

EBSR

Summer camp 2026

LEADERSHIP

GUIDE



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Welcome



We are thrilled to have your Troop at EBSR in 2026!

EBSR is a premier camping destination in Wisconsin that is nestled on the shore line of beautiful Castle Rock Lake. Our staff and volunteers work tirelessly year round to make sure that EBSR is a pristine host for your Troop's camping experiences.

Our flexible program is a unique aspect to EBSR. Scouts have abundant opportunities to achieve rank advancements and go on new adventures. Many program areas offer scouts the ability to begin working on new merit badges at any point during program time.

EBSR has something for everyone! Older scouts will stay engaged and challenged by our ATV and Jet Ski Programs. New Scouts will be set on the right path by participating in our First Year Camper Program. Scouts making their way to Eagle will can reach their merit badge goals at the Silver Circle Area.

We have the friendliest camp staff around! We look forward to seeing your Scouts and welcoming them to our Summer Camp home. We want to make sure your Troop feels welcomed and informed so please reach out if you have any questions about our programs and property. Please reach out if you have any questions about Summer Camp. We look forward to reuniting with old friends and welcoming new Troops to our home.

Now, LETS GO DO COOL STUFF!



REGISTRATION

2026 Summer Camp Calendar

Week 1: June 21st - June 27th

Week 2: No Session

Week 3: July 5th - July 11th

Week 4: July 12th - July 18th

Week 5: July 19th - July 25th



- Your Troop cannot check in until your balance is paid.
- Fees include all program fees with the exception of ATV, PWC, NRA First Steps Pistol Orientation, and OA fees. Fees also include camping, food, patch, and a t-shirt, if ordered by May 1st.
- Early Bird fees must be received by March 1st.
- Regular fees are for registrations paid for during the months of March and April.
- Late fees are charged for registrations paid for during the month of May.
- Glacier's Edge Council Troops camping at EBSR this summer can attend at a reduced rate of **\$370** for their youth participants. This discounted rate is to show our appreciation to Troops who participate in council fundraisers and camp here locally.
 - Here is what your Troop needs to do to qualify.
 - Participate in one of the following council product sales.
 - Popcorn: Must sell a minimum of \$1,000 to qualify. This includes online sales as well.
 - Wreaths: Must sell a minimum of \$450 to qualify.
 - Scouts in your Troop must pay in full by March 1st to receive this discounted rate.
 - Troops must be a part of the Glacier's Edge Council.

Registration Schedule

- **Unit site reservations open:** June 15th - October 31st
- **Registration Opens:** October 31st
- **Early Bird Registration Deadline:** March 1st
- **Registration Deadline:** May 1st
 - (All registration completed AFTER 5pm May 1st will be subject to late fees.)
- **T-shirt Orders Due Online: May 1st**
- Registrations after June 1st require approval from the Glacier's Edge Council Program Director

Provisional Camping

Provisional Camping is a possibility during any week at EBSR. This provides a way for scouts to attend summer camp at EBSR without needing to come with their troop. These Scouts will be partnered with another Troop in camp. If your Troop is interested in hosting provisional scouts please reach out to the Glacier's Edge Council at (608) 273-1005.

Campsite Reservation Deposit

Units can reserve a campsite prior to registration opening on October 31st. The fee to hold a site is \$250.00. This fee is non-refundable for cancellations, but is applied to camp fees for units attending Summer Camp at EBSR. The fee must be paid to hold your reservation and cannot be rolled from year to year.

2026 Fee Schedule

*Youth Rates

- In Council Early Bird: \$385
- In Council Regular Rate: \$400
- In Council Late Rate: \$425
- GEC Fundraising Scout: \$370 (if paid by March 1st)
- Out of Council Early Bird: \$395
- Out of Council Regular Rate: \$410
- Out of Council Late Rate: \$435
- Youth Daily Rate: \$75

Adult Rate: \$130

Adult Daily Rate: \$25



*Troops from Three Harbors Council receive the in council rate due to a preferred partner agreement with EBSR.



Scouting America Health Form

- 2 Copies of Scouting America Annual Health and Medical Record for all Participants
 - One copy is for you to keep in your campsite and the second copy is for our health officer. We retain these forms for 2 years
 - **Please pay special attention to page B2. "Non-prescription medication administration is authorized with these exceptions:"**
 - Do not leave this section blank. We can not administer any over the counter medications without 'Yes' being checked.

Routine Drug Administration Form for all Participants with Medication

- This form is available at camp and allows our health officer to track medications administered in camp.
 - Unit leaders will be provided a medication lockbox.
 - Youth participants may also check in medication with the health officer.

Proof of Safeguarding Youth Training for all Adults

- Proof of Safeguarding Youth Training for all Adults
 - You can provide individual certificates or a training roster from my.scouting.org to verify.



All forms can be found at :

<https://www.glaciersedge.org/activities/ebsr-summer-camp/resources-2/>

Please have completed hardcopies ready for check-in.



REQUIRED PAPERWORK CHECK LIST

Hold Harmless Agreements

- For those who are participating in Cowboy Action Shooting, NRA First Steps Pistol Courses, ATVs, and/ or Jet Skis.

Unit Swim Classification Record

- Form is not required. Your Troop can take their swim tests upon arrival as well. This form can be submitted to the GEC Program Director prior to summer camp. You should keep a copy of this form for your records. We will provide upon request Troops with an updated Unit Swim Classification Record at the end of the week that you can use for other aquatics activities your troop has planned for the remainder of the year. Please notify the Camp Director by Wednesday to receive this form.

PROGRAM SPECIFIC REQUIRED PAPERWORK

[Only necessary for scouts planning to participate in certain activities]

ATV (14 years or older)

- ATV Hold Harmless Agreement
- ASI Consent Form
- Proof of ASI E -Course Certificate at
 - atvsafety.org/atv-ecourse
- \$50 fee paid in registration portal

Jet Ski (14 years or older)

- Boater Safety Course Certificate from
 - boat-ed.com/wisconsin
- \$50 fee paid in registration portal

Cowboy Action Shooting (14 OR 13 years and completed me 8th grade)

- Cowboy Action Shooting Consent Form which is available in the registration portal.
- No additional participation fee.



SUMMER CAMP

CHECK-IN

Troop Sign In

- Your Troop will be greeted in the parking lot by our enthusiastic Camp Staff!
- They will conduct a Health Screening and give the screening form to the unit leader.
- Staff will distribute wristbands to youth and adults.
- To help us ensure a safe environment, campers are provided a wrist band all to wear all week.
- Your Troop will be assigned a site commissioner.
- The Senior Patrol Leader and one adult leader will bring all required paperwork to the Peter Rice Pavilion.
- Your Site Commissioner will take your Troop on a tour of camp while the paperwork is being submitted.
- During the tour of camp one adult can deliver the Troop's trailer to their campsite.
- You can take one additional vehicle to the campsite.
- All vehicles must be removed from the campsite and parked in the parking lot by 5:00 PM on Sunday.

Prior to Arrival

- The registration contact for each Troop will receive a phone call from our Camp Commissioner one week prior to your Troop's arrival at Camp.
 - Call Received: ☐
- The Camp Commissioner will arrange your Sunday Check-In time, double check any food allergies or special assistance for your participants, and answer your questions.
 - Our Check In Time: _____



Arrival Parking at EBSR

- Arrive at Ed Bryant Scout Reservation as close to your check-in time as possible.
- Vehicles carrying participants will go straight to the parking lot.
- Vehicles carrying a trailer will park on the road in front of the Peter Rice Pavilion.
- You will drive vehicle with the trailer to your campsite following check-in.



MEAL SERVICE

Meals at Ed Bryant Scout Reservation are served in Fellowship Hall. Troops will have the option to cook dinner and breakfast, patrol style, in their registration portal. Troops that choose this option will need to pick up their food and recipes at the commissary at 5:00 PM each day.

We ask that one Scout per table report 15 minutes before the meal to setup and serve their table's food, as well as one Scout per table stay after the meal to clean up. Small Troops (who may only have one table) should utilize the buddy system and have two Scouts prepare and clean up meals. Remember, for some Scouts, this is their first time they've cleared dishes or cleaned a table. They may need some guidance! Table assignments and full dining hall procedures are reviewed during check in.

We make every reasonable effort possible to accommodate for any allergens and dietary restrictions that your scouts and leaders may have. We offer four menus, but can discuss special accommodations for other restrictions as well.

THE EDGE TRADING POST PROGRAM CENTER

The trading post is great place to grab camp souvenirs, creature comforts, snacks, slushies, and even camping gear. Forgot something at home? We may have it in stock. Just ask our Trading Post staff.

The Program Center offers a number of activities including chess tournaments, dutch oven cook offs, gaga ball pits, and more!

BE PREPARED

Scoutcraft will host the Dutch Oven Cook Off. Cook an entrée, appetizer, or dessert in your campsite and bring your completed dishes to the Program Center for judging and sampling. Adults and youth are welcome to participate!

Plan ahead and bring with you all the ingredients and cookware you will need to create your entry.



HEALTH AND SAFETY

Adult Leaders

All adults staying overnight at camp must be registered members of Scouting America and must provide proof of current Safeguarding Youth training upon arrival.

Visitors at Camp

All visitors at EBSR must sign in at Peter Rice Office immediately upon arrival. It is recommended that visitors call ahead to ensure their unit is expecting them. Current Youth Protection is required for all visitors OR they must be constantly accompanied by unit leader. Visitors and their conduct are ultimately the responsibility of the unit they are visiting

Departures from Camp

All Scouts and Scouters are reminded they must sign out and back in each time they leave and return to camp. Sign In / Out using the Check In / Check Out Log Book, located in the Camp Office. ANY Scout leaving camp must be signed out at the office and that individual MUST be indicated as "approved" to take that Scout out of camp in Part A of the Health Form. Anyone not listed in Part A as "approved" will not be able to take that Scout out of camp without parental consent. No exceptions will be made.

Buddy System

The buddy system is to be used at all times while on camp property. Please review the buddy system guidelines with your Troop before attending camp. With the nature of open programming, special attention needs to be paid to ensure all Scouts are prepared!



Range and Target Activities Policy

Ranges are outfitted with equipment approved and maintained by the Council Range and Target Activities Committee. No ammunition, personal firearms or bows will be permitted on council property. Although we respect the Second Amendment, concealed carry is prohibited on Glacier's Edge Council camps and property and we ask that all guns and ammunition be left at home.

Fuels, Fireworks, Explosives

Liquid fuels and compressed gas may be used in camp only under the direct supervision of a knowledgeable adult. Liquid fuels and compressed gas may be used under a dining fly for stoves and lanterns, but not inside of tents. Fireworks and explosives are not allowed on camp property.

Bicycles and Service Animals

Bicycles are not permitted as a means of regular transportation around camp. No pets are allowed at camp, with the exception of service animals.

Phone Calls

In case of a family emergency, a family member may contact the camp office and arrangements will be made for the Scout or Scouter to return the call. Please remind parents that their Scout is somewhere on 200+ acres of camp property; it may take some time to return the call. Other personal calls are not permitted on the camp telephone. Verizon and US Cellular have good service at camp, AT&T and Sprint have poor reception.

Uniform Dress Code

We ask all Scouts, Scouters, and adults to wear the Scouts BSA field uniform at campwide flag ceremonies and at dinners in Fellowship Hall. During general program times, it is expected that participants dress in an appropriate and non-offensive manner. This will be left to the judgement of the units and the Camp Director. We encourage units to adopt a uniform policy. Closed toe shoes are required during all times except in the showers or the Aquatics areas. We ask that all scouters wear athletic swimwear that does not interfere with the wearers ability to wear personal flotation devices or ability to participate in aquatics activities like boating and swimming.

Lost and Found

Any items found at Ed Bryant Scout Reservation will be retained in the Trading Post. Items found will be transported to the Wall Family Scout Service Center in Madison after the season. After September 1st, all items will be donated to charity.

Wi-Fi and Internet

If adult leader needs wi-fi we may provide access on a limited basis. Reach out to the camp director or camp commissioner if needed.

GENERAL INFORMATION

Cell Phones and Electronics

We strongly discourage Scouts from bringing radios, cell phones, video games, and other such devices to camp. Adults are asked to turn phones to silent mode and enjoy the time with your Scouts. If you absolutely must take a call please step away from the program area, as to not cause distraction or a safety concern. If a unit allows its Scouts to bring electronic devices to camp, the unit may not permit its Scouts to take them out of the unit campsite. Furthermore, these devices are not to be heard outside of the campsite.

Contact

(Scout's Name)
(Campsite and Troop #)
Ed Bryant Scout Reservation
608-770-8683
N6960 County Highway G
Mauston, WI 53948

Adult Leader and Senior Patrol Leader Meeting

There will be an adult leader and SPL meeting that takes place at 4:30 PM on Sunday after check-in at the Program Center.

Adult Leaders

All adults staying overnight at camp must be registered members of Scouting America and must provide proof of current Safeguarding Youth Training upon arrival.

Introduction to Outdoor Leadership Skills

This course is offered at the First Year Camper Program. On Thursday evening, a volunteer facilitator will come to EBSR to lead participants through the final course requirements. More details will be provided during adult leader meetings.

ADULT LEADER INFORMATION

Second Cup

This meeting takes place every morning at 9:15 AM. These meetings are a way for adult leaders to stay in the loop on important announcements and schedule changes. It's also a great time to share a second cup of coffee and fellowship with other leaders.

BlackPug Meritbadge Tracker

All merit badge advancement information is tracked in our registration system known as BlackPug. Leaders will be given QR codes that they can use to access their scouts' progress. Our staff updates advancement work daily.

Adult Leaders' Dinner

Every adult leader is invited to attend the Adult Leaders' Dinner on Thursday night. This is a great opportunity to fellowship with other leaders, hear from our Scout Executive, and provide helpful feedback that we can use for weeks, even years, to come!

Interested in Volunteering?

We always need extra hands at EBSR. On Sunday, let our Program Director know if you have any special certifications or are knowledgeable about certain program areas. We would be thrilled to have your assistance. We are always making improvements to the facilities at camp. Let our Ranger know if you are skilled in any trades such as plumbing, electrical, carpentry, or others. Feel free, to bring your tools if you would like!

Have a Merit Badge You Would Like to Teach?

If you are a registered merit badge counselor for a merit badge that we are not offering this summer, we would love to have you provide a clinic for our scouts. Just let our Program Director know what merit badge you would like to teach and we can schedule a time for it at the Program Center.



◀ WEEKLY SCHEDULE ▶

MONDAY

Sash Day - Wear your sash!

7:00 PM: Brotherhood Candidates meet at Flagpole

8:00 PM: Ordeal Candidates meet at Flagpole

8:00 PM: Brotherhood Ceremony at OA Bowl

8:30 PM: Ordeal Ceremony at OA Bowl

ORDER OF THE

»»» ARROW «««

Sunday

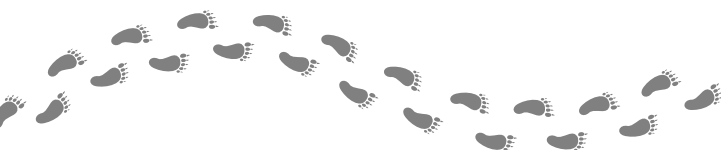
Call Out during the opening campfire. Elected members are recognized in the Call Out Sunday night. Bigfoot Lodge ordeal candidates start their ordeal immediately following the opening campfire, concluding with an OA reception late Monday night. Ordeal participants will return to their units following the reception. Any member of any Lodge and interested adults may attend.

THURSDAY

9:15 PM: OA Ice Cream Social at Fellowship Hall

Thursday Night

Our lodge hosts a ice cream social to recognize and congratulate both our new members and those that chose to seal their membership by obtaining their Brotherhood honor, Arrowmen from all lodges are invited to eat, trade patches, and socialize. Come and welcome our new ordeal members and congratulate our new Brotherhood memebbers.





SUNDAY

12:00 PM - 4:00 PM - Troop Check In
 6:00 PM - Opening Flag Ceremony
 6:15 PM - Dinner
 7:00 PM - Vespers
 7:30 PM - Sunday Midway
 8:30 PM - Opening Campfire

MONDAY - THURSDAY

8:00 AM - Morning Flag Ceremony
 8:15 AM - Breakfast
 9:00 AM - Morning Program Time
 12:15 PM - Lunch
 1:30 PM - Afternoon Program Time
 4:30 PM - Free Time
 6:00 PM - Evening Flag Ceremony
 6:15 PM - Dinner
 7:00 PM - Evening Program Time
 9:00 PM - Free Time
 10:00 PM - Lights Out

FRIDAY

8:00 AM - Morning Flag Ceremony
 8:15 AM - Breakfast
 9:00 AM - Morning Program Time
 12:15 PM - Lunch
 1:30 PM - Ed Bryant Games!
 4:30 - Free Time
 6:00 - Evening Flag Ceremony
 6:15 - Dinner
 7:30 - Closing Campfire
 9:00 PM - Free Time
 10:00 PM - Lights Out

INDIVIDUAL SCOUT OPEN PROGRAM PLAN

Merit Badge / Location / Buddy / Notes

MONDAY

AM

PM

TUESDAY

AM

PM

WEDNESDAY

AM

PM

THURSDAY

AM

PM

FRIDAY

AM

PM

Note : NO new Merit Badges can be started on Friday which is reserved for finishing up badges underway.

PROGRAM NOTES

- **Merit Badge Program:** Our merit badges and programs are all offered in one of three ways : Flexible Program, Scheduled Program, and Advance Sign Up Program.
- **Flexible Program** means that we do not have scheduled times for these merit badge classes. Scouts can jump in and out of these programs at the discretion of the staff members.
- **Scheduled Program** means that these merit badges and activities require scouts to show up at a specific place and time to participate but do not require scouts to sign up in advance.
- **Advance Sign Up Programs** require scouts to sign up in advance either during Sunday midway or before they arrive at camp through their Troop's registration portal.

Our flexible program can be overwhelming for youth who have never been responsible for their own decisions and time management. Before attending the Sunday Midway, it is a great idea for each Scout to come up with 3 to 4 goals for their week. This will help them build an awesome week.

Please note: A few of the merit badges have scheduled program times to allow for adequate instruction. Several merit badges at camp have prerequisites which will be provided separately after any updated requirements are released annually by Scouting America.

Sunday Midway:

Immediately following Sunday Dinners, Scouts take part in the Sunday Midway, a program fair where staff from each program area host a booth and are available to discuss the great programs they offer. Scouts are offered a scheduling card showing available times throughout the week. Scouts wander around the fair to learn about all the opportunities with a goal of creating a plan of activities and merit badges for the week. Area merit badge counselors can coach Scouts on how much time / dedication each badge requires.

Scheduled Program

(be at the program area at the beginning of the period)

- Aquatics Merit Badges
- Range and Target Activities
- Cooking Merit Badge

Sign Up in Registration Portal

- ATV Adventure
- Jet Ski Expedition
- Pistol Courses

Sign Up at Sunday Midway

- Stump Grinder Forge
- Range and Target Activities
- Cooking Merit Badge
- STEM Merit Badges

[*Walk-ups will be considered by instructor at the scheduled start time, depending on space.]

MERIT BADGE OFFERINGS

Merit Badge Level System

Each merit badge offered is ranked from Level 1 to Level 3. This system is designed to help Scouts and Scout Leaders develop their schedule with age appropriate activities.

Level 1 merit badges are great for 1st year campers of any age.

Level 2 merit badges are great for 2nd and 3rd year campers and typically have few to no prerequisites.

Level 3 merit badges are difficult badges that have prerequisites and have schedules that must be followed for completion.

Please keep in mind that the level system is merely a guide, not a hard and fast rule.



Boat Beach

Canoeing	Level 2
Kayaking	Level 1+
Small Boat Sailing	Level 2
Water Sports.	Level 2

Ecology and Conservation (EcoCon)

Environmental Science	Level 3
Geology	Level 2
Insect Study	Level 3
Mammal Study	Level 2
Nature	Level 2
Soil and Water Conservation	Level 2

Scoutcraft

Camping	Level 2
Cooking	Level 2
Signs, Signals, & Codes	Level 2
Orienteering	Level 2
Pioneering	Level 2
Wilderness Survival	Level 2

Silver Circle

Cit. in the Community	Level 2
Emergency Preparedness	Level 2
First Aid	Level 1+
Family Life	Level 2

Range and Target Activities

Archery	Level 1+
Rifle Shooting	Level 2
Shotgun Shooting	Level 3

STEM

Astronomy	Level 2
Chemistry	Level 2
Chess	Level 2
Graphic Arts	Level 2
Photography	Level 1
Programming	Level 1

The SWAMP

Art	Level 1
Basketry	Level 1
Indian Lore	Level 1
Leatherwork	Level 1
Metalworking	Level 2
Wood Carving	Level 2

Swim Beach

Swimming	Level 1+
Lifesaving	Level 3

COPE and Climbing

Climbing	Level 2
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Non-Merit Badge Adventure

Programs

ATV Adventure @ Wheels
 Low COPE @ COPE and Climbing
 Zip Line @ COPE and Climbing
 Jet Ski Expedition @ Boat Beach

Note that some program areas have merit badges with more strict time schedules to allow for adequate instruction: Aquatics, Range and Target Activities, ATV, Jet Ski, STEM and Silver Circle. Adjustments to MB offerings may be necessary based on available weekly staffing resources.

Merit Badge Schedule:

This schedule is subject to change. If changes are made to this schedule then an updated version will be sent to Troop registration contacts. We will also provide printed copies of this schedule during Sunday Midway. The gray highlight indicates that the merit badge or program is being offered during that time.

Scouts should plan to arrive at the beginning of the program time for aquatics merit badges.

		Monday			Tuesday		
		Morning	Afternoon	Evening	Morning	Afternoon	Evening
Boat Beach	Canoeing			Pirate Night			Treasure Hunt
	Kayaking						
	Small Boat Sailing						
	Water Sports						
Swim Beach	Swimming			Beach Games			Open Swim
	Lifesaving						
	Open Swim						
	Mile Swim						
Eco Con	Environmental Science			Night Hike			Area Closed
	Geology						
	Insect Study						
	Mammal Study						
	Nature						
	Soil and Water Conservation						
Scoutcraft	Camping			Pirate Night			Field Games Wilderness Survival
	Cooking				Meet during meal times		
	Signs, Signals, and Codes						
	Orienteering						
	Pioneering						
	Wilderness Survival						
Silver Circle	Citizenship in the Community			Pirate Night			Field Games Wilderness Survival
	Preparedness						
	First Aid						
	Family Life						
RATA	Archery	MB Class 1	MB Class 2	Quiet Sports	MB Class 1	MB Class 2	Black Powder 3D Archery
	Rifle Shooting	MB Class 1	MB Class 2		MB Class 1	MB Class 2	
	Shotgun Shooting	MB Class 1	MB Class 2		MB Class 1	MB Class 2	
	NRA Pistol First Steps	Time to be Determined			Time to be Determined		
STEM	Astronomy			Scavenger Hunt			Area Closed
	Chemistry						
	Chess						
	Graphic Arts						
	Photography						
	Programming						
The SWAMP	Art			Adult Forge and Crafts			Tie Dye Night and Open Forge
	Basketry						
	Indian Lore						
	Leatherwork						
	Metalworking						
	Wood Carving						
Climbin	Climbing						
	Climbing						
	Open Zip Line						

		Wednesday			Thursday			Friday		
		Morning	Afternoon	Evening	Morning	Afternoon	Evening	Morning	Afternoon	Evening
Boat Beach	Canoeing			Wet Triathlon			Area Closed		Camp Wide Games	Closing Campfire
	Kayaking									
	Small Boat Sailing									
	Water Sports									
Swim Beach	Swimming			Wet Triathlon			Area Closed			
	Lifesaving									
	Open Swim									
	Mile Swim									
Eco Con	Environmental Science			Scavenger Hunt			Trivia Night			
	Geology									
	Insect Study									
	Mammal Study									
	Nature									
	Soil and Water Conservation									
Scoutcraft	Camping			Area Closed			Dutch Oven Cookoff			
	Cooking	Meet during breakfast								
	Signs, Signals, and Codes									
	Orienteering									
	Pioneering									
	Wilderness Survival									
Silver Circle	Citizenship in the Community									
	Preparedness									
	First Aid									
	Family Life									
RATA	Archery	MB Class 3	Open Shoot	Cowboy Action Aerial Archery	MB Class 3	Open ShootTop S	Area Closed			
	Rifle Shooting	MB Class 3	Open Shoot		MB Class 3	Open ShootTop S				
	Shotgun Shooting	MB Class 3	Open Shoot		MB Class 3	Open ShootTop S				
	NRA Pistol First Steps	Time to be Determined			Time to be Determined					
STEM	Astronomy			Rocket Launch			Chess Tournament			
	Chemistry									
	Chess									
	Graphic Arts									
	Photography									
	Programming									
The SWAMP	Art			Area Closed			Paint Night			
	Basketry									
	Indian Lore									
	Leatherwork									
	Metalworking									
	Wood Carving									
Climbin	Climbing			Area Closed						
	Climbing									
	Open Zip Line									



Personal Watercraft

Registration for using Personal Watercraft is limited to Scouts 14 years or older. Due to equipment limitations and Scout and Scouter safety, the council reserves the right to limit ridership based on height and weight. Participants who wish to ride a jet ski must provide proof of an approved boaters safety course. For information about Wisconsin Personal Watercraft safety courses, go to this website: boat-ed.com/wisconsin.

Boat Beach

Merit Badges Offered

- Canoeing
- Kayaking
- Small Boat Sailing
- Water Sports

Awards

- Stand Up Paddle-boarding

Adventure Program

- Jet Ski Expedition

Monday - Thursday
9 AM - 5 PM

*Scouts wanting to participate in aquatics programs should plan to arrive at the beginning of the program period.

Swim Beach

Merit Badges Offered

- Swimming
- Lifesaving

Awards

- Mile Swim

The Mile Swim is a coordinated large swim on open water from Swim Beach to Boat Beach and back! The Mile Swim is conducted at the Swim Beach. Participants must complete at least one 1/4 mile in order to participate in the Mile Swim on Friday. The mile swim schedule, including required conditioning swim, includes :

- Sunday: Sign up for the Mile Swim at the Sunday Midway
- Monday Afternoon: Chance to swim 1/4 mile
- Tuesday Afternoon: Chance to swim 1/4 mile
- Wednesday Afternoon: Chance to swim 1/4 mile
- Thursday Afternoon: Chance to swim 1/4 mile
- Friday 6:00 AM: Mile Swim



Ecology and Conservation



Merit Badges Offered

- Environmental Science
- Geology
- Insect Study
- Mammal Study
- Nature
- Soil and Water Conservation

Scoutcraft



Merit Badges Offered

- Camping
- Cooking
- Orienteering
- Pioneering
- Signs, Signals, & Codes
- Wilderness Survival

Sliver Circle



Merit Badges Offered

- Citizenship In The Community
- Emergency Preparedness
- Family Life
- First Aid

Dutch Oven Cook Off

Dutch oven cooking is a time honored scouting tradition. Scoutcraft will host the Dutch Oven Cook Off. Cook an entrée, appetizer, or dessert in your campsite and bring your completed dishes to the Program Center for judging and sampling. Adults and youth are welcome to participate! While teams are not required to create allergen-free dishes, you can add an extra challenge to your dish by excluding milk/dairy, eggs, or nuts.

Wilderness Survival Overnighter

To complete Requirement 8 of the Wilderness Survival Merit Badge Scouts will need to spend the night in a shelter that they create.

Eagle Required Merit Badges

Silver Circle is a dedicated area where your Scouts can focus on Eagle-required merit badges. Other Eagle-required merit badges are offered at EcoCon (Environmental Science), Swim Beach (Swimming and Lifesaving), and Scoutcraft (Camping and Cooking).



COPE

Challenging Outdoor Personal Experience, or COPE, is a custom ropes and challenge course designed to put participants through various games, activities, and challenges. The events are directly and indirectly focused on the eight goals of COPE, namely, Communication, Planning, Trust, Teamwork, Leadership, Decision Making, Problem Solving, and Self Esteem.

COPE is an excellent program for Troops or patrols that need help bonding, forming as a group, or working with leadership skills.

Individual patrols wishing to take part in a patrol based COPE program can schedule an appointment with the COPE Director.

COPE and Climbing



Merit Badges Offered

- Climbing



Adventure Program

- Low COPE
- Zip-line



Climbing

Climbing is quickly becoming one of the most popular outdoor sports in the nation! The adventure of climbing can provide a new way to enjoy the outdoors while pushing both your physical fitness and mental health. Stop by and check out our new climbing wall. Scouts should have appropriate clothing, climbing shoes or sneakers, and non-baggy clothing.

Adult Leaders, if you have climbing experience, the climbing wall is a great place to volunteer. Feel free to stop by and lend a helping hand so we can let more Scouts experience the new climbing wall.



Wheels



Adventure Program

- ATV Adventure

ATV Adventure

Registration for our course is limited to Scouts 14 years or older. Due to equipment limitations, the council reserves the right to limit ridership based on height and weight for the safety of the Scouts and for leaders wanting to participate in the program. All participants who wish to ride an ATV must provide :

- ASI - Course Certificate :
 - <https://atvsafety.org/atv-ecourse/>
- Hold Harmless Agreement
- ASI Consent Form

Course is offered Monday, Tuesday, Wednesday and Thursday from 9:00 AM to 5:00 PM. An additional fee of **\$50** is charged for ATV participation.



Range and Target Activities

Merit Badges Offered

- Archery
- Rifle Shooting
- Shotgun Shooting

Activities and Awards

- Cowboy Action Shooting
- Top Shot Challenge
- Black Powder Muzzleloader
- Shooting
- Tomahawk Throwing
- Sporting Arrows (Aerial Archery)
- 3-D Archery
- Paintball Target Shooting
- Open Shooting
- NRA Pistol First Steps Orientation Course



Program Notes

- Scouts must sign up for Range and Target Activity merit badges at the Sunday Merit Badge Midway.
- Scouts should plan to work on the badge requirements in two 3-hour time blocks over two back-to-back days. Additional range time may be required to complete a badge.
- Scouts interested in Shotgun Merit Badge should have the physical stature to handle a 12-gauge semi-automatic shotgun. This is a Level 3 merit badge recommended for older Scouts.
- Scouts with partial Merit Badges from previous years should come during open shoot time to finish their badge.
- Cost for all Range and Target Activity Merit Badges, open rifle, open archery and all evening programs is included in your camp registration fee.
- Shotgun Fees: Each camper and adult are allowed 10 shots at camp for free for shotgun open shooting. Additional shooting after that is \$3.00 for each 5 additional shots. Buy tickets at the Trading Post.
- Cowboy Action Shooting: Scouts must be 14 years or older to participate in this program.
- NRA Pistol First Steps Orientation Course: learn to shoot a .22 caliber semi-automatic pistol. Open to Scouts at least 14 years old. Class size is limited. Pre camp sign-up opens January 15, 2026. Course Fee \$20. All participants will receive a Basic Pistol book. Students who successfully pass the course will receive a certificate of completion.
- *A special permission form is required for Cowboy Action and the First Steps Pistol course. Forms can be downloaded at: https://scoutingevent.com/620-EBSR_2026



Most Swamp merit badges are offered in flexible program except metalworking [Advanced Sign Up at Sunday Midway needed]. Basic craft kits for Leatherwork, Wood Carving, and Basketry are included with your registration. Advanced and specialty craft kits are available in the Trading Post for purchase. All programs are open to Scouts working on rank advancement.

Scouts are required to have their Totin' Chit to take Wood Carving. If you don't have yours, stop by morning program time and earn it.

Stump Grinder Forge at The Swamp

No matter what type of metalwork interests you, the projects you complete as you work on this merit badge will be one of the most hands-on experiences at camp. Scouts now have the option to complete either Blacksmith or Sheet Metal Mechanic options for the Merit Badge.

Stump Grinder Forge is so popular we've had to limit participation to 8 scouts per session, with sessions running Monday through Thursday. Sign up for your session at Sunday Midway.



The Swamp



Merit Badges Offered

- Art
- Basketry
- Indian Lore
- Leatherwork
- Metalworking
- Wood Carving

Forge Sessions

Monday - Thursday

9:00 - 10:30 AM

10:30 - 12:00 PM

1:30 - 3:00 PM

3:00 - 4:30 PM

First Year Camper at The Swamp

First Year Camper is a great program for any Scout who hasn't reached First Class Rank. Program topics are listed in the FYC Schedule and Scouts can spend the entire week or stop by for one specific requirement. Given the number of new Scouts at EBSR, it is important that Scouts show up at the beginning of the program block.

Adult Leaders: First Year Camper is a great place to volunteer! Feel free to stop by and lend a helping hand.

Swimming: Please meet at the Swim Beach.

First Year Camper Program Times	Monday	Tuesday	Wednesday	Thursday	Friday
Morning 9:00 AM - 12:00 PM	Knots Tenderfoot : 3A - C, 8 Second Class : 2F, 2G First Class : 3A - D	5 Mile Hike Tenderfoot : 1B, 4B, 5A - C Second Class : 3A - D, 4 First Class : 1B	Flags / Misc. Tenderfoot : 7A Second Class : 8A - B, 9A - B	First Aid Tenderfoot : 4A Second Class : 6A - E First Class : 7A - F	Open Instruction
Afternoon 1:30 PM - 4:30 PM	Lashings First Class : 3A - D	Sharps and Fire Tenderfoot : 3D Second Class : 2A - D Firem'n Chit Totin' Chip	Swimming Second Class : 5A - D First Class : 6A - D, (6E if elig.)	Service Project Tenderfoot : 7B 1 Hour Service Project	Ed Bryant Games
Evening 7:00 PM - 9:00 PM	Open Instruction	Open Instruction	Open Instruction	Open Instruction	Camp Fire

STEM



Merit Badges Offered

- Astronomy
- Chemistry
- Chess
- Graphic Arts
- Photography
- Programming



STEM - Science, Technology, Engineering, and Mathematics

STEM is an initiative to encourage the natural curiosity of Scouts and nurture their sense of wonder about these fields. The spirit of innovation can help our society overcome challenges and ensure a prosperous and secure future. To promote this opportunity, we offer STEM merit badges at camp which allow Scouts to experience scientific discovery and develop an appreciation for technological innovation.

Remember, all STEM merit badges must be signed up for in advance at the Sunday Midway.





Ed Bryant Scout Reservation is a Nationally Accredited Camp

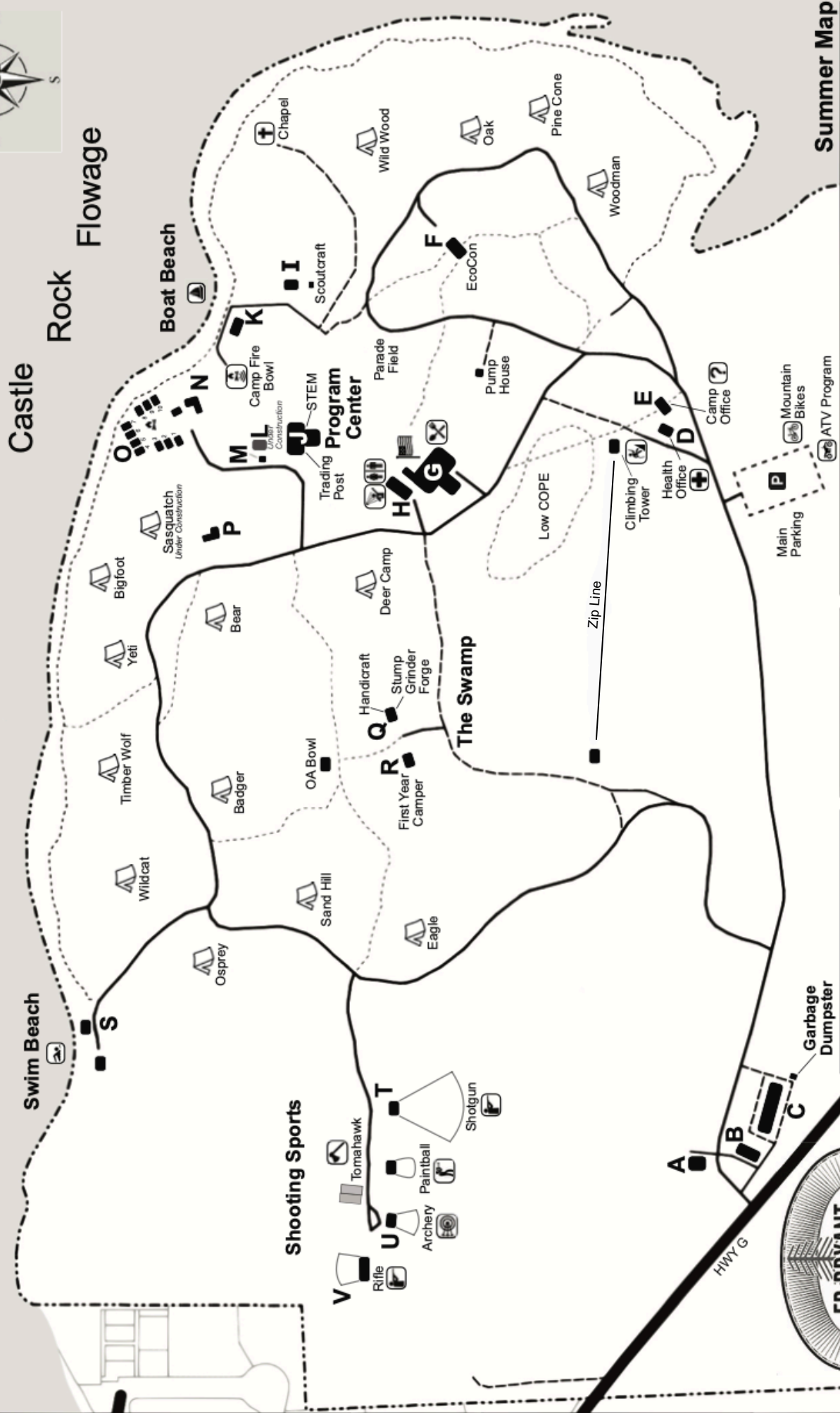


NON-DISCRIMINATION STATEMENT

In the operation of the summer camp program, no child, as defined by the program regulations, will be discriminated against because of race, sex, color, national origin, age or handicap. Any person, who believes that a child has been discriminated against in any USDA related activity, should write immediately to the Secretary of Agriculture, Washington D.C.

Ed Bryant Scout Reservation

Glacier's Edge Council



MAP LEGEND	
	Campsite
	Road or Trail
	Building

EBSR Buildings	
A - Sanderson Lodge	G - Fellowship Hall
B - Castle Rock Lodge	H - Shower House
C - Workshop/Warehouse	I - Scoutcraft Shelter
D - Health Office (OML)	J - Bigfoot Lodge
E - Peter Rice (Office)	K - Boat Beach Shelter
F - Koenig Shelter	L - Staff Shower
	M - Quartermaster Shed

Summer Map	
N - Trapper Cabin	
O - Staff Cabins	
P - Nelson Lodge	
Q - Whitney Shelter	
R - FYC Shelter	
S - Swim Beach Shelters	
T, U, V - Shooting Sports	

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BOY SCOUTS OF AMERICA