



Summer 2025 Program Guide

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Welcome to Eagle River Scout Camp

Camping in the outdoors is the highlight of the troop's annual program, as Scouts apply the skills they have learned and practiced all year long. With weekly hour-long scout meetings, the average troop spends at least 52 hours participating in Scouting in one year. One week at Eagle River Scout Camp (ERSC) can provide 70% or more concentrated Scouting America programs that will not only bring a troop closer together but improve the life of each Scout who participates.

Summer camp is a year's worth of skill practice and adventure in 5 days. We have all been working hard to bring you the highest quality summer camp program that we can possibly provide. This Program Guide has been created to help ensure that you and your Scouts will "Be Prepared" to make the most of your week at ERSC. It includes schedules, maps, and other important information. The ERSC staff is here to help you have the best camp experience possible! Scouting is a character development program, whether this is your first time at camp or your 20th we hope that you make the absolute most out of your stay here at camp. From Aquatics to Outdoor Skills to Shooting Sports, there is a place for everyone at camp.

We are incredibly honored to serve as your camp Staff for the 2025 season. Should you or your unit need anything while preparing for camp, please do not hesitate to reach out. Cheers to the memories we are about to make!

Yours in Scouting,

Conner Kniefel
Program Director
Eagle River Scout Camp

Program Areas and Activities

Aquatics: At ERSC our waterfront is a tidal estuary on the shore of Lynn Canal, and we are excited to offer Canoeing and Kayaking merit badges this year. Scouts may see exciting wildlife such as Whales, Orcas, and Bald Eagles while at the waterfront. **Swim tests are not offered at camp, they must be completed prior to your arrival and proof of completion must be provided.**

Shooting Sports: This year we are excited Rifle, Shotgun, and Archery merit badges. These three merit badges have an additional cost which will be charged during merit badge sign ups. Rifle and archery ranges will be open every day during the open program. Merit badge students will be given priority during the open program.

Ecology: Environmental science, Space exploration, Astronomy, Mammal study, Plant science, Nature, and Fish and wildlife conservation merit badges will be offered this year. Fishing merit badge has an additional cost which will be charged during merit badge sign-ups.

Outdoor Skills: Pioneering, Geocaching, Orienteering, Camping, Wilderness survival, Fishing, and Signs, signals, & codes merit badges will be offered this year. Wilderness survival students are required to spend one night in an improvised shelter at a remote site. Scouts taking this merit badge should bring a bug net (mosquitoes have been a problem in the past) and small tarp.

Cheechako Trail (First Year Camper): During the week, the Cheechako Trail scouts will cover many of the requirements for rank advancement from Tenderfoot to 1st Class. Camp staff is not allowed to sign off requirements in the scout's handbook. Units will be provided with a list of completed requirements covered during the program.

Handicraft: Welding, Woodcarving, Leatherwork, Chess, Moviemaking, Photography, and Art merit badges will be offered this year. Each of these merit badges have an additional cost which will be charged during merit badge sign-ups, this will cover the required kit(s).

Health: Emergency preparedness merit badge will be offered this year.

Trading Post: The Trading Post is open daily except during flag ceremonies, meal hours, and campfires. Items such as craft kits, patches, merit badge pamphlets, handbooks, and assorted snacks and beverages are available for purchase. The trading post accepts GAC Scout bucks.

Open Program: Basketry, Totin Chip, Firem'n Chit, and Fingerprinting merit badges will be offered this year. Scouts may choose to work on these merit badges during open program time. Basketry kits are required to complete the merit badge and will be for sale in the Trading Post.

Evening Program: Every evening during camp there are activities and events planned to help entertain and bring our scouts together as patrols.

Friday Program: Friday is an unconventional day at ERSC. Activities will include range challenges, staff hunt, branding, kayak expeditions, and a patrol relay. Merit badge instruction will not occur on Friday.

Troop Night: Wednesday is also Troop Night which gives troops the opportunity to work on rank advancements and patrol bonding. Troops will be cooking dinner in their campsites. Food and cooking utensils are provided by the kitchen staff. Helpful hint: units will want to start their cooking fires early in the afternoon, so they are ready come dinnertime. Meals typically take 45-60 minutes to cook. Units are responsible for returning clean supplies to the kitchen.

Closing Campfire: Patrols will want to bring their best skit or song to share with the camp. All skits and songs must be approved at camp by the Program Director.

Important Information

Check-in: Check-in for camp is from 1:00 to 4:00 pm. Unit specific check in times will be assigned prior to camp by the Camp Director. Times provided will be for your arrival at the trail head. Early arrival to camp is not an option and units should plan accordingly when making their travel arrangements. Ensure you have all medical forms and swim checks with you at Check-In. Dinner will be provided at camp on Sunday evening.

Health Form Turn-in: Unit leaders will need to drop off med forms at the med shack upon arrival at camp. The Health Officer will review each health form for completion, identifying allergies, and medical conditions that may impact a participant's camp stay. Unit leaders should also be prepared to discuss any medications being brought to camp. Per Scouting America policies, all medications must be kept under lock and key with exceptions for rescue medications such as epi pens and inhalers.

Check-out: Check-out must be completed by 11:00 am Saturday morning. Units must have their campsites checked by their troop guide prior to leaving camp. Later checkout times may be available due to special circumstances if you need to check-out later, please contact the Camp Director **Prior** to camp. Units leaving camp Friday night need to let the Camp Director know of their plans during check-in.

Merit Badge & Health Form Pick-up: Unit leaders are responsible for picking up their unit's merit badges and med forms from the med shack on Saturday morning prior to departure. If Health Forms are not picked up by the Unit they will be destroyed at the end of Camp.

Sunday Schedule

	Sunday
1:00pm-4:20pm	Troop Check-in
5:15pm	Dinner 1
6:00pm	Evening Flag
6:15pm	Dinner 2
7:15pm	Welcome meeting SPL's and SM's
8:15pm	Opening campfire
	Lights out

Weekly Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:00 AM	Revile					Breakfast, merit badge pick-up & campsite checkout	
7:30 AM	Breakfast 1						
8:15 AM	Morning Flag						
8:00 AM	Breakfast 2						
9:00 AM	Scoutmaster Meeting						
9:30 AM	Session 1 (9:30 am-11:30 am)				Fun Friday		
10:30							
11:30	Lunch 1						
12:15 PM	Lunch 2						
12:45 PM	SPL Meeting						
1:15 PM	Session 2 (1:15 pm-2:15 pm)				Fun Friday		
2:30 PM	Session 3 (2:30 pm-3:30 pm)						
3:30 PM	Free Time (3:30 pm- 4:30 pm)						
4:45 PM	Dinner 1						
5:30 PM	Evening Flag						
5:45 PM	Dinner 2						
6:30 PM	Camp- wide capture the flag	OA Day & Scouts own	Troop Night	Scout vs Staff Game	SPL Meeting		
8:00 PM					Closing Campfire		
10:00 PM	Lights Out						

Merit Badge Schedule

Green boxes indicate when merit badge is offered

Welding, kayaking, Canoeing, Rifle Shooting, & Shotgun if taking in afternoon must Sign up for both Afternoon sessions

	Session 1 (9:30-11:30)	Session 2 (1:15-2:15)	Session 3 (2:30-3:30)	Additional Fee	Age minimum	Class size
Outdoor Skills						
Cheechako Trail						20
Pioneering						10
Geocaching & Orienteering						10
Wilderness Survival						20
Signs, Signals, & Codes						10
Fishing						
Camping						
First Aid		Must sign up for both afternoon sessions				
Handicraft						
Moviemaking, Photography, & Art				\$10		16
Chess						
Leatherworking				\$15		15
Woodcarving				\$17		15
Welding		Must sign up for both afternoon sessions		\$30	13	8
Aquatics						
Kayaking		Must sign up for both afternoon sessions			13	15
Canoeing		Must sign up for both afternoon sessions			13	15

Ecology					
Space Exploration & Astronomy					10
Environmental Science					
Mammal Study					15
Plant Science					15
Nature					15
Fish and Wildlife Conservation					15
Shooting Sports					
Shotgun		Must sign up for both afternoon sessions	\$25	13	8
Rifle Shooting		Must sign up for both afternoon sessions	\$10		
Archery		Must sign up for both Afternoon sessions	\$10		10
Health					
Emergency preparedness					

Free-time Merit Badges

	Monday	Tuesday	Wednesday	Thursday	Friday
Basketry					
Totin Chip					
Firem'n Chit					
Fingerprinting					

Senior Patrol Leader Achievement Badge

The Senior Patrol Leader Achievement Badge is a patch that SPL's as the youth leader of the Troop, can earn. The purpose is to encourage older scouts to get involved in camp programs and have an enjoyable experience. **To earn this badge, SPL's must complete at least 12 of the 17 requirements.** Senior Patrol Leaders use "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Senior Patrol Leaders Achievement Badge will be presented at Camp Fire Friday night. If your elected SPL does not attend Camp, the SPL appointed during camp can earn this award.

*=Mandatory Requirements

- | | |
|--|--|
| 1.* _____ Attend Scout Vespers Services. | 10. _____ Introduce yourself to the Camp Director, Program Director and Commissioner. |
| 2.* _____ Attend at least two SPL Breakfasts | 11. _____ Introduce yourself to another Senior Patrol Leader that you do not already know. |
| 3.* _____ Lead your Troop in a Flag Detail for Camp Assembly | 12. _____ Hold an inter-troop activity with another troop. |
| 4.* _____ Lead your Troop in Shower House Clean up | 13. _____ Talk with the Program director about working on Camp Staff |
| 5.* _____ Lead your Troop in a Dining Hall Clean up | 14. _____ Lead your troop in picking up one bag of trash around camp. |
| 6.* _____ Participate in the Camp Wide Relay | 15. _____ Teach a Scout Skill in your campsite. |
| 7. _____ Participate in a 2-hour camp service project approved by the Camp Ranger. | 16. _____ Talk with the Camp OA Rep about the OA |
| 8. _____ Go on the wilderness survival Outpost. | 17. _____ Participate in Free Shoot at Shooting Sports |
| 9. _____ Assist a new scout in making a handicraft. | |

Troop #: _____

Program Director: _____

Adult Leader Achievement Badge

The Adult Scout Leader's badge is a patch that adults can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge, adults **must complete at least 15 of the 18 requirements**. Scout leaders are "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Scout Leader's Merit Badge will be presented at Camp Fire Friday night.

*=Mandatory Requirements

- | | |
|--|---|
| 1. ____ Attend Vespers Services. | 11. ____ Introduce yourself to a Scout Leader that you do not already know. |
| 2. ____ Have your troop conduct a Patrol Leaders Council meeting | 12. ____ Hold an inter-troop activity with another troop. |
| 3. ____ Participate in a Free Shoot. | 13. ____ Assist in supervising a Boating merit badge. |
| 4. ____ Enroll in the First Aid extended Session | 14. ____ Participate in a Board of Review while at camp |
| 5. ____ Teach a skill at Cheechako Trail | 15. ____ Help a scout earn a new rank requirement |
| 6. ____ Pick up one bag of trash around camp. | 16. ____ Talk with the Camp OA Rep about the OA |
| 7. ____ Participate in a 2-hour camp service project approved by the camp Ranger. | 17. ____ Do a Campsite Project approved by the Ranger |
| 8. ____ Attend at least two Scoutmaster Meetings. | 18. ____ Help Set up for a meal in the Dining Hall |
| 9. ____ Assist with Teaching a Merit badge | |
| 10. ____ Introduce yourself to the Camp Director, Program Director, and Commissioner | |

Troop #: _____

Program Director: _____

Map of Camp

