

Camp M. K. Brown 1968-2024

56 years of Camping

June 16 thru 22



2024 PROGRAM GUIDE



Golden Spread Council
Boy Scouts of America

Prepared. For Life.®



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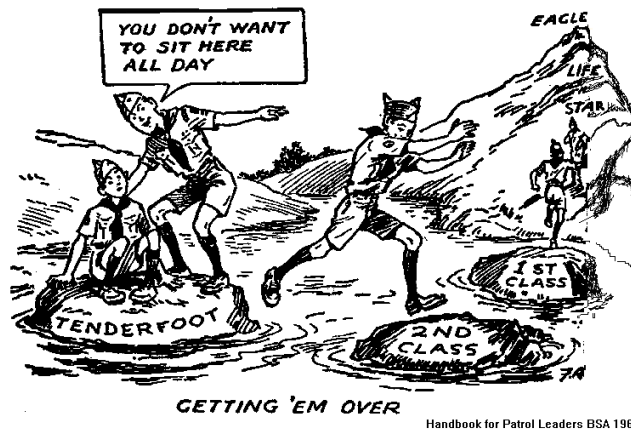
B.P.

Most experienced Scout leaders recognize the initials of Scouting's founder, Baden Powell, and will also know that "B.P." means "Be Prepared".

The most important job of Scout leaders is to prepare their Scouts for summer camp. Preparing them to have a fun-filled and positive learning experience involves more than collecting their fees and preparing their gear. In the weeks and days before camp, leaders need to discover what each Scout desires to experience while at camp; help them prepare ahead of time so that their time is well used and their efforts are rewarded with the recognition that comes with earning badges.

The following pages of information include forms that are designed to help you guide and prepare your Scouts. Your role as a leader will make the camp experience the memory of a lifetime.

See you at camp!



Advancement in Camp

The opportunity for a youth to spend time in a Scout summer camp is a very important part of their life; it should stand out as an experience in shaping their character. Don't make advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that no scout can advance beyond the rank of Tenderfoot Scout if they do not have a hiking and camping experience as a member of a patrol and troop. It is, therefore, important that Scouts, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

Keep in mind as you make your program plans that they should include activities for the patrol and troop as well as the individual Scout. Camp provides the best atmosphere for building patrol and troop teamwork, but be alert to the needs of each Scout and do not over schedule their time. Allow the opportunity to have time for what they want to do: whittle, hike, sit and watch the clouds, or whatever.

We hope you read through this Program Guide and use it to better plan your Camping experience.

First Year Camper Program (Polaris)

This program has been developed especially for Scouts attending camp for the first time. This program will emphasize “hands on” activities so Scouts can master their outdoor skills.

The focus of the first "year" camper program is based on the Tenderfoot through First Class requirements. Not all of the requirements of each rank will be completed at Camp M.K. Brown but those listed below, will be taught by our counselors. This program is not designed to “make” a Scout First Class in one session!

The Scoutcraft area will be the headquarters for this program, but activities will take place at various locations in camp. Adult volunteers are highly encouraged to attend and assist with instruction and supervision. Any adult participating and completing Polaris will also complete Outdoor Leadership Skills Training!

Attendees in the Polaris Program will report to the Scoutcraft area every day at their scheduled time. This is an all day program. The mornings will concentrate on the items listed below and in the afternoon, the Scout will take First Aid and Swimming and maybe one other badge!

With proper meeting planning and activities upon your return home, your Scout will be a First Class Scout within three months! The BSA states that if a youth attains the rank of First Class within the first year of a Scouting experience, the chances of remaining in the program is upwards of 90 percent!

The following requirements, which will be part of the Polaris Program, will be completed:

Note: These are the current requirements as of January 1, 2024 (please note, these are subject to change)

Scout

- 1a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
- 1b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
- 1c. Demonstrate the Scout sign, salute, and handshake. Explain when they should be used.
- 1d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.
- 1e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
- 1f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
- 3a. Explain the patrol method. Describe the types of patrols that are used in your troop.
- 4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
- 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
- 5a. Tell what you need to know about pocketknife safety and responsibility.

Tenderfoot

- 3a. Demonstrate a practical use of the square knot.
- 3b. Demonstrate a practical use of two half-hitches.
- 3c. Demonstrate a practical use of the taut-line hitch.
- 3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
- 4a. Show first aid for the following:
 - Simple cuts and scrapes
 - Blisters on the hand and foot
 - Minor (thermal/heat) burns or scalds (superficial, or first-degree)
 - Bites or stings of insects and ticks
 - Venomous snakebite
 - Nosebleed
 - Frostbite and sunburn
 - Choking

- 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
- 4c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
- 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and where you live. Use the buddy system while on a troop or patrol outing.
- 5b. Describe what to do if you become lost on a hike or campout.
- 5c. Explain the rules of safe and responsible hiking, both on the highway and cross-country, during the day and at night.
- 6a. Record your best in the following tests:
- Pushups (Record the number done correctly in 60 seconds.)
 - Situps or curl-ups (Record the number done correctly in 60 seconds.)
 - Back-saver sit-and-reach (Record the distance stretched.)
 - 1-mile walk/run (Record the time.)
- 7a. Demonstrate how to display, raise, lower, and fold the U.S. flag.
- 8a. Describe the steps in Scouting's Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.

Second Class

- 2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- 2b. Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire.
- 2c. Using a minimum-impact method, and at an approved outdoor location and time, use the tinder, kindling, and fuel wood from the Second Class requirement 2b to demonstrate how to build a fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site. Properly dispose of the ashes and charred remains.
- 2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.
- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
- 3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
- 3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
- 5a. Tell what precautions must be taken for a safe swim.
- 5b. Demonstrate your ability to pass the BSA beginner test: Jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- 5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
- 5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
- 6a. Demonstrate first aid for the following:
- Object in the eye
 - Bite of a warm-blooded animal
 - Puncture wounds from a splinter, nail, and fishhook
 - Serious burns (partial thickness, or second-degree)
 - Heat exhaustion
 - Shock
 - Heatstroke, dehydration, hypothermia, and hyperventilation
- 6b. Show what to do for "hurry" cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.





- 6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
- 6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
- 6e. Tell how you should respond if you come upon the scene of a vehicular accident.
- 8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
- 8b. Explain what respect is due the flag of the United States.
- 9a. Explain the three R's of personal safety and protection.
- 9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.

First Class



- 3a. Discuss when you should and should not use lashings.
- 3b. Demonstrate tying the timber hitch and clove hitch.
- 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
- 3d. Use lashings to make a useful camp gadget or structure.
- 4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
- 4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.
- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
- 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.
- 6a. Successfully complete the BSA swimmer test.
- 6b. Tell what precautions must be taken for a safe trip afloat.
- 6c. Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.
- 6d. Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.
- 6e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
- 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 7f. Explain how to obtain potable water in an emergency.



Merit Badges Offered at Camp (subj. to change)

<p>Animal Science</p> 	<p>Location: TBD</p> <p>Prerequisites: Must be a First Class Rank or above</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Archery</p> 	<p>Location: Archery Range</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Basketry</p> 	<p>Location: Handicraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: Up to \$20.00 for three kits required; Available at Trading Post</p> <p>Helpful hints: None</p>
<p>Bugling</p> 	<p>Location: TBD</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Instrument required. A bugle, trumpet or cornet may be used to complete requirement.</p>

<p style="text-align: center;">Camping</p> 	<p>Location: Nature Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Canoeing</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: Must be BSA Swimmer qualified to take this class</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Not for new Scouts or those without physical strength to complete the requirements.</p>
<p style="text-align: center;">Chess</p> 	<p>Location: TBD</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Cooking</p> 	<p>Location: Outdoor Skills Area</p> <p>Prerequisites: Must be a First Class Rank or above</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>

<p>Environmental Science</p> 	<p>Location: Outdoor Skills Area</p> <p>Prerequisites: Tough MB for young scouts</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Emergency Preparedness</p> 	<p>Location: Campfire Ring Area</p> <p>Prerequisites: Read merit badge pamphlet</p> <p>Advance Preparation: None</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>First Aid</p> 	<p>Location: Admin Building Porch</p> <p>Prerequisites: Bring home made first aid kit to session.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Fishing</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Bring your fishing equipment to camp. Barbless hooks are mandatory.</p>
<p>Indian Lore</p> 	<p>Location: Handicraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>

<p style="text-align: center;">Kayaking</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: Must be classified as a BSA Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Leatherwork</p> 	<p>Location: Handicraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Craft kits available at trading post. Range \$8.50-\$15. (Subject to change)</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Lifesaving</p> 	<p>Location: Lake Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Nature</p> 	<p>Location: Outdoor Skills Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Pioneering</p> 	<p>Location: Outdoor Skills Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Tough MB for young scouts</p> <p>Helpful hints: None</p>

<p>Rifle Shooting</p> 	<p>Location: Rifle Range</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Robotics</p> 	<p>Location: Dining Hall</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Rowing</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: Must be classified as a BSA Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Recommended for older Scouts</p>
<p>Shotgun Shooting</p> 	<p>Location: Shotgun Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Soil and Water Conservation</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None.</p>

<p style="text-align: center;">Swimming</p> 	<p>Location: Aquatics Area</p> <p>Prerequisites: Must have passed the BSA Swimmer Test BEFORE arriving at Camp</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Not for non-swimmers or beginners. No instructional swim will be offered prior to this class</p>
<p style="text-align: center;">Wilderness Survival</p> 	<p>Location: Scout Craft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Recommended for older Scouts</p>
<p style="text-align: center;">Woodcarving</p> 	<p>Location: Handicraft Area</p> <p>Prerequisites: Totin' Chip required</p> <p>Advance Preparation: Read merit badge pamphlet. Bring a good carving knife or purchase one at the Camp Trading Post.</p> <p>Costs: Woodcarving kits available in trading post. \$10.00 - \$15.00. (Subject to change)</p> <p>Helpful hints: None</p>
<p style="text-align: center;">First Year Camper Program Polaris Program</p> 	<p>Times Offered: See Polaris information on page 4</p> <p>Location: Scoutcraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read and bring Scout Handbook. Bring paper and pencil/pen</p> <p>Costs: None</p> <p>Helpful hints: Leaders should periodically attend classes and assist where/when necessary and record their progress. Bring your own knife.</p>

Merit Badge Sign-up Details

*Each Troop Scout is **REQUIRED** to go online to Blackpug (login to your account or create one if you didn't do that initially) and choose the classes for your scouts.*

*For ease, there is a report called “**Class Schedule Check Sheet**” which is available in the “Reports” section once you login. You can print this for each of your scouts. They can see the exact classes, times, and choose the ones they want you to pick for them online. We suggest you get this out as soon as you can and give them a date you want them returned so you can get the classes booked.*

This opportunity opens April 30, 2024.

Miscellaneous Program Details

Swimming

We will offer instruction for Scouts who need help in swimming (see schedule).

Open Crafts

We will offer a time for any scout who has free time and wants to do a craft.

Ice Cream Social/ Cup Branding

We invite everyone to an Ice Cream Social, hosted by the OA, at the Dining Hall. This will surely take the edge off of a hot day! **This will take place on Tuesday. Purchase a “Camp Mug” in the Trading Post and the bring it to get branded with the MKB Brand!!!!**

Church Service

There will be a non-denominational church service held for anyone who wishes to attend. **This will take place on Wednesday.**

Scoutmaster Cobbler Cook-off

Each Troop Scoutmaster can participate in a Cobbler Cook-off. We can provide a Dutch Oven and charcoal if needed. More information at the Scoutmaster Meeting on Sunday! **This will take place on Wednesday after church!**

Mountain Biking

We have lots of unimproved trails for you to ride your mountain bike. Please bring your own bike if you have one. We have a limited number of bikes at camp that can be rented for \$5 per day. This is a great Troop program that can be arranged at almost any time in the evening after the scheduled day is over. Bring your water bottles with you! This program is available **every day**. Helmets are required and available at Camp.

Polar Bear Swim

Are you up for an early morning swim? This is a popular program that everyone can participate in! This will be offered on **Thursday at 6:30am to 7:30am.**

Water Balloons

Scouts, Adults and staff will have fun in this water-soaked event!!

Adult Leader Programs

- Camp Leader Meal- Tuesday. Location to be determined

Program Costs:

Several Merit Badges have additional costs associated with them and they are listed below: (subj to change)

Basketry Kits: \$17.00 - \$20.00 per kit

Leatherwork Kits: \$\$8.50- \$15.00

Woodcarving Kits: \$10.00 - \$15.00



Other Merit Badge Class Related Information:

Cooking MB: This class is only for 1st Class Rank Scouts and above

First Aid MB: Bring a completed 1st Aid Kit

Fishing MB: Bring your own fishing pole and equipment

Aquatics MB's Canoeing, Rowing, Kayaking: Must be a Swimmer

Woodcarving MB: Must bring your Totin Chip Card

Swimming MB: Must have passed the BSA Swimmer Test



Other Activities Available at MK Brown:

Frisbee Golf (Checkout discs at Trading Post)

GPS Course (Checkout GPS units in the Trading Post)

9 Square in the Air

Obstacle Course

Fishing

Board Games in the Dining Hall (Checkout games in Lew Benz)

Biking

Daily Schedule

Sunday:

1:00pm- Troops Check-in/Complete **Swim Checks - Everyone must go to the lake and visit the Aquatics staff!**
5:30pm- Report to Flag Area
5:45pm- Dinner
7:30pm- SM and SPL Meeting, other volunteers may attend if they wish to
8:30pm- Opening Campfire

Monday- Friday

7:45am Report to Flag Area and Breakfast
12:30pm- Lunch
6:00pm- Report to Flag Area
6:15pm- Dinner

Saturday:

7:45am- Pickup Breakfast at DH
10:00am - Check-out/Pickup Paperwork/Depart Camp

Evening Activities- Begin at 7:15pm

Monday- Open Aquatics

Tuesday- Ice Cream Social at the Dining Hall/Cup branding

Wednesday- Campsite Cobbler Cookoff-Judging at the Dining Hall

Thursday – Water Balloon fight

Friday- 8:00pm - Closing Campfire

Important Notes:

^ Your Troop will be greeted by some of our outstanding staff. Here, you will be offered a hearty HELLO and we will offer you a nice cold bottle of water!

^ At the Lew Benz Administration Building, we will ask that only ONE Leader enter and turn-in any forms you may have, turn-in final payments, pickup schedules, maps, patches, shirts etc. It's important that only one person leader from your unit is in the building due to the small reception area.

