Program Bundles for a Scout to choose from. Some of the bundles are only offered in Session 1 or Session 2. The programs flip on Wednesday with Scouts beginning their Session 2 programs after lunch. We offer 61 unique merit badges at Barstow.

Bundle Schedule Matrix

Session 1	Session 2
Monday 8:45 AM – 12:00 PM, 2 PM – 4PM	Wednesday 2 PM – 5 PM
Tuesday 8:45 AM – 12:00 PM, 2 PM – 4PM	Thursday 8:45 AM – 12:00 PM, 2 PM – 4PM
Wednesday 8:45 AM – 12:00 PM	Friday 8:45 AM – 12:00 PM, 2 PM – 4PM

SESSION 1 – MON, TUES, WEDS AM	SESSION 2 – WEDS PM, THURS, FRI
AQUATICS – 8 Bundles	
Readyman	Readyman
Power Squadron	Power Squadron
Lifesaver	Voyager
Skipper	Mariner
Rescuer	Paddler
ECOLOGY – 5 Bundles	
Angler	Angler
Explorer	Biologist
Geologist	Botanist
HIGH ADVENTURE – 1 Bundle	
Adventurer	Adventurer
CLIMBING – 1 Bundle	
Ropes	Ropes
SCOUTCRAFT – 6 Bundles	
Emergency Corps	Communicator
Outdoorsman	Outdoorsman
Pathfinders	Trailblazers
Ranger	
SHOOTING SPORTS – 2 Bundles	
Frontiersman	Frontiersman
Marksman	Marksman
MAKER SPACE – 5 Bundles	
STEM	STEM
Aerospace	Director
Gaming	Craftsman

Barstow Program Bundles

"We Do Merit Badge Classes Better At Barstow"

At Camp Barstow we have changed the way you take merit badges classes. We understand that bouncing from one class to another is time consuming, tiring, and just too much like school. At Barstow we have combined similar merit badges into fun and engaging "bundles" that allow you to earn and learn more than ever before! Pick any pair from our 28 Barstow Bundles to build your schedule. Our program includes 63 different merit badges spread out among the bundles offered. Here are some examples.

FRONTIERSMAN

In the Barstow Frontiersman bundle scouts will have the opportunity to complete Archery, Indian Lore, and the handicraft badges Leatherwork and Woodcarving.



VOYAGER

In the Barstow Voyager bundle, scouts will earn Canoeing, Kayaking, and Rowing merit badges. The capstone event is a lake cruise in one of Barstow's famous 16-person war canoes.



ANGLER

In the Barstow Angler bundle, scouts can earn Fishing, Fly-Fishing, Fish and Wildlife Management, and the Complete Angler Award. Scouts will also fish in the lake from our dedicated pontoon boat.



Prerequisite/Partials – A prerequisite is a requirement of a merit badge that cannot be easily completed at camp. Some require activities over an extended period designed for the Scout's troop or family. Please see the Bundle descriptions for details regarding Prerequisites and other requirements that could end up as partials.



Barstow Adventurer

Merit Badges: All just experience based - no requirements built in

Offered: Both sessions

Recommended For: 3rd+ Year Scouts

Prerequisites/Potential Partials: Scouts will need to pass the BSA Swimmer test, ages 14+ or completed 8th grade

Fee: Due to the expense of hiring the professional fishing guide there is a \$125 fee for this program

Scouts in this bundle will spend 2 ½ days away from camp at our Dreher Island Aquatics Base. The highlight of the program is an early morning fishing trip with a professional bass guide on Lake Murray. The Scouts will also have a plenty of time for swimming, canoeing, and kayaking. Scouts will be able to bring their bicycles to get around at this wonderful SC State Park.



Dreher Island Aquatics Base – Returning in 2024 older Scouts (age 14+ or completed 8th grade) will have the opportunity to take part in our high adventure program operating 30 minutes away from Barstow at the Dreher Island Aquatics Base.

We have partnered with the SC State Park Service to operate a base at a nearby state park. Scouts that take part in this adventure will get to go on our signature striped bass trip (with a professional guide). Scouts at Dreher Island will be able to go swimming, sailing, canoeing, standup paddleboarding, and kayaking. In addition, they are allowed to bring their bicycles to get around the park.



This program bundle is named **Adventurer** and operates in the same ½ week schedule that fits our camp program. Scouts can pick whether they want to do the bundle the first ½ of the week or finish their week out at the aquatics base.

Those taking part in Session 1 will leave camp Sunday and return to camp before lunch on Wednesday. Those taking part in Session 2 will leave after lunch Wednesday and return before supper on Friday. Scouts are welcome to bring their own personal tents or hammocks to sleep in at Dreher Island.



Barstow Aerospace

Merit Badges: Aviation, Astronomy, Space Exploration

Offered: Session 1

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: none

The S.T.E.M. based program includes three merit badges that will encourage Scouts to take flight. Through a focus on Aviation, they will learn about the science of how airplanes work, build a model glider and discover how to pursue a career in this field. Scouts will learn about the stars and participate in star gazing and human and robotic exploration of the star system. Scouts will also build and launch their own rocket.



Barstow Angler

Merit Badges: Fishing, Fly-Fishing, Fish & Wildlife Management.

Offered: Both sessions

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: none, however, the Scout will need to catch a fish using normal methods (Fishing) and on using a fly as bait (Fly Fishing) in order to earn the merit badges.

Fee: Due to the expense of bait, boat gas and an off-camp trip there is a \$30 fee for this program.

This program is designed for Scouts who really want to expand their fishing skills. Scouts in the Angler program will use our pontoon boat to find the best spots near camp to set their lines. The Scouts will clean and cook some of the fish they catch. When the Scouts return from fishing they will work on requirements for Fish & Wildlife Management. This merit badge includes the use of fly-fishing techniques to catch a fish. Scouts that successfully complete this program will earn the rare Complete Angler badge issued by the BSA's National Fishing Task Force.





Barstow Biologist

Merit Badges: Environmental Science, Mammal Study, Reptile and Amphibian Study

Offered: Session 2

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: Reptile and Amphibian Study: Req 8 "choice of options A or B"

Barstow Biologist combines Environmental Science with two merit badges that allow Scouts to learn and study some of the unique animals in our lakeside habitat. Using a similar approach as Barstow Explorer we use a dedicated pontoon boat to teach these badges. Our goal is to get them out from behind a picnic table and into nature. It is easy to find plenty of reptiles, amphibians, and mammals along the lake. Our Ecology shelter typically has some seasonal guests on display.



Barstow Botanist

Merit Badges: Plant Science, Forestry, Pulp and Paper

Offered: Session 2

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: none

The Botanist program is meant for Scouts that really want to be outdoors and learn about plants. Scouts will see how we can professionally manage our land, lakes, and forests. In this merit badge Scouts will visit a managed forest and learn how a forester takes care of the environment while also viewing timber as a product.





Barstow Craftsman

Merit Badges: Pottery, Basketry, Textiles, Art

Offered: Session 2

Recommended For: Any experience level

Prerequisites/Potential Partial: none

Fee: due to the expense of the basketry kit and art supplies there is a \$20 fee for this program

Barstow Craftsman is a hands-on in the mud handicraft bundle. Craftsmen are all about exploring different techniques to create beautiful functional pieces of art. Learn the ins and outs of the many types of fabric we use daily. Use that knowledge to weave baskets and a campstool that you can really use. Get into the mud and learn how to make pots and other useful and decorative items. In this bundle you will be working on the Art, Textile, Basketry, and Pottery merit badges. You will have pieces you made to take home with you.



Barstow Communicator

Merit Badges: Communications, Public Speaking, Salesmanship

Offered: Session 2

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: Communications Req. 5 (attend a public meeting)

It's easy to see how all these merit badges complement one another. Our Communicator class will have many opportunities to be heard. From serving as the master of ceremonies for our pavilion parties and campfire to setting up and running our Throwback Thursday Store, these Scouts will be seen around camp. Through salesmanship they will learn the basics of retail and gain some experience that might help them become an entrepreneur. From learning Roberts Rules of Order to giving a lengthy speech our Communicator Scouts will be put to the test.





Barstow Director

Merit Badges: Movie Making, Photography, Animation

Offered: Session 2

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: none

Action! These Scouts are going to be all over camp capturing footage to create short films about life at Barstow. But before they do all that they will learn the essential elements of photography. From figuring out what exposure means to mastering how to edit pictures they will get schooled in how to shoot photos like a pro. For Animation the Scouts will learn about the world of Pixar and how that magic comes to film. Scouts taking Barstow Director are asked to bring their own cameras or cell phones to complete the work.



Barstow Emergency Corps

Merit Badges: Emergency Preparedness, Search and Rescue, Signs, Signals and Codes

Offered: Session 1

Recommended For: 2nd and 3rd Year Scouts

Scouts in this program will learn how to be prepared for an emergency and how to help in the aftermath of one. In the program Scouts will examine what to do in 15 different emergency scenarios. They will review many ways that Scouts can be part of emergency service in their community. Scouts will demonstrate how to prevent becoming part of a SAR mission. They will learn how to use the UTM system to accurately determine location on a map including using GPS. During a search Scouts will use various methods to locate a lost individual as part of their culminating activity. Scouts will also learn how to use semaphore, Morse Code, sign language, and Braille. On a hike they will demonstrate silent signals and then create Scout hike for their troop using what they have learned.





Barstow Explorer

Merit Badges: Environmental Science, Nature, and Insect Study

Offered: Session 1

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: Insect Study: Req 9 “raise an insect through complete metamorphosis from its larval stage to its adult stage (e.g. raise a butterfly or moth from a caterpillar)”

Barstow Explorer is an ecology themed program that happens in the unique Lake Murray habitat. Instead of learning these merit badges on a picnic table we will have them up and exploring our unique lakeside environment. Our program has its own dedicated pontoon motorboat to facilitate the Scouts exploring the upper Saluda channel of the lake as well as some uninhabited islands near camp. The program blends together multiple ecology merit badges taking advantage of overlaps in topics to cover all the material. Our trip over to Spider Island will allow for some interesting habitat study with a focus on making the outdoors our laboratory.



Barstow Frontiersman

Merit Badges: Indian Lore, Archery, Leatherwork, Wood Carving

Offered: Both sessions

Recommended For: 1st Year Scouts

Prerequisites/Potential Partials: none, however Scouts will have to qualify in archery, complete handicraft projects and participate in the Thursday night rendezvous.

A themed program that intertwines handicraft with Native American heritage and includes classic shooting sports merit badges. The Scouts in this program will spend two days in our Muscogee Village that includes a handicraft shelter and Native American dance arbor and teepee. Half of their time will be spent earning Archery merit badge. The remaining time will be spent with a blended Native American program that includes merit badge instruction, Native American games, tomahawk throwing, and crafts. Thursday night our local OA lodge will host a Native American rendezvous with dancing and drum/sing.





Barstow Gaming

Merit Badges: Chess, Game Design, Graphic Arts

Offered: Session 1

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: none

Be a part of the Barstow Gaming crew and design the next tournament night for Camp Barstow. Game Design fits in well for younger Scouts as it allows them to be creative and have fun. Chess will test their skill of planning and strategy. Get creative and learn how things are made in the printing world. Design images and find out more about careers.



Barstow Geologist

Merit Badges: Geology, Mining In Society, Soil & Water Conservation

Offered: Session 1

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: none

Become a Barstow Geologist and go on a rock hunt to find some rocks and minerals. You might even be able to spot the elusive Bull Moose hiding out with some of the cool rocks. Have you ever wanted to find arrowheads? You might find some of those too. Learn about the many kinds of rocks that you can find all over the world (or maybe just what we have at Barstow.) While exploring the world of the long ago past through geology, learn what it takes to mine minerals and stay safe. Do you have what it takes to become a Barstow Geologist?





Barstow Lifesaver

Merit Badges: Lifesaving, Rowing

Offered: Session 1

Recommended For: 3rd+ Year Scouts

Prerequisites/Potential Partials: Scouts must pass the BSA swimmer test and be a strong swimmer able to cover 400 yards using various strokes.

This program is for Scouts ready to take on the challenge of being a lifesaver. Scouts will learn the fundamentals of BSA safe swim defense. They will also be trained in water rescue techniques and be required to demonstrate the ability to reach throw and row. In Rowing Scouts will demonstrate technical mastery and how to use a rowboat in a lifesaving scenario. The culminating event in this bundle will be a lifesaving relay that will test all their knowledge and skills.



Barstow Marksman

Merit Badges: Rifle Shooting, Shotgun Shooting

Offered: Both sessions

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: none however Scouts will have to qualify in Rifle and Shotgun to be awarded the merit badge

Fee: Due to the cost of ammunition and supplies there is a \$40 fee for this program

Scouts in the Marksman program will spend their days hitting targets. Scouts will learn all the safety rules and how to successfully use a rifle and shotgun. A black powder demonstration will also be part of the agenda. The culminating event will be a Top-shot Tournament to determine the camp champion.





Barstow Mariner

Merit Badges: All experience based – no requirements built in

Offered: Session 2

Recommended For: 3rd Year Scouts

Prerequisites/Potential Partial: Scouts will need to pass the BSA Swimmers test

Older Scouts in this bundle will spend 2 ½ days sailing on the big open water in our large 26' sailboat. One evening the Scouts will venture out to Bomb Island on the lake to see a natural phenomenon as tens of thousands of Purple Martins nest at dusk. Scouts will spend an overnight at the Dreher Island Aquatic Base.



Barstow Outdoorsman

Merit Badges: Camping, Cooking, Exploration

Offered: Both sessions

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: Camping: Requirement 8d “while camping in the outdoors, cook at least one breakfast, one lunch, and one dinner for your patrol...” Requirement 9 “...20 nights of camping” Cooking: while Scouts will cover many of the requirements including the MyPlate food guide the meals for Requirement 4 (cooking at home) and Requirement 6 (trail and backpacking meals) will not be done at camp.

The Outdoorsman program is built around core Scoutcraft skill merit badges. Scouts will complete requirements in a blended schedule where they will work in small groups on various skills. In the outdoors they will learn how to prevent and treat common first aid situations. The Leave No Trace philosophy will be demonstrated in a way that can carry over to future troop activities. Scouts will learn the basics of types of tents, cooking stoves and camp sanitation. Cooking will be a deep dive into healthy habits including nutritional guidelines based on the MyPlate food guide. Exploration merit badge will allow the Scouts to put their skills into practice. Thursday night the Scouts will head out on an expedition overnighter in our war canoes to an uninhabited island. While there they will cook some meals to fulfill additional requirements.





Barstow Pathfinders

Advancement Opportunities: requirements for Scout, Tenderfoot, 2nd class

Offered: Session 1

Recommended For: 1st Year Scouts

Pathfinders is a special program for new Scouts—those coming to a Boy Scout resident camp for the first time and working on their Tenderfoot through Second Class rank requirements. The program is designed as a hands-on experience for the Scouts so that they can master outdoor skills. The Pathfinders program is fun, with lots of exciting activities with hands on training and the opportunity to advance in rank.



Barstow Trailblazers

Advancement Opportunities: 2nd class, 1st Class

Offered: Session 2

Recommended For: 1st and 2nd year scouts

This bundle builds on the pathfinders' program in the first half of the week. Scouts will get the chance to dive further into Second Class requirements and they will get to learn First Class requirements as well. To this end the bundle will include a 5-mile hike and cooking of 3 meals. You do not have to be a Pathfinders to take this bundle.





Barstow Power Squadron

Merit Badges: Motorboating, Water Sports

Offered: Both sessions

Recommended For: 3rd+ Year Scouts

Prerequisites/Potential Partials: Scouts must pass the BSA Swimmer Test. In order to pass Water Sports, the Scout will have to water ski or wakeboard successfully. This is a challenging activity if the Scout has never done it and requires upper body strength.

Fee: due to the cost of gas and boat maintenance this program has a \$30 fee

For Scouts that are ready to ride on Lake Murray the Power Squadron will give them a challenge. They will learn how to safely drive and control a motorboat. Scouts will also get in the water and try their best at getting up on water skis or wakeboard to earn the Water Sports merit badge.



Barstow Ranger

Merit Badges: Pioneering, Wilderness Survival, Orienteering

Offered: Session 1

Recommended For: 3rd+ Year Scouts

Mandatory Items To Bring With You: gear, pocketknife, flashlight, water bottle, backpack, sleeping bag, bowl, and spoon

Prerequisites/Potential Partials: Wilderness Survival: Req 5 "put together a personal survival kit and explain how each item in it could be useful."

The Ranger program is for Scouts who want a challenge working on some of the more advanced Scoutcraft merit badges. Scouts in this program will learn the various methods of lashing and build a pioneering project. Scouts will learn how to stay safe in a backcountry setting. The culminating activity will be a hike that ends with spending the night in a shelter that the Scout has built. Scouts taking Barstow Ranger should bring their own backpack.





Barstow Readyman

Merit Badges: Swimming, First Aid, Safety

Offered: Both sessions

Recommended For: 1st Year Scouts

Prerequisites/Potential Partials: Scouts must pass the BSA swimmer test, First Aid: requirement 5 “prepare a first-aid kit for your home. Display and discuss its contents with your counselor.” Also (inspect your troop’s First Aid Kit)

This program is for Scouts that need to take two core merit badges that are among the most popular of all. Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation. Scouts will rotate from being in the water to on shore learning vital first aid skills and designing and playing games. Scouts will learn a wide range of techniques including what to do in case of minor injuries including those associated with swimming, fractures, and how to transport a victim. In the water Scouts will learn how to perform a rescue using reaching and throwing.



Barstow Ropes

Merit Badge: Climbing

Offered: Both sessions

Recommended For: 3rd+ Year Scouts

Prerequisites/Potential Partials: none

This program incorporates our climbing tower and C.O.P.E. course for high adventure off the ground. Scouts will earn Climbing merit badge while also experiencing high and low elements. C.O.P.E. is a series of interrelated events that challenge individuals and groups. Events are arranged in four categories. These include open areas for games and trust events and a series of “low” and “high” elements This is a great program for campers looking to try a new challenge at camp and push themselves to new heights.





Barstow Skipper

Merit Badge: Small Boat Sailing, Weather, BSA Stand Up Paddleboarding (special opportunity badge)

Offered: Session 1

Recommended For: 3rd+ Year Scouts

Prerequisites/Potential Partials: Scouts must pass the BSA swim test

This program is designed for older Scouts who want to set sail. Camp Barstow has an impressive fleet of small and medium sized sailboats, and this program is built for that fun on the water. In the Weather merit badge portion Scouts will learn about meteorology and how to understand dangerous weather conditions that might affect them on the water. Safety afloat principles will prepare the group to set sail. There are also some classic knots that must be mastered to qualify as a skipper. Scouts will begin the session in small sunfish sailboats before moving up to our catamaran and American daysailer boats. The culminating activity is going out in one of the camp's big 22' sailboat on Lake Murray.



Barstow S.T.E.M.

Merit Badges: Robotics, Programming, Digital Technology

Offered: Both sessions

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partials: none

The S.T.E.M. program allows Scouts with an interest in science and technology to tackle some of those merit badges while at camp. Scouts will use Lego Robotics and tablets digital parts of the program. In Programming the Scouts will learn about the different programming languages. They will also get to put their knowledge into action by modifying programs and code. Digital Technology offers the Scouts an opportunity to combine all their knowledge of apps and word processing, digital pictures, and spreadsheets to create some unique products. The finale of this program is a robot wars style competition.





Barstow Voyager

Merit Badges: Canoeing, Kayaking, BSA Stand Up Paddleboarding (special award badge)

Offered: Session 2

Recommended For: 2nd and 3rd Year Scouts

Prerequisites/Potential Partial: Scout must pass the BSA swimmer test

The Voyager program is designed for Scouts that would like to spend two days mastering their paddling skills and merit badges. These Scouts will have the opportunity to earn two complimentary aquatics badges in Kayaking and Canoeing. The BSA Stand Up Paddleboarding award will also be incorporated into this bundle. The capstone event for this program will be an expedition in our 16-person war canoes.



Bundles for Youth and Adults

Barstow Rescuer - Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. **Scouts must be 15 years of age or older.**



Barstow Paddler - Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions. Persons completing the training should be better prepared to supervise paddle craft activities. **Scouts must 15 years of age or older.**



In-Camp Information & Communication

Pre-camp Zoom Meeting – The camp leadership will schedule a Zoom meeting the week before summer camp starts. The call will include the Camp Director, Program Director, and Commissioner. During the Zoom the team will review many important notes regarding your week at camp focused on check-in and what to expect. This pre-camp Zoom is also an excellent opportunity to get your questions answered.

Leader's Meeting - It is important that unit leaders attend the daily Leader Meetings to learn important information, participate in discussions, and hear announcements. Participation and attendance at the meetings are essential for clear and accurate communication. Every unit should be represented at these meetings.

Sunday, 7 PM (Dining Hall)

- Information on programs for the week
- Introduction of camp administration and area directors
- Trouble shooting and planning for a good first night

Monday - Friday, 9 AM (Dining Hall)

- Information for the day's planned activities discussed
- Any questions, requests or concerns may be addressed during this meeting
- Sign up for troop activities such as open swims, boating, etc.
- Camp Commissioner, Camp Director, and Camp Ranger will attend these meetings

Senior Patrol Leader Council (Pavilion)

- The SPLs meet daily after lunch at 1:00 in the pavilion
- The Camp Commissioner facilitates those meetings
- All troops in camp should be represented at these meetings
- Troops should send their SPL or designee to each meeting
- These meetings are important to disseminate information to all Scouts and leaders

Barstow Bulletin - During lunch and dinner, a slide show will play in the Dining Hall displaying information about programming activities. Items included will be open program areas, camp-wide competitions, troop competitions, and special evening activities and events. It will be updated daily.

Unit Campsite Notes

Campsite Fireguard Plan– (posted in each campsite)

- The troop's Senior Patrol Leader is responsible for appointing a daily troop fire warden
- The troop fire warden trains the troop members on fire safety for the week
- The troop fire warden ensures there are never open flames in tents in the campsite
- The troop fire warden will also inspect the site daily for any hazards
- A fire extinguisher is in each campsite shelter
- Do not build campfires outside of provided fire rings

Campsite Inspection – The Camp Commissioner arranges for daily inspections using the form found in the Appendix. The campsite with the best inspections score will be recognized at the Closing Campfire. Units can also receive extra points if an adult leader joins the Camp Commissioner Corps. The Commissioner Corps is responsible for the daily campsite inspections.

Camp Gadgets - Creating camp gadgets in your campsite is an excellent way for patrols and troops to focus on Scout skills during down time. Ideas include making a gateway to the campsite, building drying racks, weather rocks, and more. Remember that if your camp gadget requires poles, ropes, etc. that you need to supply your own. Please take down your gadgets before checking out of your campsite on Saturday.

Camp Improvements - There are always many ways to improve camp. Spreading mulch, improving trails, painting directional and information signs, improving a campsite entrance (check out the Saluda and Edisto campsite signs). We invite Scout leaders to bring tools to camp and work on projects during the week. To coordinate this please contact the Camp Commissioner for a list of potential projects.

Camp Barstow Policies

Tobacco Free Policy – It is the policy of the Boy Scouts of America that Leaders should not use tobacco products in any form in the presence of Scouts and that extreme care should be exercised to provide a smoke-free environment for all Scouting participants. All buildings and facilities under the control of Camp Barstow are designated as non-smoking facilities.

Controlled Substances – Alcohol and illegal drugs are not permitted on camp property. The Scoutmaster may keep medications in the campsite or at our Health Lodge. You are not allowed to use a firearm if you are taking medications that cause drowsiness or include a warning to not operate machinery while taking this drug.

Firearms – Personal firearms and ammunition are strictly banned from camp property including those with concealed weapon permits. Firearms and ammunition are available for merit badge sessions and open shooting through the Shooting Sports Director. Under no circumstance should ammunition be stored at camp anywhere except the Shooting Range storage buildings under the jurisdiction and control of the Shooting Sports Director.

Fishing Equipment– Scouts are encouraged to bring their own fishing gear to camp. The camp also has plenty of fishing gear to sign out to Scouts. There is free time most afternoons and, in the evening, to go fishing. Scouts taking the Barstow Angler program may prefer to use their own fishing rod and tackle box.

Archery Equipment– Scouts working on the Archery Merit Badge in the Frontiersman program may bring their personal bow to camp. The bow and arrows will be stored with camp equipment for that week and must meet

BSA standards. Bows brought to camp by Scouts or leaders may have no more than 35 pounds of peak draw weight. No specialty arrows, hunting arrows, or specially tipped arrows may be brought to camp.

Electronic Devices– Scouts may bring cell phones and other electronic devices to camp if permitted by the unit leader. If a camper is allowed to bring these devices to camp, please remind them to use them appropriately and not disrupt activity sessions. Theft, loss or damage to cell phones and other electronic devices is the sole responsibility of the camper. The camp cannot assume any responsibility for the cell phones and other electronic devices belonging to campers. This includes items being lost or stolen.

Chemical Fuels – Adult supervision must be provided when Scouts are involved in using chemical fuels. All fuels must be stored in a locked container. Scouts are encouraged to use battery operated lanterns and flashlights. No fuel lanterns, stoves, or candles are to be used inside a tent or Adirondack.

Leadership While at Camp - All units are required to have at least two adult leaders in camp at all times. This policy is required by the Boy Scouts of America. **All leaders MUST** be registered members of the Boy Scouts of America, must meet the qualifications for the leadership position in which they serve, and have complete Youth Protection Training. The two unit leaders must be at least 21 years of age.

Leaders may rotate throughout the week, but a minimum of two is always required. Leaders must sign in and out at the Camp Office.

Dress Code – Scouts and leaders are asked to dress appropriately for camp. For day-to-day activities, we encourage the Activity Uniform (Scout t-shirt) that the unit recognizes. At the evening assembly and campfires, the Field Uniform is the only acceptable attire. Shirts are to be always worn, except while in the swimming area. Everyone is reminded to wear appropriate covering to and from the waterfront and shower facilities. Leaders and advisors are responsible for ensuring that youth and adults in their Troops / Crews are dressed appropriately.

Shoes – Close-toed water shoes (like Crocs) are encouraged in the Boating Area. Sandals must have a heel strap (such as Chacos but NOT flip-flops). Socks are encouraged to be worn with all shoe types. Flip-flops are to be worn only in the showers and not in activity or program areas.

Check In / Out Policy – Anyone leaving or arriving at times other than Sunday check-in or Saturday check-out must sign in and out with the camp leadership.

Visitors – All visitors must park in the main lot and check-in at the camp office. While all buildings are handicap accessible, there are considerable distances between activities and transportation may not be available during the week.

Friday Night Campfire – Visitors are encouraged to eat dinner prior to arrival. The campfire typically begins at 8:30 and lasts 1 hour then followed by the Order of the Arrow Call-out.

Scouts Leaving Camp– No Scout who is a minor will be released to the custody of an adult other than the legal parent or guardian unless written permission is provided to the Scout's unit leader. No Scout, who is a minor, will be allowed to leave camp with anyone for any reason except as part of official camp programs or with special written parental permission. Any special arrangement should be made before camp.

Pets – No dogs or other pets may be brought into camp at any time, except for certified service animals. Do not take home any wild animals found while at Camp Barstow.

Vehicles in Camp – No personal vehicles are allowed past the Parking Lot. At check-in and check-out, Troop or Crew equipment and gear will be moved by the staff to the campsites. Troop trailers are allowed in campsites but must be escorted in or towed during Sunday check-in and Saturday departure.

Golf Cart Rules—for medical use only

- Obtain prior authorization from the Ranger before bringing your golf cart to camp
- Users must provide a letter from a medical doctor stating the need for the use of a golf cart
- Each person driving a golf cart in camp will need to complete a safety video and training with the Ranger
- No unauthorized motorized vehicles will be used as handicapped vehicles on the camp property
- Proof of liability insurance must be provided
- Must have a first aid kit and fire extinguisher
- Golf carts are not to be used to haul gear
- Drivers must be 21 or older
- Golf carts are not to exceed 5 mph at any time
- Campers always have the right of way
- Carts are not to be used to give Scouts rides around camp

Dining Hall Operations

Troops eat as a unit at every meal. Each unit will be assigned tables for their meals, with two seats reserved for staff. A waiter and assistant are needed for each meal and table to help set up and clean afterwards. During the lunch and dinner, we display the *Barstow Bulletin* on the big screen that will feature daily announcements and pictures/videos of the Scouts in camp that week. After every meal the staff leads the camp in a song.

Food Allergies & Dietary Restrictions – If an individual is allergic to some food products or requires a special diet, some suitable food may need to be purchased and brought by the individual to camp. Package each meal separately and write the person’s name and troop/crew number on each package. Upon arrival at camp, give the food to the Dining Hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the Dining Hall. Place these restrictions in the registration system under that person’s name in the Dietary Restrictions box prior to attending camp. Food substitutions should be only for medical or religious reasons.

Lost & Found – This is in the Dining Hall. You can help identify items found by having Scouts write their name and unit number on all belongings

A Scout Is Reverent – Before each meal on the parade ground or in the pavilion (before lunch) we recite the *Camp Barstow Grace*

For the Brotherhood of Camping, the Spirit of Scouting,
The sun on the water, the rain that falls on our red Earth,
And the Food we have before us, We Thank Thee, O’Lord, Amen

BSA Youth Protection and Adult Leadership

Adult Leaders in Camp - All units are required to have at least two adult leaders in camp at all times. This policy is required by the Boy Scouts of America. **All leaders MUST** be registered members of the Boy Scouts of America, must meet the qualifications for the leadership position in which they serve, and have complete Youth Protection Training. The two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp must meet all the above requirements.

Please provide a current unit roster from the My.Scouting system at check-in to show proof of registration and training.

No One-On-One Contact – One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting should be conducted in view of other adults and youth.

Respect of Privacy – Adult leaders must respect the privacy of youth members in situations such as changing into swimsuits or taking showers at camp and intrude only to the extent that health and safety requires. Adult leaders must also protect their own safety in similar situations.

Separate Accommodations – Separate shower and bathroom facilities are available for youth and adults to use during camp. Showers for adult Leaders ONLY are in the Central Shower facility located near the Trading Post. Shows in upper camp have individual stalls for everyone. Should the need arise separate shower and bathroom use accommodations can be made for males and females in a unit. In the Dining Hall there are separate bathrooms for youth and adult, male and female.

Adirondacks - The large Adirondacks are for Scout youth ONLY. We suggest enforcing the rule regarding years of separation in sleeping assignments by recognizing each bay in the Adirondack as a separate sleeping location. Leaders should plan to use the Leader Adirondack or a tent/hammock. However, you are encouraged to bring a large personal wall tent for more privacy. You can bring an extension cord to run power to your tent for a fan etc.

Medical Forms and Physicals

Health & Safety – The O'Tuel Health Lodge is staffed 24 hours a day. The Health Lodge is staffed with individuals trained to handle minor accidents and illnesses. National Camp Standards require that an Annual Health and Medical Form be completed, and a copy given to the Health Lodge when checking-in to camp by both youth and adult participants.

Health and Insurance - The Unit Accident and Sickness plan must be in force at the time you attend camp, it covers your registered Scouts and Leaders attending. Please register parents staying with your troop and have them complete a medical form. In the event of a claim, the participant's insurance is primary, and the unit or camp insurance is secondary. All Out-of-Council units will be asked to present proof of unit and/or council insurance during check-in. Unit leaders must bring to camp check-in: 1) Policy number; 2) Claim forms; 3) Name of insurance carrier.

Medical Treatment & Transportation

Arrangements have been made with physicians near camp for treatment of more severe cases, if this is necessary the Scout's parents or guardians will be notified by telephone and their desires concerning treatment will be respected. All first aid administered in camp must be reported to the Health Lodge and recorded in the Camp First Aid Log.

Unit leaders will be asked to provide transportation if one of their Scouts needs to be taken to the local doctor or emergency room. In the case of serious medical emergencies, transportation will be provided by EMS. At least one adult leader from the unit will accompany the unit member requiring services and is asked to carry insurance forms for completion and to obtain the unit member's health history before leaving camp. The Camp Director or the Camp Medical Officer will notify a camper's parents or guardian if the event of the camper experiencing any serious injury or illness. Directions to doctors and hospitals are available at the Health Lodge. The camp Medical Officer must clear all cases requiring outside medical attention.

Special Health Requirements / Prescription Medications

All medication needs to be in its original container upon arrival at camp. All prescription drugs must be kept under lock and key by the unit leader. Refrigeration is provided as needed. Exceptions must be approved by the Medical Officer and include those carried for life-threatening conditions, such as inhalers, heart medication, and bee-sting kits. Campers requiring special treatment such as insulin, etc., should provide necessary medications and make written arrangements with the Medical Officer.

Immunizations – The State of South Carolina requires all immunizations listed on the medical form prior to camp.

Hydration- It is very important to stay hydrated while at camp, encourage Scouts and Leaders to drink water throughout the day and at meals. Water will be provided at all program areas.

Emergency Procedures

Limitation of Activity – Scouts and leaders will be notified as necessary if activity must be limited because of temperature, humidity, or severe weather.

Emergency Call – The camp alarm is the ringing of the bell at the Parade Field. If the camp alarm should sound, all Scouts and leaders are to report to the Pavilion and form as a unit.

Fire – In the case of a fire, evacuate the tent, building, or area immediately. Notify the Camp Director, Program Director, Ranger, or the nearest staff member who will direct you from there.

Medical – Stay Calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

Child Abuse – Suspected child abuse—whether physical, mental, emotional, or sexual—should be reported to the Camp Director or, if they are not present, the Program Director, or Camp Ranger. You should try not to seek proof yourself.

Earthquake / Flood / Severe Weather – Take cover. The Camp Director or Program Director will assemble units if required. Staff members may be sent to each campsite to give appropriate instructions.

Lost Person / Lost Swimmer – If you suspect a lost person or lost swimmer, immediately notify the Program Director, Camp Director, or nearest staff member.

Unauthorized Persons – If you suspect unauthorized persons have intruded into Camp, immediately notify the Camp Director, Program Director, or Camp Ranger or the nearest staff member. Authorized visitors must sign in at the Camp Office.

Key Staff Members

Camp Director - The Camp Director has the responsibility to operate a summer camp that complies with the recognized standards set forth by the Boy Scouts of America. The Camp Director is responsible for recruiting the program staff, the Camp Health Officer, the Dining Hall staff, the Trading Post Manager, and the support staff necessary for the successful operation of camp. The Camp Director deals with all issues related to camp personnel, campers and adult leaders, as well as visitors. The Camp Director is supported by and reports to the Director of Field Service. The Camp Director is required to possess a valid certificate of training from the Resident Camp Administration of the National Camp School.

Program Director - The Program Director has the responsibility to organize and implement the program for summer camp. The Program Director is responsible for recruiting the program staff and providing the training necessary for a successful camp program that encourages Scouts and their leaders to learn, to experience a variety of fun activities, and to grow in personal development and leadership. Any issues related to the program camp should be addressed to the Camp Director. The Program Director reports directly to the Camp Director. The Program Director is required to possess a valid certificate of training from the Resident Camp Administration of the National Camping School.

Camp Commissioner - The Camp Commissioner is your “go to guy” during your week at camp. They are there to serve your units and make your week relaxing and fun filled. The Camp Commissioner reports directly to the Camp Director.

Your Camp Commissioner

- can help arrange additional instruction or activities for your troop
- coordinates the daily campsite inspections
- hosts the daily Leader’s Meeting
- hosts the daily SPL Meeting
- coordinates adult leader training
- arranges for campsite supplies
- addresses any camp or campsite safety issues
- special needs [Dutch ovens, cookware, etc.]
- always ask... we may have what you need in camp

Camp Ranger – The Camp Ranger is a full-time, year-round resident ranger who reports to the Council Executive. She has a key role in the smooth operation of camp. She works closely with the Camp Director to address the needs of camp. It is important that the Camp Ranger’s time is used most effectively. Leaders and youth, therefore, should direct any requests and questions for the Camp Ranger through either the Camp Director or the Camp Commissioner. The Camp Ranger and the Camp Director or Camp Commissioner decides priorities for the operation of the camp.

Quartermaster – Our Quartermaster and their staff are the people to see for anything you need in your campsite. Whether it is toilet paper or bug spray, brooms or a mattress, the Quartermaster’s staff is here to help. They are also responsible for bringing water and ice to each program area throughout the week.

Camp Medical Officer – The Camp Medical Officer is trained to handle minor accidents and illnesses. A local Emergency Medical System (EMS) facility is located less than ten minutes from the camp. The Camp has arranged for treatment at medical facilities of more severe cases.

Staff – The Staff is made up of Scouts, ages 15 to 17 and adults 18++ who work with Scouts and leaders to make the camp experience to be one that rewards and excites. It is in the camp setting that each Scout has the unique opportunity to grow and to have fun. The staff in collaboration with the leaders can be role models for both the youth and the adults. It has been said many times that those who work on camp staff do it for their love of Scouting and not for the money. It can also be said that working on camp staff is one of Scouting’s best and most rewarding experiences.

Area Directors – The camp program is divided into five main program areas. The Area Directors are the leaders for their area of responsibility. Our program areas include Aquatics, Ecology, Scoutcraft, Shooting Sports, and Technology

Bundle Bosses – The 26 merit badge bundles are led either by an Area Director or a Bundle Boss who is an experienced staff member under the supervision of an Area Director.

Instructors – Instructors are at least 15 years of age. An instructor works under the direction and supervision of a Bundle Boss and Area Director.

CIT Program - [Counselors in Training] is an excellent way for Scouts to experience camp from the staff side. CITs will shadow staff members and observe effective instructional activities.

- CITs will assist staff members in various activity sessions.
- CITs are not paid.
- CITs must be recommended by their Scoutmaster.
- CITs must be at least 14 years old and have earned their First Class Rank or higher.
- CITs will schedule to attend 2 weeks of camp, and reviewed after the first week before returning.
- CITs are supervised and mentored by senior members of the camp staff.

Kitchen Staff – the Kitchen Staff has the longest workday of anyone. This staff works under the direction of the Dining Hall Manager. A Kitchen Staff member should be at least 16 years of age.

Appendix A - Check-in Process at Camp

Early Check In Saturday, 3 – 8 PM

Units traveling a long distance may check in at Camp on Saturday evening. Those units taking advantage of the early check in time will be assigned to their campsite and given an orientation of the camp. There is no food service provided. However, there is a grocery store less than 15 minutes away that you can secure any needed items from. Please schedule this with the Camp Director at least 2-weeks prior to arrival.

Check In Sunday, 1 to 4 PM

Staff will be ready to welcome units at 1 p.m. on Sunday. A staff guide will lead your troop to the dining hall. The unit leader and SPL will go through registration and check-in stations inside the dining hall while the troop waits outside under the pavilion. The troop leadership will meet with the dining hall manager to get table assignments and instructions for operations during meals.

We will have games going for the Scouts including ping pong, four square and cornhole. A copy of each Scout's schedule will be distributed to the leaders. After leaving the dining hall the unit will report to their campsite to settle in and change for swim checks (if necessary). The guide will lead the Scouts on a quick tour of the camp pointing out the nearest latrines and shower houses for their campsite.

Notes Medical check in

- turn in all medical forms and medications requiring refrigeration or are controlled substances
- all medical forms will be reviewed by the Health Officer before leaving the dining hall
- the Health Officer may ask to see specific Scouts to review items on their forms
- each Scout and adult leader entering camp must have a camp physical signed by a physician

Notes on Swim Test

- all Scouts and leaders who will be using swimming or boating facilities anytime during camp must take a swim test
- some merit badges require passing the swim test as a prerequisite
- if your unit completes swim checks prior to camp please bring the form **AND** a copy of the qualified lifeguard's credentials who signed off on the test
- the Aquatics Director reserves the right to make any Scout or leader retest

Troop trailers / Vehicles

- Troops trailers will be escorted into camp by a designated staff vehicle
- Trailers will be dropped at designated sites.
- Speed limit in camp is 5 MPH--NO EXCEPTIONS!
- Use of leader golf carts is strictly regulated for medical/disability reasons only
- Golf Cart rules are spelled out in the Camp Barstow Policies section of the Leader's Guide

The Scoutmaster meeting is scheduled for 7 PM in the Dining Hall. The opening campfire is scheduled for 8:30 PM in the council ring.

Appendix B - What To Bring To Camp

Suggested General Items

This is a compiled list from troops who regularly attend Camp Barstow of recommended things everyone should bring on their trip to camp. This is only a recommended list. Please mark all personal gear with name and unit number. Please plan to provide adequate protection for your valuables in the form of a footlocker or other means. Be sure to have combinations or spare keys for any locks you are using while at camp. The camp cannot be held responsible for valuables lost at camp.

sleeping bag or sheets & blanket for twin-mattress
pillow
mosquito net enclosure
toiletries (shampoo, soap, toothbrush, deodorant, comb, etc.)
swimsuit
2 or more washcloths & towels
shower shoes
7 pairs of socks
7 pairs of underwear
7 t-shirts
2 or 3 pairs of pants or shorts
1 field uniform (Class A)
2 pairs of shoes / sandals with heel strap
Scout cap or hat
2 sturdy water bottles
backpack / day pack
footlocker & combination lock
rain gear
Totin' Chip & Firem'n Chit cards
pocketknife
Scout handbook
Merit Badge books
flashlight & extra batteries
paper & pen
bug spray (NO aerosol)
sunscreen

face coverings
hand sanitizer
sunglasses
first aid kit
spending money (\$50 suggested)
hangers for shirts
any Merit Badge specific materials

Troop Gear

flags, U.S. & troop
first aid Kit
cooler
water cooler

Leave at Home

large, fixed blade knives
fireworks
firearms & ammunition

Available at Camp

garden hoses, rakes & shovels
cleaning supplies
paper towels, toilet paper & trash bags

Medications must be checked in with Unit Leader or at the Health Lodge

We recommend troops coordinate to bring multiple box fans to place in the youth and adult Adirondacks to stay cool and keep the bugs away.

Appendix C - When It's Time to Go: Leaving for Home

Friday

Leaders' Meeting, 9 pm, Dining Hall, *[meeting begins following Closing Campfire]*

- Review information and collect **advancement packets** of Scouts
- Receive **Medical Forms** of Scouts and Leaders
- Confirm Saturday morning **departure time**

Saturday

Unit Check Out, 7-10 am

- **Continental Breakfast**, 7-9 am, The Pavilion
- **Vehicle & Trailer**, 8 am, Parking Lot & Campsites
 - *Vehicles for Unit trailers will not be escorted out of camp after Breakfast*
 - **Speed limit: 5 MPH**
- **Campsites & Bathrooms**
 - **Adirondacks, tents, campsites, and bathrooms** are clean
 - Place **Trash Bags** at roadside for collection
- **Other**
 - **Lost & Found**, Dining Hall, *[check before you leave Camp]*
 - Return **tools** or **borrowed equipment** to the Ranger or the Camp Office
 - **Surveys or Evaluations**, Scoutmasters' Lounge or Camp Commissioner
 - **Feedback & ideas are welcome. We depend on them to make your camp better**

Thanks for camping with us. Have a safe journey home. We hope to see you again next year.

Let's stay in touch:

Camp Barstow

117 Camp Barstow Drive
Batesburg, SC 29006

Website: www.campbarstowsc.com

Indian Waters Council #553, BSA

715 Betsy Drive - Columbia, SC 29210

Website: www.indianwaters.org

Phone: 803.750.9868

Facebook

www.facebook.com/CampBarstow553

Instagram

www.instagram.com/campbarstowsc

YouTube Camp Promotion Videos

<https://bit.ly/BarstowPlaylist>

Appendix D – Cowboy Action Shooting Parent Waiver

The Indian Waters Council is conducting a Cowboy Action shooting sports program at camp. Scouts will receive classroom and range instruction on how to safely handle, and shoot a .22 lever action rifle, .22 single action revolver (pistol), and a 20g double barrel shotgun. They will participate under the supervision of applicable trained and certified NRA firearm specific instructor(s), as required by BSA policy (required supervision for the program).

Scouts will be required to wear applicable eye and hearing protection while on the range as required by BSA policy. Scouts are expected to abide by all safety rules and the instructions of the qualified supervision.

I, the undersigned, affirm that my child is at least 14 years of age or 13 and has completed the 8th grade by the start of their week of summer camp, and give my child, _____ permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program:

1. Complete the training offered as part of the program.
2. Wear all safety gear while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of qualified supervision.
5. Do not handle any equipment until instructed to do so by the qualified supervision
6. Is registered as a Scouts BSA, Sea Scout, Venture, or meet the required age guidelines to participate in a recruiting event.

I understand that any additional cost that may be associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Home phone _____ Cell phone _____

Appendix E – Directions to Camp Barstow

117 Camp Barstow Dr. – Batesburg, South Carolina 29006

For those coming from the West . . .

From I-26, take the Prosperity exit (exit 82) into Prosperity.

- Leave Prosperity (south) on SR-391.
- Stay on 391 for about 11 miles. You will cross over Lake Murray twice.
- Turn RIGHT (west) onto Mt. Willing Road / SR 42 59. You will see a brown sign directing you to Camp Barstow.
- Stay on Mt Willing Road / SR42 59 for 2.8 miles.
- Turn RIGHT onto Collum Landing Road at the Camp Barstow sign.
- Turn RIGHT onto Ruby Riser Road. Parking area is 1 mile on the left.

For those coming from the East . . .

From Lexington, head west on US-378 / US-1.

- When US-1 and US-378 split, stay RIGHT on US-378.
- Stay on US-378 for 17.5 miles until you arrive at the Saluda Traffic Circle.
- From the traffic circle, take your first RIGHT onto US-391 (north) toward Prosperity.
- Travel on US-391 for 1.6 miles.
- Turn LEFT onto Mt. Willing Road / SR 42 59. You will see a brown sign directing you to Camp Barstow.
- Stay on Mt. Willing Road / SR42 59 for 2.8 miles.
- Turn RIGHT onto Collum Landing Road at the Camp Barstow sign.
- Turn RIGHT onto Ruby Riser Road. Parking area is 1 mile on the left.

Appendix F - Individual Scout Program Bundle Schedule Worksheet

Name _____

Unit _____

	First Choice	Secondary Choice	Back-up Choice
Session 1 Monday – Wednesday AM			
Session 2 Wednesday PM – Friday			
Scoutmasters you see how easy it is to schedule your Scouts for their week at camp! All merit badge scheduling happens online through the registration portal.			

SESSION 1 – MON, TUES, WEDS AM	SESSION 2 – WEDS PM, THURS, FRI
AQUATICS – 8 Bundles	
Readyman	Readyman
Power Squadron	Power Squadron
Lifesaver	Voyager
Skipper	Mariner
Rescuer	Paddler
ECOLOGY – 5 Bundles	
Angler	Angler
Explorer	Biologist
Geologist	Botanist
HIGH ADVENTURE – 1 Bundle	
Adventurer	Adventurer
CLIMBING – 1 Bundle	
Ropes	Ropes
SCOUTCRAFT – 6 Bundles	
Emergency Corps	Communicator
Outdoorsman	Outdoorsman
Pathfinders	Trailblazers
Ranger	
SHOOTING SPORTS – 2 Bundles	
Frontiersman	Frontiersman
Marksman	Marksman
MAKER SPACE – 5 Bundles	
STEM	STEM
Aerospace	Director
Gaming	Craftsman

Appendix G - Campsite Inspection Form

Unit(s) _____

Campsite _____

Category	Day	Score	Comment			
United States Flag 5 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Unit Identification 5 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Adirondacks/Hammocks 20 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Campsite Area 20 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Fireguard Chart 5 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Safety Hazards 10 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
First Aid Kit 10 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Latrine 25 pts	Mon					
	Tue					
	Wed					
	Thu					
	Fri					
Mon	Tue	Wed	Thu	Fri	TOTAL	AVERAGE

BONUS PTS: Campsite Gadgets:

[maximum/week: 20 pts]

TOTAL BONUS POINTS _____

GUIDELINES FOR DAILY CAMPSITE INSPECTION

United States Flag	<ul style="list-style-type: none"> • Is it displayed properly?
Unit Identification	<ul style="list-style-type: none"> • Is the unit flag or other signage bearing unit numbers displayed?
Adirondacks / Hammocks	<ul style="list-style-type: none"> • <u>Footlockers/Storage Containers</u> <ul style="list-style-type: none"> ○ Stored under the bunk or at the end of the bunk or under hammock ○ Footlockers/Storage Containers are closed • <u>Shoes</u> stored under bunk or hammock • <u>Dirty laundry</u> kept out of walkways of Adirondack or hammock • <u>Wet Clothing, Towels, etc.</u> <ul style="list-style-type: none"> ○ No wet clothing or towels should be hung on Adirondack bunk ○ Hang a clothesline between two trees or a corner post to tree ○ Hang a clothesline in the Hammock Shelter if there are no hammocks • <u>Litter</u>, food or candy wrappers and bottles are disposed of properly • <u>Curtains, tarps, sheets</u> may not obstruct visual inspection of a bunk or bay [YPT guidelines]
Campsite Area	<ul style="list-style-type: none"> • Is the campsite area clean? <ul style="list-style-type: none"> ○ Is there trash or litter in the campsite? ○ Clotheslines or electrical cords hanging too low that pose a hazard? • Are the campsite tables clear of personal items? • Are food or candy wrappers and bottles disposed of properly?
Fireguard Chart	<ul style="list-style-type: none"> • Fireguard Chart must be filled out. The following information is <u>required</u>: <ul style="list-style-type: none"> ○ Unit, Unit Leader, Unit Campsite, Dates in Camp ○ Fire Warden [member of your Unit] ○ Name and phone number of the Camp Fire Warden • Fireguard Chart must be displayed on the campsite's bulletin board
Safety Hazards	<ul style="list-style-type: none"> • Are the Adirondacks clear of safety hazards? <ul style="list-style-type: none"> ○ <u>Walkways</u> clear of clothing, shoes, footlockers ○ <u>Extension cords</u> are kept out of walkway areas • Are the <u>common areas</u> [Adirondacks, Campsite Shelter] clear of safety hazards? <ul style="list-style-type: none"> ○ Electrical cords should be clearly marked [bright color tags or ribbons], on the ground or well above anyone's height ○ Clotheslines are well above anyone's height • <u>Tools</u> are stored properly when not in use • <u>Liquid fuels cannot</u> be kept in Adirondacks or Campsite Shelter. Must be kept in unit trailer and/or vehicle or under unit leader's control under lock and key • <u>Electric fans</u> should not be running when the Adirondack is empty
First Aid Kit	<ul style="list-style-type: none"> • Is the First Aid kit accessible for the Scouts? <u>Preferred location</u>: Campsite picnic table
Latrine	<ul style="list-style-type: none"> • Has the unit cleaned the facility for their assigned day? <i>[A rotation schedule is posted on each campsite bulletin board]</i> <ul style="list-style-type: none"> ○ Latrine sinks cleaned of toothpaste, soap, etc. ○ Toilets have been flushed ○ Paper & litter picked up off floor ○ No personal articles or clothing left behind
Campsite gadget	<ul style="list-style-type: none"> • Gadgets should include the use of lashings and/or knots. Examples: 5 pts.: Campsite gateway, drying racks, tripod; 3 pts.: Clothesline, Ax yard; 5 pts.: Leader signs [indicating where SPL and SM are sleeping]

Appendix H - Honor Troop / Crew Form

Unit _____ Campsite _____ Week 1 2 3 4

The Honor Troop recognizes units that participate fully in the camp program, follow camp rules, and demonstrate the true spirit of Scouting. The troop SPL should complete the following form by initialing by the blank at each requirement.

Return this form to the Camp Commissioner by 5 PM on Friday.

Scout Spirit - The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with tradition of Scout spirit that is ever-present in the program. ____ SPL

Patrol & Troop Spirit - Each patrol in your unit should have a patrol name, patrol emblem, patrol yell, and patrol flag. Your troop is encouraged to bring your troop flag and any patrol flags to dinner each night. ____ SPL

Patrol Meetings - Each patrol in your troop should hold at least one patrol meeting during camp and have a unit leader or senior patrol leader in attendance. ____ SPL

Camp Activities - Take part in at least eight (8) of the following camp activities as a patrol or troop. Circle the following activities which your troop or patrol has participated in:

Barstow Has Talent	Flag Retirement Ceremony	Troop Swim
Bull Moose Hike	Karaoke Night	Twilight Sport Tournaments
Cornhole	Lead a Flag Ceremony	Ultimate Frisbee
Cowboy Action Shooting	OA Rendezvous & Ice Cream	Vespers
Eco Boat Tour	Ping Pong	Wiffle Ball Golf

Barstowree - Take part in the Barstowree events on Wednesday night. ____ SPL

Camp Service Project - Do a camp service project as a troop that meets the Camp Commissioner and/or the Camp Ranger's approval. The project must involve your youth. The project must be approximately one hour of service per participant.

Project name: _____ SPL

Uniform - Wear the uniform correctly at all dinners throughout the week (at least 75% of troop's membership). ____ SPL

Senior Patrol Leader's Council - Have your troop's SPL attend the daily Senior Patrol Leader's Council Meeting. The SPL Council is held after lunch in the Pavilion. ____ SPL

Unit Leader's Signature

SPL Signature

Appendix I - Camp Map

[Download the map](#)

