PROGRAM PLANNER



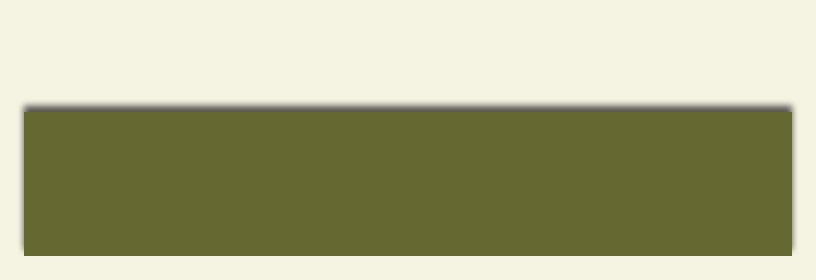
2016 ED BRYANT SCOUT RESERVATION

N6960 County Hwy G

Mauston, WI, 53948

BOY SCOUTS OF AMERICA 5846 Manufacturer's Dr - Madison, WI 53704 608.310.7300 www.glaciersedgecamps.org

NOTES



WELCOME

The staff of Ed Bryant Scout Reservation wish to thank you for helping get your unit to camp. Ed Bryant Scout Reservation is boasting over 200 magnificent, Wisconsin acres on the Castle Rock Flowage, operated by an enthusiastic, dedicated, experienced staff. You have selected a Scout Camp offering you one of the most diverse program opportunities.

Our well-trained staff is eager for the arrival of your Scouts, eager to assist your Unit in an exciting, fun-filled week. Whether you have first year Scouts or seasoned camp goers, your Scouts will find their time well spent and challenging. With a unique, unparalleled program, a handpicked staff, an emphasis on quality, customer service, and fun, we offer you the best Scouting environment you could ask for in a Scout Camp! We not only teach skills to be used in your Scout's Boy Scouting future but we teach life-long skills in communication, sportsmanship, high self-esteem, and leadership.

Ed Bryant Scout Reservation has continued to grow over the past few years and we are extremely excited for this coming season and what it has in store. One item we have continued to make obvious to our customers is that program is king at Ed Bryant Scout Reservation. We are the only camp in Wisconsin to offer both ATVs and Jet Skis as part of our summer camp program. This year we are adding a brand new computer lab to increase the effectiveness of our STEM program introduced last summer. Additionally, we are adding a new Field Sports area to offer additional merit badges and inter troop competitions.

Come to Ed Bryant Scout Reservation expecting to have a great time! We aim to deliver and exceed expectations. Read this guide carefully and use it to help you plan your stay.

If you have any questions or concerns, before, during, and after camp, please feel free to contact me.

See you at camp

Brian Hprcek Camp Director hrpcek@gmail.com

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Boy Scout Long Term Sessions

Session 1: June 26th - July 2nd Session 2: July 3rd - July 9th Session 3: July 10th - 16th Session 4: July 17th - 23rd Session 5: July 24th - 30th Session 6: July 31st - August 6th Session 7: August 7th - August 13th

Unit Site Reservation Deposit

The Unit Site Reservation Deposit Fee is required to hold one of the twelve campsites at Ed Bryant Scout Reservation.

Units must complete a Campsite Reservation Application on-line. The fee to hold a site is \$250.00. This fee is non-refundable for cancellations, but will be applied to camp fees for units attending Summer Camp at Ed Bryant Scout Reservation.

The fee must be paid to hold your reservation.

The 2016 Unit Reservation Fee is \$250.00.

Reservation and Registration

Site reservations will occur in May for the following year of attendance.

January 1st: Registration opens
May 1st: Early registration ends

June 1st: Late registration closes for complimentary troop tee shirt After June 1st: Registration for Silver Circle and annual rotation closes

Registration Forms

Two Copies of the updated roster of all Scouts, Scouters, and adults	
Copies of signed medical forms for all Scouts, Scouters, and adults	
Glacier's Edge Camp Prescription Medicine Form for all medications	
Copy of all paid receipts from registration	
Proof of insurance for unit for out of council units	
Copy of Tour Plan for all units that are required to file a tour plan	
Signed "Off-Property Approval" form for any Scout who will be leaving camp property for progra	am

REGISTRATION

Youth Registration

Youth Registration: \$275.00 Due by May 1st

\$50.00 Late Fee after May 1st

Newly registered youth that join or cross-over after May 1st will qualify for the reduced rate.

All participants registered by June 1st will receive a customized troop camp tee shirt.

The 2017 Youth Registration Fee will be released May of 2016.

Adult Registration

Adult Registration: First leader is free with four boys

Second leader is free with eight boys or more attending camp

\$105.00 Additional Leader

All unit leaders registered by June 1st and attending the full week receive a customized troop camp tee shirt.

\$20.00 Per Day Leader Fee

The 2016 Adult Registration Fee will be released May of 2016.

Register at: https://scoutingevent.com/?EBSR2016

Provisional Camping

Provisional camping is for Scouts who would like to spend additional time at camp or who cannot attend camp with their unit.

A provisional camping unit is scheduled for: Session 5: July 24th - 30th

Youth Registration: \$275.00 Due by May 1st \$50.00 Late Fee after May 1st

Newly registered youth that join or cross-over after May 1st will qualify for the reduced rate.

Camperships

Your Scoutmaster or Committee Chair should make the request for a Campership with the help of the Scout and his family. Applications can be found on the Glacier's Edge Council Camping website or at either Council Service Center. Forms must be completely filled out and returned to the Council Service Center no later than March 15th. Those Scouts joining a unit after March 15th may apply as soon as possible, up until June1st.

www.glaciersedgecamps.org

Pre-Camp Swim Checks

Units are preferred to have pre-camp swim checks performed free of charge. The Council Aquatics Committee has set-up multiple dates and locations allowing leaders to register individual youth and adults for specific times. See the online registration page for details and to schedule your reservations.

Program Fees

Some camp programs involve additional fees above the general registration fee.

ATV Program:	\$35.00	Variable: Art: projects
DNR Boating Safety:	\$10.00	Bird Study: Feeder/House Kit
Golf merit badge:	\$30.00	Fishing: Bait/Lures/License
Motorboating merit badge:	\$10.00	Range Fees & Ammunition

Water Sports merit badge: \$10.00 Merit Badge projects - see requirements

PWC Program: \$35.00

Guest Meals

General Meals Breakfast: \$5.00

Lunch: \$6.50 Dinner: \$8.50

Kids Rate (under 10) Meals: \$4.00

Friday Family Night See General Meal Pricing Above

Refunds

Refunds will only be made if requested in WRITING prior to June 1st. Requests must be made by the Troop Coordinator and should be directed to the Glacier's Edge Council Camping Executive, Nick Rose at the Madison Council Service Center. Troops may choose to credit program fees to new camper replacement registrations. Transfer requests must be submitted to the Council Program Specialist for consideration.

Approved refunds will be credited to the Troop account with a 25% per scout cancellation fee deducted. Troops may appeal any refund decisions to the Glacier's Edge Camping Committee in WRITING before the start of the registered session.

AQUATICS - SWIM



Lifesaving Level: 2+

Review Pre-Camp: None Pre-Camp Work: Swimming Merit Badge

Additional Fee: No Revision: 2001

It is suggested that the Scout be a very strong swimmer and have completed Swimming Merit Badge the previous year. Scouts will need a full set of clothes for requirement 7e.



Swimming Level: 1+

Review Pre-Camp: None Pre-Camp Work: Swimmer Additional Fee: No Revision: 2014

It is recommended for strong swimmers as its requirements have proven difficult for younger scouts.



Mile Swim BSA

While learning about the health benefits of swimming versus other forms of exercise, Scouts will learn precautions and procedures a swimmer and escort must follow for distance swimming over open water. Scouts will swim one-mile over a measured course that has been approved by the Aquatics staff member. Under the supervision of staff, the Scout will participate in four hours of training and preparation.

Safe Swim Defense

Safe Swim Defense is used for all group swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean.

AQUATICS - BOAT



Canoeing Level: 1

Review Pre-Camp: None Pre-Camp Work: Swimmer Additional Fee: No Revision: 2004

This badge covers the fundamentals of canoeing including the parts of a canoe, stroke styles, and emergency procedures. This badge does not require previous experience.



Kayaking and Kayaking BSA Level: 2

Review Pre-Camp: None Pre-Camp Work: Swimmer

Additional Fee: No Revision: 2012

Due to the popularity and limited boats, preference will be given to those Scouts who have completed Canoeing or are taking Canoeing Merit Badge.



Rowing Level: 1

Review Pre-Camp: None Pre-Camp Work: Swimmer

Additional Fee: No Revision: 2006

The Scouts will learn proper rowing techniques and be exposed to emergency situations.



Small Boat Sailing Level: 2+

Review Pre-Camp: None Pre-Camp Work: Swimmer

Additional Fee: No Revision: 2006

Small-boat Sailing is a great experience for Scouts who are interested in sailing or

general boating.



Water Sports Level: 2+

Review Pre-Camp: None Pre-Camp Work: Swimmer

Additional Fee: \$10 Revision: 2007

It is suggested that the Scout be a strong swimmer and have completed Swimming Merit Badge. The additional fee covers boat gas, insurance and maintenance.

AQUATICS - BOAT



Motorboating - Wisconsin DNR Boater Safety

Level: 3

Review Pre-Camp: State Regulations Pre-Camp Work: Swimmer

Additional Fee: \$10 Revision: 2008

Youth wanting to complete Motorboating need to review age requirements at: http://dnr.wi.gov/files/PDF/pubs/LE/LE0301.pdf



Whitewater Level: 3

Review Pre-Camp: 3 Pre-Camp Work: Swimmer

Additional Fee: No Revision: 2005

Scouts should review requirement 3 for prerequisite merit badge or award requirements.

Jet Ski Program

Level: 3

Review Pre-camp: State Regulations Pre-Camp Work: Swimmer

Additional Fee: \$35

Specific times and program is listed with the Powersports program on page 18.

SCOUTS MUST BE 14 AND HAVE COMPLETED WISCONSIN BOATER SAFETY AND

MOTORBOATING MERIT BADGE TO PARTICIPATE



Boardsailing BSA

This award introduces Scouts to basic boardsailing skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatics recreation; and to lay a skill and knowledge foundation for those who will later participate in more advanced and demanding activities on the water. Boardsailing BSA is well suited as a program feature for older Scouts at summer camp.



Stand Up Paddleboarding

This award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Unit Leader Merit Badge

The Unit Leader Merit Badge is designed for leaders and parents as a way to help improve the camping experience for individual Scouts, their buddies, patrol, troop and campwide environment. This award is sponsored by the Glacier's Edge Council Order of the Arrow, Takoda Lodge. <u>Applications and requirements can be attained with the Commissioning staff.</u>

Takoda Trail

This year we are continuing the Takoda Spirit Trail. This is a multi-year award and gets harder as you gain more experience and knowledge. While not required, it is offered as part of the overall summer camp program to be completed by the Scout. The requirements have been structured to appeal to Scouts strictly on their own merits.

Only one Honor may be earned each year. Only one attempt to qualify may be made each summer.

Requirements are available in the Program Center at camp. The patch to the left is used for recognition and can be purchased in the Trading Post. The totems earned for each honor are presented at the closing campfire.



COPE AND CLIMBING



Climbing Level: 2

Review Pre-Camp: Climbing Knots Pre-Camp Work: None

Additional Fee: No Revision: 2011

Scouts should bring appropriate clothing especially climbing shoes or sneakers and non-baggy clothing.

Climb On Safely

Climb On Safely is the Boy Scouts of America's procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. Climb on Safely training is valid for two years from the date of the training.

COPE (Challenging Outdoor Personal Experience)



C.O.P.E. is an acronym for "Challenging Outdoor Personal Experience." A COPE Course is a custom challenge and ropes course designed to meet the Boy Scouts of

America Project COPE installation and operation procedures.

COPE puts participants through various challenges, games, and activities are directly and indirectly focused on the eight goals of COPE. After each event, there is discussion on how the group met or could improve upon the goals of COPE. The eight goals of COPE are: Communication, Planning, Trust, Teamwork, Leadership, Decision Making, Problem Solving, and Self Esteem.

COPE is offered TUESDAY and THURSDAY for any Scouts interested.

Additionally, COPE is offered to all patrols and troops BY APPOINTMENT,
any time during the week.

ECO/CON



Archaeology

Level: 1+

Review Pre-Camp: 4, 9, 10 Pre-Camp Work: None

Additional Fee: No Revision: 2006

Archaeologists are detectives who study how people lived in the past. Scouts reviewing requirements prior to camp will have an easier path to completion.



Astronomy

Level: 2+

Review Pre-Camp: 5b, 8 Pre-Camp Work: None

Additional Fee: No Revision: 2013

Scouts need to start working on Astronomy early in the week in order to complete the merit badge at camp.



Bird Study

Level: 2+

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: Yes Revision: 2005

Scouts will need to review requirements for the various sketches and drawings. Requirement 8 requires a project that can be purchased in the Trading Post.



Environmental Science

Level: 3

Review Pre-Camp: Merit Badge Pamphlet Pre-Camp Work: None

Additional Fee: No Revision: 2006

Environmental Science Merit Badge gives Scouts a taste of what it is like to be an environmental scientist. There are various advanced experiments and projects required.



Fish and Wildlife Management

Level: 2

Review Pre-Camp: 7, 8 Pre-Camp Work: None

Additional Fee: No Revision: 2004

Scouts working on the World Conservation Award may consider this as an elective merit badge. The projects for requirements 7 & 8 can be completed before or during camp.

ECO/CON



Forestry Level: 2

Review Pre-Camp: None Pre-Camp Work: 5, 7
Additional Fee: No Revision: 2005

Forestry Merit Badge requires an interview with a local forester for requirement 7 and a site visit for the options in requirement 5.



Geology Level: 1

Review Pre-Camp: Merit Badge Pamphlet Pre-Camp Work: None Additional Fee: No Revision: 2005

It is recommended that the Scouts review the merit badge pamphlet to understand the full options in requirement 5.



Insect Study Level: 1+

Review Pre-Camp: 7 Pre-Camp Work: 7 Additional Fee: No Revision: 2008

Scouts will need to raise an insect through metamorphosis for requirement 7. The Ecology - Conservation area will have samples in many stages and may be able to assist.



Mammal Study Level: 1

Review Pre-Camp: 4 Pre-Camp Work: None Additional Fee: No Revision: 2003

Scouts should review requirement 4 for their choice of options.



Nature Level: 2

Review Pre-Camp: None Pre-Camp Work: None Additional Fee: No Revision: 2003

Nature Merit Badge is the pentathlon of Eco-Con. Scouts will be exposed to many of the elements of the other Eco-Con merit badges.

ECO/CON

Level: 1

Level: 1+



Oceanography Level: 1

Review Pre-Camp: 8 Pre-Camp Work: None

Additional Fee: No Revision: 2009

Scouts planning on completing Oceanography Merit Badge should consider reading the material for requirement 8 prior to camp.



Reptile and Amphibian Study

Review Pre-Camp: None Pre-Camp Work: 8

Additional Fee: No Revision: 2005

Reptile & Amphibian Study Merit Badge requires maintaining one or more animals for a month or monitoring a specimen weekly for a period of three months.



Soil and Water Conservation

Review Pre-Camp: 7 Pre-Camp Work: None

Additional Fee: No Revision: 2004

Youth should review the options in requirement 7 and plan for camp accordingly.



Weather Level: 1

Review Pre-Camp: 9 Pre-Camp Work: None

Additional Fee: No Revision: 2006

Campers are recommended to review requirement 9 as this can be completed before camp or requires an early start at camp



William T. Hornaday Award

There are several levels of the Hornaday Conservation awards that require Scouts to earn ecology related merit badges in addition to planning and executing various conservation projects in their community. This prestigious award is designed to recognize Scouts for distinguished service in natural resource conservation. This award can be earned on an individual and unit level for both Scouts and Venturers.

FIELD SPORTS



Backpacking

Level: 2+

Review Pre-Camp: 9c Additional Fee: No Pre-Camp Work: 6b, 9d, 10, 11

Revision: 2007

Backpacking Merit Badge is an excellent opportunity for Scouts that are headed to or returning from Philmont to hone or master their skills.



Cycling

Level: 3

Review Pre-Camp: 7 Pre-Camp Work: 7
Additional Fee: No Revision: 2003

Cycling Merit Badge can only be completed with the most organized and focused Scouts. The requirements call for numerous road or trail rides over a number of days. EBSR has bikes for all participating in Cycling Merit Badge.



Golf

Level: 3

Review Pre-Camp: 4c Pre-Camp Work: None

Additional Fee: \$30 Revision: 2002

Scouts participating are invited to golf with us at Castle Rock Golf on Thursday Morning. The additional fee covers the golf course fee. <u>EBSR does not provide clubs, any rental costs of clubs are the responsibility of the unit or individual Scout.</u>



Hiking

Level: 3

Review Pre-Camp Reading: 5, 6, 7 Pre-Camp Work: 5, 6
Additional Fee: No Revision: 2007

It is suggested that the Scout review the extensive hiking requirements in order to complete this merit badge during camp.



Sports

Level: 2

Review Pre-Camp: None Pre-Camp Work: 4, 5
Additional Fee: No Revision: 2012

Sports merit badge focus on the Scouts own participation in team and individual sports. This cannot be completed at camp without the pre-camp work.

FIELD SPORTS



Athletics Level: 2+

Review Pre-Camp: None Pre-Camp Work: 4, 5, 6b

Additional Fee: No Revision: 2006

Athletics is very similar to Sports merit badge. This also cannot be completed at camp without the pre-camp work.



Chess Level: 1+

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: No Revision: 2011



Scout planning on Chess Merit Badge may consider bringing their own chess board and materials. The program area and Trading Post will have boards and materials available.

Leave No Trace - Outdoor Ethics

Leave No Trace is a set of principles for participation in outdoor recreation that seeks to minimize the impact on the natural environment. It is often summarized:

"Take only photos, leave only foot prints."



POWERSPORTS

All Terrain Vehicles

Registration for our course will be limited to those Scouts that 14 years old 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.

Review Pre-Camp: http://dnr.wi.gov/files/PDF/pubs/le/LE0500.pdf

Pre-Camp Work: Complete State of Wisconsin ATV Safety Course (Information in link above.) The state course is available online at a cost of \$25-30.

Scouts must have parental release, certificate of completion, and paperwork

Additional Fee: \$35.00 for camp program

ATV is a 6 hour course and is offered 3 times during the week (Tu-Th, 9am-5pm minus lunch). We will offer open riding Monday afternoon, during all evening program and Friday program for Scouts who have completed the course.



Personal Water Craft



Registration for our course will be limited to those Scouts that are 14 years old or older. Due to equipment limitations, classes are limited to 10 Scouts.

Review Pre-Camp: http://dnr.wi.gov/files/PDF/pubs/LE/LE0301.pdf

Pre-Camp Work: Complete State of Wisconsin Boater Safety Course (Information in link above.) The state course is available online at a cost of \$25-30.

Scouts must have parental release, certificate of completion, and paperwork

Additional Fee: \$35.00 for camp program

Jet Ski is a 6 hour course and is offered 3 times during the week (Tu-Th, 9am-5pm minus lunch). We will offer open riding Monday afternoon, all evening program and Friday program for Scouts who have completed the course.

OUTDOOR SKILLS

Level: 1



Geocaching Level: 1

Review Pre-Camp: 7, 8, 9 Pre-Camp Work: 7, 8, 9

Additional Fee: No Revision: 2010

Scout are encouraged to review the requirements listed above and have a plan in place to complete these while at camp. The Outdoor Skills staff will facilitate as possible.



Orienteering Level: 1+

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: No Revision: 2003

Orienteering requires lots of write-ups and many hands-on activities. It can be time consuming and must be started at the beginning of the week to complete.



Pioneering Level: 2

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: No Revision: 2006

Those who enjoy building useful camp gadgets and working with their hands should consider Pioneering. Scouts can work on their own or with buddies for projects.



Wilderness Survival Level: 1+

Review Pre-Camp: 5 Pre-Camp Work: None

Additional Fee: No Revision: 2007

Scouts will spend a night outdoors in an improvised natural shelter. The overnighter is scheduled for THURSDAY evening, meet at Outdoor Skills at 9pm. Requirement 5 has Scouts assemble and explain a survival kit, prepared Scouts can avoid additional fees.



Fishing and Fly Fishing

Review Pre-Camp: State Regulations Pre-Camp Work: None Additional Fee: Yes/Yes Revision: 2009/2009

The challenge for both merit badges is the required skills needed to catch fish. Additional fees may apply for bait in fishing activities. A state of Wisconsin Fishing License is required if age 16 and up.

OUTDOOR SKILLS



Camping Troop Supported

Camping can be taught by a unit's Scoutmaster or assistants in the Glacier's Edge Council. This recommended practice allows units to track requirements completed on weekend outings. All needed equipment will be available in Outdoor Skills and any requirements that unit leadership needed assistance with can be referenced by the Outdoor Skill's staff.



Cooking Troop Supported

Cooking can be taught by a unit's Scoutmaster or assistants in the Glacier's Edge Council. This recommended practice allows units to track requirements completed on weekend outings. All needed equipment will be available in Outdoor Skills and any requirements that unit leadership needed assistance with can be referenced by the Outdoor Skills' staff.



Space Exploration Level: 1

Review Pre-Camp: None Pre-Camp Work: None Additional Fee: Variable Revision: 2004

Additional fee covers the rocket kit for requirement 3. We launch rockets Friday morning starting at 9am. Meet in Outdoor Skills.



Firem'n Chit and Totin' Chip

The Firem'n Chit is an award and contract that allows the Scout to be able to use, tend, and start a fire. Generally, the process to earn the Firem'n Chit takes about a half an hour.

The Totin' Chip is an award and contract that shows Scouts understand and agree to certain principles of using different tools with blades. With this, a Scout has the right to carry and use woods tools. A Scout must demonstrate to his Scout leader that he understands his responsibility.

SCOUTCRAFT



Basketry Level: 1

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: Variable Revision: 2004

Basketry is a great first year merit badge. Scouts need to complete the book work then they can work independently during their free time to finish their baskets. Basket Kits are available in the Trading Post.



Indian Lore Level: 1

Review Pre-Camp: 2 Pre-Camp Work: None

Additional Fee: No Revision: 2008

Indian Lore is one of the slightly more involved merit badges offered in the Scoutcraft area. This fun badge advances the scout's understanding in Native American culture.



Leatherwork Level: 1

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: Variable Revision: 2002

Leatherwork teaches Scouts about different types of leather, how to care for, and uses of it. Additional fees cover the leather projects available in the Trading Post.



Wood Carving Level: 1+

Review Pre-Camp: None Pre-Camp Work: Totin' Chip

Additional Fee: Variable Revision: 2006

Before Scouts start the badge, they must earn the Totin' Chip card. Additional fees will cover a wood carving kit in the Trading Post.



Art Level: 1

Review Pre-Camp: None Pre-Camp Work: 6
Additional Fee: Yes Revision: 2013

It is suggested that the Scout complete requirement 4 prior to camp or have parents attend the Friday night Parent's Night Art Show. One unique twist is integrating paintball guns into the requirements, having Scouts fire paintballs at canvas as one of their four art mediums.

HEALTH AND SAFETY

These badges are taught by our Health Officer at the Health Lodge



Emergency Preparedness

Level: 2+

Level: 2

Review Pre-Camp: 2b Additional Fee: No Pre-Camp Work: First Aid, 2c

Revision: 2012

In addition to having earned First Aid Merit Badge, Scouts are encouraged to review the scenarios in requirement 2b and discuss them with their family before arriving at camp.



First Aid

Review Pre-Camp: 1, 2d Pre-Camp Work: None

Additional Fee: No Revision: 2007

First Aid Merit Badge requires Scouts to assemble a first aid kit for the home and explain its contents. Kits can be assembled for an additional fee in the Trading Post.

FIRST YEAR CAMPER



First Year Camper is an exciting program offering for Scouts who are new to Scouting and have not yet completed the First Class Rank. This program will be scheduled and new Scouts should plan to spend most of the week at First Year Camper.

The program will be staffed and provide hands on instruction of Scout Skills as well as games and other activities. Exact program offerings are still being worked out and will be released early April of 2016.

SHOOTING SPORTS



Archery Level: 1

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: \$5 Revision: 2013

This merit badge is a great way to get into archery. It's great for first year campers to learn basic range safety. The additional fee covers a "Make Your Own Arrow Kit."



Rifle Shooting Level: 1+

Review Pre-Camp: None Pre-Camp Work: None

Additional Fee: \$5/badge, \$0.25/target Revision: 2002

for open shoot

Scouts are taught safety and care of firearms and will develop a proficiency in the discipline. Range costs are covered through ticket purchase at the Trading Post.



Shotgun Shooting Level: 2

Review Pre-Camp: None Pre-Camp Work: 1f Additional Fee: \$20/badge 5shots/\$2 for Revision: 2013

open shoot

Scouts are taught safety and care of firearms and will develop a proficiency in the discipline. Range costs are covered through ticket purchase at the Trading Post.



Art Level: 1

Review Pre-Camp: 1, 2d Pre-Camp Work: None

Additional Fee: No Revision: 2007

First Aid Merit Badge requires Scouts to assemble a first aid kit for the home and explain its contents. Kits can be assembled for an additional fee in the Trading Post.

Troop Shoot Program

Troop Shoots are available BY APPOINTMENT Tuesday, Wednesday and Thursday during afternoon program. during the week. We can accomodate 16 shooters in a 90min time frame for Rifle and Archery. <u>Each troop is allowed one troop shoot, FREE OF CHARGE!</u>

SILVER CIRCLE 2016

The below programs are SCHEDULED and daily attendance is needed for success.



Citizenship in the Community

Level: 2+

9-10:30am TU-TH

Review Pre-Camp: 2a, 2b, 8

Pre-Camp Work: 2b, 3, 4a, 4b, 5, 7b, 7c

Additional Fee: No

Revision: 2005

It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.



Citizenship in the Nation

Level: 2+

1:30-3pm M-TH

Review Pre-Camp: 6 Additional Fee: No

Pre-Camp Work: 2, 8 Revision: 2005

It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.



Citizenship in the World

Level: 2+

3-4:30pm M-TH

Review Pre-Camp: None Additional Fee: No

Pre-Camp Work: 3b, 7

Revision: 2005

It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.



Communications

Level: 3

10:30-Noon M-TH

Review Pre-Camp: 9 Additional Fee: No.

Pre-Camp Work: 4, 5, 8

Revision: 2013

It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.



Personal Fitness

Level: 3

7-8:30pm M-TH

Review Pre-Camp: 9 Additional Fee: No

Pre-Camp Work: 1b, 6, 7, 8

Revision: 2013

It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

TECHNOLOGY ROTATION

The below programs are SCHEDULED and daily attendance is needed for success.



Digital Technology

Level: 1

7-8:30pm M-TH

Review Pre-Camp: 9a Additional Fee: No Pre-Camp Work: 1 Revision: 2014

Immerse yourself in the world of Digital and Information Technology in EBSR's BRAND NEW computer lab! Scouts must complete their appropriate Cyber Chip before camp.



Graphic Arts

Level: 2

9-10:30am TU-TH

Review Pre-Camp: 1, 7
Additional Fee: No

Pre-Camp Work: 6 Revision: 2013

This merit badge is all about printed material and graphics.



Moviemaking

Level: 2

1:30-3pm M-TH

Review Pre-Camp: 4
Additional Fee: No

Pre-Camp Work: none

Revision: 2013

Come and make your own movie, live on set at EBSR! Scouts may use their own camera, or use the provided equipment at EBSR!



Photography

Level: 2

3-4:30pm M-TH

Review Pre-Camp: none Additional Fee: No Pre-Camp Work: none

Revision: 2013

Come learn the finer aspects of photography and learn to take better photos!



Programming

Level: 3

10:30-Noon M-TH

Review Pre-Camp: 6 Additional Fee: No Pre-Camp Work: 1a Revision: 2013

This is an in depth merit badge covering multiple programming languages. Scouts must have completed the appropriate cyber chip prior to camp

TRAINING

Additional Training Opportunities

Campfire Program Planning

Mon-Th1:15pm

The closing campfire each week is planned, and put on by the youth attending camp. Each Troop should send 1-2 representives to the campfire planning meetings.

Safety Afloat

Tuesday 11am

BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. This is taught at the Boat Beach

Safe Swim Defense

Wednesday 11am

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. This is taught at the Swimming Beach.

Trek Safely

Thursday 11am

Recommended procedures for organizing BSA outdoor treks, applies to overnight treks of any duration. By being aware of the seven points of Trek Safely, youth and adult leaders will be better prepared for a safe trekking experience. This is taught in the Field Sports area.

Youth Protection Training

Upon Arrival

The Boy Scouts of America places the greatest importance on creating the most secure environment possible for our youth members. To maintain such an environment, the BSA developed numerous procedural and leadership selection policies and provides parents and leaders with resources for the Cub Scout, Boy Scout, and Venturing programs.

ALL leaders attending EBSR MUST PROVIDE proof of current Youth Protection Training. Those without current training, MUST complete the training in our computer lab on SUNDAY.

Outdoor Leader Skills Training

The Outdoor Leader Skills training is one of the requirements for Scoutmasters and Assistant Scoutmasters to be considered "fully trained." This training covers most of the outdoor skills and teaching techniques for Tenderfoot, Second Class, and First Class ranks. Most of these skills are the same as those taught in the Baden Powell Program during summer camp. This is offered in the Program Center. Times vary by week and participation and will be set at the Sunday Leader's Meeting.

ORDER OF THE ARROW

For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

To mark the centennial year of the OA, Takoda Lodge and Ed Bryant Scout Reservation teamed up to create a new OA program during the camp year. Each week all campers are welcomed to see the Call-Out ceremony, where Scouts and Scouters alike are to be inducted in this sacred order. At the same time, those who have been in the OA for at least a year may also be called out to continue for their Brotherhood honor. Those inducted will spend the next day helping improving camp through their Ordeal.

Out of Council Units are welcome to participate in our OA program. We are able to call out your youth elect pending a written authorization from your lodge. Arrowmen wishing to help facilitate the OA program from other lodges are welcome as well.

Those who are just in the OA have multiple opportunities for volunteering. This is all to help the camp, and those joining and advancing in the OA.

Weekly Schedule for OA Program

Monday 9pm - Informational Meeting in Program Center
Wednesday 9pm - Callout Ceremony, gather on Parade Field
Thursday All Day - Service Projects
Thursday 8:30pm - Ordeal and Brotherhood Ceremony, gather at flagpole



PROGRAM

Program Focus

INDIVIDUAL AND BUDDY ACTIVITIES

Help determine your Scouts needs before camp. From the results of your year-round troop program, you will know the youth's and troop's needs. Find out what the Scouts want to do. Ask them - don't guess.

Some things they will want to do on their own, other things by patrol. We challege each Scout to start down the Takoda Spirit Trail or perhaps the whole troop.

PATROL ACTIVITIES

Ed Bryant Scout Reservation asks that units come to camp with patrols already organized. Work on ideas as patrols and have your patrol leaders represent the group at camp.

Whether the unit is receiving meals through patrol method cooking or though the dining hall, Patrol Leaders should create a duty roster for the week to divide up the responsibilities. Sample rosters can be attained from the Program Director or Commissioning Staff.

TROOP ACTIVITIES

Your campsite is your home. Work at making it comfortable by bringing banners and flags to dress it up.

Each site is equipped with 2 flagpoles for the unit to conduct daily flag ceremonies. This will provide Scouts with the opportunity to practice raising the flag and announce their unit's activities for the day.

All troops are encouraged to plan their own program well in advance of their camp stay. An advanced notice to the Program Director will help the camp staff better meet your unit's needs.

Glacier's Edge Council allows all trained Scoutmasters and Assistant Scout Masters to counsel Cooking and Camping Merit Badge as part of their troop program. At Ed Bryant Scout Reservation, we offer troop supported program with all the resources needed for unit leaders to instruct these badges.

CAMPWIDE PROGRAM

Advancement

Some merit badges cannot be completed at camp unless certain long-term projects or activities are done. If Scouts have done these activities before camp, we need a written statement of satisfaction regarding that particular requirement. In most cases, this will enable a Scout to finish the merit badge while at summer camp.

Review the merit badge requirements with each Scout prior to attending camp so the Scout is fully prepared. It is up to the individual Scout to check the requirements to see if a prerequisite is needed for completion. Typically, prerequisites would include any written requirements or required readings that are needed for the completion of the badge. Each Scout should have his own merit badge pamphlet prior to coming to camp, however additional copies will be sold in the Trading Post.

CAMPWIDE PROGRAM

S.P.L. Meetings

While units are encouraged to conduct Patrol Leader meetings during their stay at camp, the Reservation Leadership will conduct daily Senior Patrol Leader meetings. Units are expected to select their youth to represent them and communicate the information that is shared daily. These meetings are also where the campwide games and closing campfire are planned.

SPL Meetings are every day at 1:15pm

Flag Ceremonies

A campwide flag raising and lowering will be conducted every day. Units will be scheduled at the Senior Patrol Leaders Meeting to provide the color guard for flag ceremonies. Planning and practice should take place to help make it respectful and inspirational.

All campers are expected to attend all evening flag lowerings for announcements and updates to daily programing. Attendance at morning flag raisings are optional and we encourage units to conduct their own daily campsite flag ceremonies.

Morning Flags: 8:45am Evening Flags: 6:45pm



SPECIAL PROGRAM

Daily Schedules

MONDAY

Fellowship Hall

From 9-11:00am, we will host the Monday Midway in the Fellowship Hall. This gives Scouts the opportunity to sign up and plan/schedule their week at EBSR. There will also be demonstrations of exciting program features.

Special Program

Paintball at the Rifle Range
Frog Dissection at Eco-Con
Cooking Demo at Outdoor Skills

All Special Program today are 7-8:30pm

Order of the Arrow

Takoda Lodge will hold an informational meeting at 9pm in the Program Center for all Arrowmen in camp to review volunteer service opportunities and program for the week.

TUESDAY

Polar Bear Swim

At 7am, join us at the Swim Beach for the Polar Bear Swim. After we are done swimming, pancakes will be provided!

Special Program

Aerial Archery at Shooting Sports - 7-8:30pm Ultimate Frisbee at Field Sports - 7-8:30pm Arit Paintball at Shooting Sports - 7-8:30pm

NESA Social

All Eagle Scouts, National Eagle Scout Association (NESA) members, and former camp staff are asked to gather at Program Center at 9pm for an evening of fellowship and networking.

WEDNESDAY

Special Program

Ga-Ga Ball Tournament at Field Sports

Community Movie at Silver Circle All Special Programs today are 7-8:30pm

Aerial Archery with Paintball

Star Hike - Meet at the Flagpole at 9pm

Order of the Arrow

At 9pm, all campers are asked to gather at the parade field for a short walk to the council fire ring for an Order of the Arrow Call-Out Ceremony performed by Takoda Lodge.

Daily Schedules

THURSDAY

Service Projects

Thursday is a time to service our camp. Takoda Lodge will be conducting Ordeal projects and units are welcome to pick their own project. The Ecology/Conservation Area will also be conducting nature projects in the afternoon program time.

Leader's Dinner

All unit leaders are invited to spend Thursday's dinnner with the Council Staff, Council Board Members, and Camp Leadership. Come share your camping experience and enjoy a nice steak dinner and treats.

Special Program

Underwater Basket Weaving at Swim Beach - 9am-Noon
Muzzle Loading at Shooting Sports - 7-8:30pm
Paintball Art at Shooting Sports - 7-8:30pm
Kickball Tournament at Field Sports - 7-8:30pm
Wilderness Survival Overnighter - Meet at Outdoor Skills at 9pm

Order of the Arrow

At dusk, Arrowmen are encouraged to attend Ordeal and Brotherhood Ceremonies followed by cracker barrel in Fellowship Hall. Meet at the Flagpole at 8:30pm.

FRIDAY

Camp-Wide Games

Friday afternoon program (1:30pm-4:30pm) is our campwide games competition. This year we are beginning a new tradition for camp wide games, the LUMBERJACK GAMES!

Family Night

Parents and guests are invited to join the unit for Friday's campwide dinner, games, and closing campfire. Arrangements should be confirmed by the unit during the Sunday check-in. Units with visitors should have someone available in the parking lot Friday evening to direct gueststo registration and ensure that they get checked-in. All dinner guests are charged \$8 for dinner.

Art Show

After Camp-Wide Games, we will display the art and media created by Scouts during that week. This will happen the Fellowship Hall. The winner will be recognized at the Closing Campfire.

Closing Campfire

At 7pm, we invite all troops and guests to the Campfire Bowl for our closing campfire. This is planned and presented by the Troops at camp. Awards and recognitions are awarded here.

FOOD SERVICE

Meal and Dining Options

DINING HALL

The tables and table sections in the Fellowship Hall will comfortably seat eight and six people, respectively. Units are assigned tables during Sunday Check-in. Units are asked to gather directly behind Fellowship Hall prior to meals. Please be sure that each camper washes his/her hands before going in for meals. With so many diners, sanitation measures are a must.

Units are asked to clear off and wipe down the tables and benches following meals. Scouts will also be needed to help sweep Fellowship Hall. Troops may find it easier to establish an assigned rotation or duty roster for table cleaning and sweeping.

Remember, for some of the new Scouts, this may be the first time that they have ever had to clear dishes and clean a table; they may need some guidance.

Full Dining Hall Procedures are provided and reviewed during check-in.

Breakfast: 7:30am Lunch: 12:15pm Dinner: 5:30pm

PATROL COOKING

Patrols are the building blocks of a Boy Scout troop. A patrol is a small group of boys who are similar in age, development, and interests. Working together as a team, patrol members share the responsibility for the patrol's success. In this case, the success is a well fed group, stronger patrol spirit, and teamwork.

(9) meals are prepared by the units that choose patrol method cooking. Menus along with cooking instructions and food quantities will be provided. Patrols should complete a duty roster for mealtime tasks. If available, staff members can be invited to your campsite for a meal.

CAMP LUNCHES

All lunches throughout the week are Camp-Wide and in the Fellowship Hall. This is a time for us to pass information and participate in Dining Entertainment as a camp. Lunch is served at 12:15pm

CAMP WIDE MEALS

In addition to lunches, Sunday Dinner, Friday Dinner and Saturday Breakfast are camp-wide and offered in the Fellowship Hall.

ALLERGIES AND DIETARY NEEDS

Those with dietary restrictions or food allergies are asked to communicate those directly to glaciersedgecamps@scouting. org no more than 2 weeks in advance to your stay at camp. We will accommodate you as best as we can.

GENERAL INFORMATION

CONTACT INFORMATION

Camp Address: (Scout's Name) (Campsite and Unit Type & No.) Ed Bryant Scout Reservation 6960 County Highway G Mauston, WI 53948-9564 Telephone Numbers:

Camp Number: (608) 847-7241 (6/10 to 8/15)

FAX Number: (608) 847-7778

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 son 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.

LEADERSHIP

Each Troop must provide at least two adults, one being 21 or older. Additional leaders must be 18 or older. We encourage Troops to maintain one Adult to eight Scouts ratio. These leaders are to help with supervision of their Troop and set an example for their Scouts. Two-deep leadership is required in camp at all times.

Each unit must have at least one Scouter with a minimum training level of Boy Scout Leader Specific Training. All adult leaders must be registered members of the Boy Scouts of America.

UNIFORM AND DRESS CODE

We ask all Scouts, Scouters, and adults to wear the Boy Scout field uniform at all campwide flag ceremonies and at all dinners at 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.

Closed toe shoes are required during all times except in the showers or the Aquatics areas. We ask that female Venturers and all female leaders wear one piece or camp appropriate swim suits.

EQUIPMENT

Units provide their own tentage and personal equipment. Units can request a complete patrol box with cooking equipment, picnic tables, and dining fly. Please review "Tentage Policies" in the Safety Section.

SHOWER FACILITIES

Ed Bryant Scout Reservation features a shower house with eight private modern restrooms including shower & changing area. During the summer camp season, these are available for use around the clock. Adult leaders have access to showers and restrooms located in the "Four Seasons" annex of the Fellowship Hall.

VANDALISM

Camp property is your property, but should your unit damage camp property, the unit will be charged for replacement or repair. We have been very fortunate to not have had vandalism to camp or unit property in the past.

GENERAL INFORMATION

HOMESICK SCOUTS

A Scout who is kept busy will gain the personal confidence and ability to cure his own homesickness. Parents should avoid personal calls to or from their camper, since they can compound the feelings of homesickness.

VEHICLES IN CAMP

All vehicles on camp property are to be parked in designated areas only. See "Unit Trailers" in Safety Section. Those with accessibility or mobility issues may request a handicap permit from the Camp Director at Check-In.

PETS AND SERVICE ANIMALS

No pets are allowed at camp, with the exception of service animals.

BICYCLES

Bicycles are not permitted while camp is in session. If your Troop would like to organize a bike ride to get to camp, bikes will be permitted, but not allowed to be in operation during the hours in which camp is open.

CELL PHONES AND ELECTRONICS

We strongly discourage boys from bringing radios, cell phones, video games, and other such devices to camp. All adults are asked to turn phones to silent mode and enjoy the time with your camper. 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.

WI-FI

WI-FI is available in the Fellowship Hall, Peter Rice Office, and Program Center for Adult Leaders and Program Support. Bandwith is limited and the password can be obtained from the Camp Director or Commissioner.

LOST AND FOUND

Any items found at Ed Bryant Scout Reservation will be retained in the Peter RiceCamp Office. Items found will be transported to the Madison Scout Service Center after each session. After September 1st, items will be donated to charity

TRADING POST

At each camp, there will be a camp store called the Trading Post. In the Trading Post, there will be equipment, camp shirts, snacks, and other items. Daily, each Scout will have an opportunity to explore the Trading Post. The Trading Post accepts cash, checks, debit cards, as well as VISA, Discover and MasterCard. Look for daily specials while at camp!

8:45-11:45 1:15-4:45pm 6:45-8:45pm

HEALTH

HEALTH FORMS

Each person attending camp is required to have a completed (Parts A-C) Boy Scouts of America Health Form. This form needs to have the signature of the licensed health-care practitioner within the last 12 months and updated by parents annually. Immunization dates and medications must be listed on the health form in the appropriate area.

http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx

MEDICATION IN CAMP

Medications should be turned in upon check-in on your first day of camp as well as notification of any severe allergies. A camper may keep certain prescription medications, such as bee sting kits and inhalers on their person. Campers on prescription medication must complete the Prescription Medication Form. All forms are available on the council camping website. Medication will be administered by the Troops in sites. Medication must be kept locked in the provided box.

ILLNESS

When a Scout or Scouter's health is in question prior to camp, it is better for that Scout or Scouter to delay their trip to camp. If any camper becomes ill during camp, it must be reported to the Health Officer. If a Scout becomes too ill to participate in the program, his parents will be contacted regarding transportation home.

FOOD STORAGE & SAFETY

A unit may bring its own special condiments or food to camp. The commissary will freeze ice for units in unit provided ice containers. Be sure all containers are marked with the unit's number.

Units should not keep perishable foods in the campsite. Return all leftover food (except packaged staples) to the Commissary via the Quartermaster's Window after each meal. Also, return plastic bags from milk and juice.

There will be no discounts given on any camping fees if a unit brings their own food. This policy is the same for those who go "off reservation" for any meals.

Remember, food wastes attract unwanted guests, such as skunks and raccoons. Garbage is picked up between 7 and 8:30pm, please place your garbage near the campsite sign on the road. Be sure your garbage bags are tightly closed and tied.

SMOKING POLICY

The Boy Scouts of America and the Glacier's Edge Council have adopted a SMOKE FREE POLICY. As a leader, you are to set an example for your Scouts and smoking will not be permitted in camp.

CONTROLLED SUBSTANCES

The Boy Scouts of America and the Glacier's Edge Council observe a ZERO TOLERANCE policy. Alcohol, marijuana and controlled substances will NOT BE TOLERATED while at camp. Violation will result in expulsion. Any persons found under the influence or in possession of the previously stated items will be asked to leave camp.

SAFETY

ROSTER VERIFICATION

Leaders will verify that all Scouts expected to attend camp are checked in and listed on the unit's camp roster. These rosters will be maintained by the camp for all Scouts and Scouters on reservation, we pull this information from Scoutingevent.com please ensure your roster is up to date prior to arriving. All Scouts, Scouters, and visitors in camp will wear the required wristband(s) issued to them when they arrive at Ed Bryant Scout Reservation. Wristbands are required to be worn during the entire stay in camp. If you notice anyone in camp who is not wearing a wristband, you should report them to a Staff Member as soon as possible.

VISITORS AT CAMP

All visitors at EBSR must sign in at the Peter Rice Office immediatly upon arrival. It is recommended that visitors call ahead and ensure that the unit is expecting them.

Please remember that visiting parents and relatives can increase the effects of homesickness and are not recommended. Visitors and their conduct are ultimatly the responsibility of the unit they are visiting.

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.

SPEED LIMIT AND ROADS

Driving speed is a maximum of 10 miles per hour.

Camp roads are designed as service roads and are one way with narrow turns. This factor makes larger trailers and school-bus-sized vehicles hard to maneuver.

UNIT TRAILERS

For arrival and departure procedures, one vehicle per unit will be allowed to the campsite to unload and load unit equipment. Unit trailers may be kept in the campsite on the designated hardened pad.

CHEMICAL FUELS

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. All bulk liquid fuel and unattached compressed gas containers must be checked with the Quartermaster. These will be stored in accordance with BSA Policies.

COOKING FIRES AND CAMPFIRES

Fires may be built in the established fire rings. In the event of extreme dry weather, it may be necessary for the camp to be put under a limited fire plan. The Camp Director will inform units of limitations. All fires must be attended at all times and be extinquished before leaving the campsite. Do not scatter charred wood. Cool Ash and grey powder can be scattered in the woods outside of the campsite.

SAFETY

FIREGUARD CHARTS

Units must post a completed fireguard chart on their campsite bulletin board. The procedures should be reviewed daily to help prevent unit campsite emergencies. Ed Bryant Scout Reservation Staff will conduct an emergency drill during the week, and it is suggested that units conduct their own campsite emergency drill.

TENT POLICY

Health and safety guidelines required by the Boy Scouts of America with regards to flames in tents or other enclosed structures of camp are enforced by the Glacier's Edge Council:

- Flames of any kind may not be used in tents or structures
- Each unit is responsible for having their tents clearly marked with a "No Flames in Tent" signage. The Quartermaster can provide a stencil should tents need labeling
- Fire safety and privacy concerns require tents be erected ten feet apart.
- National policy requires that each camper have a minimum of thirty square feet of sheltered space for sleeping and storing personal gear.
- All tentage used in camp must meet or exceed fire retardant standards (CPAI-84).
- State standards require that no tent be set-up within seventy-five feet of the lakeshore or a latrine.

WEATHER AND EMERGENCIES

Scouts should be prepared to participate in camp activities rain or shine. Program activities will be adjusted in the event of thunder, lightning, or severe weather. In the event of an emergecy, the camp siren will sound and ALL SCOUTERS SHOULD RETURN TO THEIR CAMPSITES. We will have an emergency drill on Monday.

STAY AWAY FROM THE CLIFFS. - While they are not high, they are undercut and could collapse.

SHOOTING SPORTS POLICY

The ranges are outfitted with equipment approved and maintained by the Council Shooting Sports Committee. No ammunition, personal firearms or bows will be permitted on council property. Although we recognize 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.

FIREWORKS & EXPLOSIVES

Fireworks and explosives are not allowed on camp property.

TEMPORARY DEPARTURE

All Scouts and Scouters are reminded that when leaving and returning to camp they must sign out and sign back in each time in the Check In / Check Out Log Book, located in the Camp Office. Unit leaders should also have parent approval for any unit activity that will take Scouts off the camp premises.

RELEASE FROM CAMP

Anyone having to leave camp for any reason during the day, must check in and out at the Camp Office. Scouts who are leaving early from camp or those who will be picked up from someone other than who dropped him off must have that individual noted on Part A. No exceptions will be made.

SUNDAY SCHEDULE

Sunday is a busy, and very important day of camp. Please review the details below and plan your day accordingly. The closer we keep to this schedule, the better experience we have for all.

The Camp Commissioners will be making a call to your Troop the week before your arrival to schedule a Check-In time and answer any final questions.

We ask Troops to not arrive before their schedule check-in time, the staff will not be available to receive them prior. All troops should arrive at camp no later than 2:00 PM. Lunch is not provided on Sunday. Troops must arrive at camp as a unit. The Camp Director will work with unit leadership for registration and the Program Director will review the daily and weekly schedule with the Senior Patrol Leader. Please have all registration forms available. Upon check-in, unit photographs will be taken.

NI E OO	V '1	• • • • • • • • • • • • • • • • • • • •	1 11 1	d to the second	and the second second
Noon - 5:00pm	Your campsite	commissioners will	work with	the linit to de	them settled in camp.
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Along the way, the commissioner will stop at Fellowship Hall for food service orientation. You will also stop at the Program Center for Health Re-Checks. Please

have health forms and medications accessible to expedite check-in.

Troops can have a unit vehicle drop their trailers and gear.

Troops needing swim checks will drop their gear in their campsite and head to the swim beach for their scheduled time. Please remember towels. Changing facilities are

located at the beach, if needed.

4:30pm Leader's Meeting in Program Center. This is for all SMs and SPLs

Camp Tour - Meet at Flagpole

5:15pm Gather for Opening Dinner behind the Fellowship Hall

5:30pm Campwide Dinner

7:00pm Opening Camp Flag Ceremony

7:15pm Scout Vespers in Camp Chapel

7:30pm Opening Campfire in Campfire Bowl

11:00pm Taps all campers must be back in their campsites.

Your campsite commissioner will be available to GUIDE you in your campsite set up, and to ensure that you have proper equipment. Please do not expect commissioners to act as unit leaders or Senior Patrol Leaders.

SATELLITE PROGRAM

As a recommended practice under the new National Camp Accreditation Program (NCAP), Glacier's Edge Council is looking to advance our compliance with the implementation of our annual rotational satellite program.

Our satellite program will include a fresh set of merit badge offerings every year. These badges are part of the STEM and Silver Circle Program Areas These merit badges will happen in a scheduled class setting that will require advance work and sign-up. Class size will be capped and preference will be given to campers that have three or more years of camping at Ed Bryant Scout Reservation. Seats in classes that go unfilled will be opened to any remaining campers. For this year's schedule, please see pages 24-25.

This year, we will feature the Technology Rotation and will have a BRAND NEW COMPUTER LAB with new computers, cameras, 3D printer and more!



IMPORTANT TIMES

Meal Service Times

Breakfast: 7:30am Lunch: 12:15pm Dinner: 5:30pm

*Patrol Cooking Units can pick up their food from the Commissary one hour prior to these posted times.

Flags

Sunday Flags - 7pm Morning Flags - 8:45am Evening Flags - 6:45pm

Program Hours

Morning Program - 9am-Noon Afternoon Program - 1:30pm-4:30pm Evening Program - 7pm-8:30pm

Trading Post Hours

Sunday - Noon-5pm, During Campfire Monday-Friday - 8:45am-11:45, 1:15pm-4:45pm, 6:45pm-8:45pm Saturday - 8am-10am

MB OFFERINGS BY AREA

Swim Beach Life Saving Swimming

Eco-Con
Archaeology
Astronomy
Bird Study
Environmental Science
Fish & Wildlife Mgmt
Forestry
Geology
Insect Study
Mammal Study
Nature
Oceanography
Reptile & Amphibian
Soil & Water
Weather

Health Officer
Emergency Prep
First Aid

Boat Beach
Canoeing
Kayaking
Rowing
Small Boat Sailing

Water Sports Motorboating Whitewater

Field Sports
Backpacking
Cycling
Golf
Hiking
Sports
Athletics
Chess

Scoutcraft
Basketry
Indian Lore
Leatherwork
Wood Carving
Art

Outdoor Skills
Geocaching
Orienteering
Pioneering
Wilderness Survival
Fishing
Fly Fishing
Space Exploration

Climbing Climbing

Shooting Sports
Archery
Rifle
Shotgun
Art

STEM
Digital Technology
Graphic Arts
Moviemaking
Photography
Programming

Silver Circle
Citizenship Community
Citizenship Nation
Citizenship World
Communication
Personal Fitness

TIMELINE TO CAMP

Use the information below to help yourself prepare for a fantastic week at EBSR.

May to Mid November - Make deposit for 2016 Camp

Mid November - Leader's Guide and Camp Promo Video are released and available online

Mid November to January - Begin Promoting and Fundraising for Camp

<u>January 1</u> - Scout Registration Begins on Scoutingevent.com

<u>January - March</u> - Communicate Camp Information with Parents, especially Health Form requirements

March - Hold a Unit Level Parents Meeting to share additional Camp Information

March 15 - Campership Applications Due

April - Begin working with Scouts to plan their merit badge and program choices

May 1st - Camp Payments Due

May 2nd - Late Fee Period Beings

May 19, 2016 - Attend Pre Camp Leader's Meeting - Racine Area

May 24, 2016 - Attend Pre Camp Leader's Meeting - As part of Madison Program Kickoff

May 26, 2016 - Attend Pre Camp Leader's Meeting - As part of Janesville Program Kickoff

June 1st - T-Shirt Deadline

Two Weeks Prior - Finalize camp roster in Scoutingevent.com,

Communicate dietary restrictions to the camp,

Ensure all paperwork is in order

One Week Before - Expect Call from EBSR to schedule a check-in time

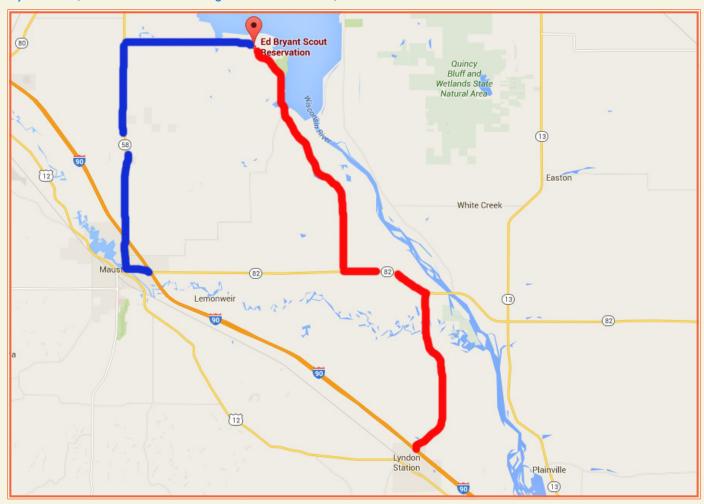
<u>Day Of</u> - Pack copies of roster, receipts, health forms, and be ready for the best week ever!

DIRECTIONS

Ed Bryant Scout Reservation is approximately 75 miles northwest of Madison and approximately 75 miles southeast of LaCrosse.

From the Madison area: Exit off Interstate Hwy 90-94 at Exit 79 (Lyndon Station, County Hwy HH). Travel north on County Hwy HH to State Hwy 82 (about 5 1/3 miles). Turn left on State Hwy 82 and follow until County Hwy HH turns off and goes north again (about 2 3/4 miles). Follow County Hwy HH; it will terminate at County Hwy G (about 5 1/2 miles). Turn right on County Hwy G. Camp will be on the right side of the highway after about 2 1/2 miles. Kozy's Pizza, on the left side of the road, is just a short distance before the camp drive (right side of road).

From the west (or those who missed the Lyndon Station exit): Exit off Interstate Hwy 90-94 at Exit 69 (Mauston, State Hwy 82). Drive west into Mauston. Turn right on State Hwy 58 (traffic lights). Travel north about 6 7/8 miles to County Hwy G (do not take the County Hwy G that is in town). Turn right on County Hwy G and travel about 4 miles to camp. Camp is on the left side of the highway, just after a bend in the road. If you miss the camp entrance, turn around at Kozy's Pizza (which will be on the right side of the road).



5846 Manufacturer's Dr Madison, WI 53704

2016 Program Planner



EBSR 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