



BOY SCOUTS OF AMERICA
OZARK TRAILS COUNCIL

Camp Arrowhead

2014

Boy Scout Program Guide

1924 – 2014





MISSION STATEMENT

The mission of Camp Arrowhead is to provide an opportunity for Cub Scout packs, Boy Scout troops, Varsity teams, Venture crews, and Explorer posts to have fun, learn skills, and practice Scouting programs in the outdoors under their own leadership. The philosophy of our ranger, professional staff, and program staff is a total commitment to serving scouts and their adult leaders to the best of our ability. In pursuit of this meaningful goal, we pledge to strive to incorporate the following things into every activity at Camp Arrowhead.

Teaching and Coaching

Traditional Scouting skills will be taught to all those in need of instruction.

Values

All of us are committed to being good role models; always exemplifying the Scout Oath and Law.

Fun

We will deliver fun filled camp-wide programs that will be enjoyed and remembered by every youth that come to camp.

Quality Program

An emphasis on quality and good health, with careful attention paid to program content, menu selections, trading post sales, and physical activities will be a part of everything we do.

In order to live up to this commitment to our Scouts, Camp Arrowhead will feature a quality, mature, energetic, enthusiastic staff providing activities that will lead Cub Scouts into the Boy Scout program, and help young men on the Trail to Eagle Scout.



New and Updated Program

Paddle Boarding BSA

How about giving a try to Stand-Up Paddle Boarding? Climb aboard this surfboard- style board and learn to balance and paddle your way to wet and wild fun.

Available Wednesday at Open Lakefront

Discovery Scuba Program

The Discovery Scuba program will be continued to provide Scouts and adults the opportunity to learn basic scuba skills. Participants will have a two-hour block of full-scuba gear fun!

3-D Archery Course

Scouts will have the chance to walk through the woods with an instructor and shoot 3-D archery targets. This opportunity will simulate a tournament experience and hone Scouts archery skills.

Open Program Time

Wednesday will be an “Open-Program” day. Scouts will have an opportunity to visit the shooting range, climbing wall/rappelling, mountain bike, mountain board, paddle or sail the lake, swim in the pool or start a new merit badge.

All-Terrain Vehicles: (ATVs)

Camp Arrowhead is partnering with Honda and the National BSA Council to provide an ATV program for Scouts this summer. Scouts will have the chance to cruise around Camp Arrowhead on something a little different.



ADVANCEMENT IN CAMP

The opportunity for a Scout to spend time at Resident Camp is a very important part of his life; it should stand out as a mountain top experience in shaping his character. Don't make advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that a Scout cannot advance beyond the rank of Tenderfoot Scout if he does not have a hiking and camping experience as a member of his patrol and troop. It is, therefore, important that individual boys, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

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

TRAILBLAZER PROGRAM

This program has been developed especially for Scouts who are on the trail to First Class. This program will emphasize "hands on" activities so Scouts can master their outdoor skills, patrol method and Scouting essentials. The focus of the Trailblazer Program is based on the Tenderfoot through First Class requirements. Not all of these requirements can be completed at camp and the program is not designed to "make" a First Class Scout in one session. Scouting skills are taught but requirements are tested by your leadership back in the troop.

The Trailblazer Area will be headquarters for this program, but activities will take place at various locations in camp. Troop guides and Assistant Scoutmasters for new Scouts are encouraged to attend and assist with instruction and supervision.

EARNING MERIT BADGES AT CAMP

Working on merit badges is especially enjoyable when Scouts work together. The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award and in the book *Boy Scout Requirements*, available at Scout shops and council service centers.

When a Scout and his leader decide on a merit badge he would like to earn at camp, he must follow these steps:

The unit leader signs the Scouts up on-line. This will be done through TENTAROO found on the Ozark Trails Council website.



Earning Merit Badges

Before camp, the scout should obtain the Merit Badge booklet, familiarize himself with the requirements, and complete those prerequisite requirements not offered at camp.

At camp the counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them, so that he can get the most out of the experience.

The Scout shows up for class, completes the requirements, and meets with his counselor whenever necessary until he has completed the badge.

The Scout brings pencils, pens and paper for appropriate reports. The advancement program allows the Scout to move ahead in his own way and at his own speed. Rather than competing against others, he challenges himself to go as far as his ambition will carry him. The rate of advancement depends upon his interest, effort, and ability.

The Scout is expected to meet the requirements as stated—no more and no less. Furthermore, he is to do exactly what is stated. If it says, “Show or demonstrate,” that is what he must do. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect, identify, and label.” On the other hand, we cannot require more of a Scout than stated. Counselors must not, for example, say, “I want to be sure you really know your stuff, so instead of the 20 items in your collection, you must have 50 to get my signature.” If the requirements as stated are the limits, what is there for the counselor to do other than help the Scout with the specifics of these requirements? Actually, we can go far beyond the requirements in our discussions with the Scout. He probably will welcome our willingness to share knowledge well beyond the requirements, and counselors will make a sincere contribution to him by doing so. The Scout does not have to show his knowledge of those things beyond the requirements.

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put his knowledge to work is the important thing in life. Working with the Scout can give him career guidance. Many merit badge subjects acquaint a Scout with the job opportunities in various fields. In these cases, the merit badge work serves as an exploration of an adult work experience.

This might show him whether or not he has the interest or ability along such lines.

Group Instruction. Frequently the skills of a subject can be taught to several Scouts at one time. This has a time advantage for the counselor. However, completing the requirements must always be done on an individual basis. A Scout may not qualify for merit badges by just being a member of a group that is instructed in skills. Scouts must qualify by personally satisfying their merit badge counselor that they can meet all the requirements. This may be hard to do in a group.

When one Scout in a group answers a question, that can't possibly prove all the other group members know the answer. Then each Scout learns at his own pace. No Scout should be held back or pushed ahead by his association with a group. So remember — we can coach more than one at a time, but only one Scout at a time can satisfy a counselor that he has met the requirements. Scout leaders are encouraged to help their Scouts prepare for merit badge classes.



Not all requirements for merit badges offered at camp can be completed at camp. When requirements are done at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor review with the Scout that he can demonstrate his understanding. For requirements done before camp, Scouts are advised to bring evidence of completion of projects with them to camp. Physical evidence and the Scout's personal knowledge displayed during the counseling enable the counselor to make certain that the Scout has met the requirements. Please prepare your Scouts by helping them "show their stuff" to the camp merit badge counselor.

Rank and age requirements: It is most important that we adhere to the limitations and requirements set in the various program areas. It is to the Scouts advantage and personal growth that the leaders advise them of such instructions and not try to put a Scout in an area in which he is not qualified. All merit badges follow the requirements as printed in the current edition of the Boy Scout Requirements. **Ozark Trails does set age limitations for some program areas.**

To work on a merit badge, a Scout:

- **May sign up for a badge by asking his unit leader sign him up on-line. Online access is available at Foster Lodge.**
- **May ask for any instructional assistance that he believes necessary to his success in the badge.**
- **May interview for completion of partial merit badges completed prior to camp at any time during the session by making an appointment with the counselor.**
- **May use partially completed Merit Badge records from the previous camping season.**

NOTE: If qualified, we encourage units to use the resources of their troop leaders to assist and instruct when necessary.

Registration

Registration for all Merit Badges will be handled on-line. Units will now sign their scouts up for all merit badges through TENTAROO **on-line before** camp. For some Merit Badges, selection will be by age with the older scouts getting into the Merit Badge class first. The next scouts on the list then can claim open spots.

Scouts taking Search and Rescue will sign up on-line. **They will meet the Search and Rescue Merit Badge counselor the first night right after dinner.**

It is not necessary for scouts to sign up for all four class periods. Leaders should remember that scouts need time for non-merit badge activities also. Records will be available on-line and updated frequently. Leaders are encouraged to check these records regularly. Individual conferences with counselors/directors may be arranged.



HELPFUL HINTS TO LEADERS

Feel free to bring supplies, materials, and tools for any merit badge work. Please review the prerequisites and restricted items for all merit badges. Help your Scouts by distributing merit badge work sheets that can be downloaded from:

<http://meritbadge.org>

The Scouts need to remember to bring pen, pencils and paper for class work and reports.

HELP US INCREASE THE MERIT BADGE OFFERINGS

Your troop probably has several leaders coming to camp who are Merit Badge counselors. Ask them to bring their materials and offer those badges to the Scouts “next door” or around the camp! Help expose Scouts to Merit Badges they otherwise wouldn’t get. Talk with our commissioner staff to get a class or two organized.

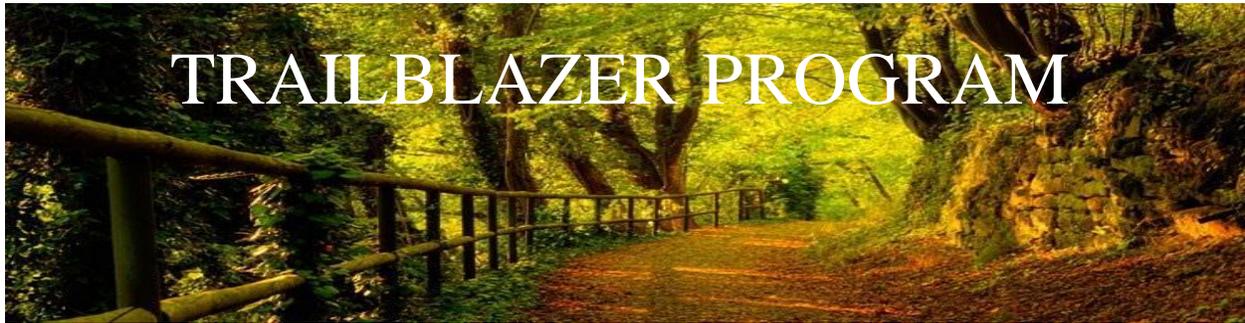
Other Opportunities to consider

Totin’ Chip Award

World Conservation Award

Hornaday Awards

Mile Swim



This redesigned program will be led by the Trailblazer Director and Staff with assistance from the commissioner staff and take place in the Trailblazer Area. The program is designed to teach but not test scouts on the road from Scout to First Class. Testing should be done by the troops either back at camp or at regular scout meetings. The program will run on a separate time schedule. The program will consist of 3 Merit badges and a number of Scout skills every scout will need for Tenderfoot to First Class.

The Merit Badges will be Pioneering, Swimming, and First Aid. Scout skills will include but are not limited to these requirements

Tenderfoot Requirements:

4. Demonstrate
 - 4a. Demonstrate how to whip and fuse the ends of a rope.
 - 4b. Demonstrate that you know how to tie the following knots and tell what their uses are:
two half hitches and the taut-line hitch.
 - 4c. Using the EDGE method, teach another person how to tie the square knot.
5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.
6. Demonstrate how to display, raise, lower, and fold the American flag.
11. Identify local poisonous plants; tell how to treat for exposure to them.
12. 12a. Demonstrate how to care for someone who is choking.
 - 12b. Show first aid for the following:
 - Simple cuts and scrapes
 - Blisters on the hand and foot
 - Minor (thermal/heat) burns or scalds (superficial, or first-degree)
 - Bites or stings of insects and ticks
 - Venomous snakebite
 - Nosebleed
 - Frostbite and sunburn

Second Class Requirements:

- 1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
- 1b. Using a compass and a map together, take a five-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
2. Discuss the principles of Leave No Trace.
6. Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
- 7a. Show what to do for "hurry" cases of stopped breathing, serious bleeding, and ingested poisoning.
- 7b. Prepare a personal first-aid kit to take with you on a hike.



- 7c. Demonstrate first aid for the following:
- Object in the eye
 - Bite of a suspected rabid animal
 - Puncture wounds from a splinter, nail, and fishhook
 - Serious burns (partial thickness, or second-degree)
 - Heat exhaustion
 - Shock
 - Heatstroke, dehydration, hypothermia, and hyperventilation
- 8a. Tell what precautions must be taken for a safe swim.
- 8b. Demonstrate your ability to jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- 8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class Requirements:

1. Demonstrate how to find directions during the day and at night without using a compass.
2. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
- 7a. Discuss when you should and should not use lashings. Then demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together.
- 7b. Use lashing to make a useful camp gadget.
- 8a. Demonstrate tying the bowline knot and describe several ways it can be used.
- 8b. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 8c. Show how to transport by yourself, and with one other person, a person
 - From a smoke-filled room
 - With a sprained ankle, for at least 25 yards
- 8d. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 9a. Tell what precautions must be taken for a safe trip afloat.
- 9b. Successfully complete the BSA swimmer test.*
- 9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)



AQUATIC PROGRAMS

General Information

The Aquatics staff wants to offer your troop the best possible experience at the Lakefront and Pool. Our goal is to provide each Scout with a top quality learning experience that he can remember for life. One key responsibility of that goal is safety. To provide a quality and safe program for the large number of people who use the Aquatic Areas, some general policies are needed:

All Scouts must have a swim tag. A swim tag does more than just display the skill level; it tells the Aquatics staff that the Scout is physically fit to participate in aquatic activities and medical conditions that can be a concern in the Aquatic Area. All activities do not require Scouts to be a swimmer but everyone, must have a swim tag (any color.) The three classifications of swimming skills are: non-swimmer (white) beginning swimmer (red) and swimmer (blue).

LAKEFRONT

- Lifejackets must be used at all times when on or near the water.
- Fishing merit badge requires a swim tag (Any color). Bring pictures or letter confirming fish caught, cleaned and cooked. Scouts and Scouters should wear appropriate swim wear and lake shoes that can get wet.
- The Lakefront is off limits to **EVERYONE** after dark.

Fishing

- Patrol fishing is open to any boy with any color swim tag, but all participants must provide their own fishing equipment or check out from the Nature Lodge. Each patrol must bring at least one adult per ten boys for supervision of fishing. Please sign up with the Camp Program Director ahead of time.

Camp Arrowhead has many opportunities to fish and work on the Fishing merit badge. When recreational fishing, please use the following guidelines:

- Scouts may fish when accompanied by unit adults between the hours of 8:30 a.m. to 11:30 a.m. and 1:30 p.m. to 5:00 p.m. The adults must be in sight of the Scouts at all times. The adults must be blue swimmers. Anyone near the water is required to wear a Lifejacket. Bring your own fishing gear.
- Please inform the Aquatics Staff prior to the activity

POOL

- The Pool is available for use during Free Swims and Open Program Wednesday. If you wish to use the pool for Advancement or troop activities Contact the Aquatics or Program Director at Camp. Any other open times will be at the discretion of the Aquatics Director and Program Director.



SCHEDULES AND ACTIVITIES

Boy Scout Resident Camp

Sunday Check-In

1:00-4:00 PM	Check In
5:15 PM	KP Call –West Side
5:30 PM	Dinner –West Side
5:50 PM	KP Call- East Side/ Flag Ceremony
6:00 PM	Dinner –East Side
8:00 PM	Opening Campfire
9:15 PM	Scoutmaster and Senior Patrol Leader Meeting at Foster
9:45 PM	Call to Quarters
10:00 PM	Taps and Lights Out

DAILY CAMPING SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday
7:00 AM	Reveille				
7:15 AM	KP Call WS	KP Call ES	KP Call WS	KP Call ES	KP Call WS
7:30 AM	Breakfast WS	Breakfast ES	Breakfast WS	Breakfast ES	Breakfast WS
7:50 AM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
8:00 AM	KP Call ES	KP Call WS	KP Call ES	KP Call WS	KP Call ES
8:30 AM	Breakfast ES	Breakfast WS	Breakfast ES	Breakfast WS	Breakfast ES
8:45 AM	Scoutmaster Meeting				
9:00-10:15 AM	Merit Badge Block 1		Open Program	Merit Badge Block 1	
10:30-11:45 AM	Merit Badge Block 2		Open Program	Merit Badge Block 2	
12:00 PM	KP Call ES	KP Call WS	KP Call ES	KP Call WS	KP Call ES
12:10 PM	Lunch ES	Lunch WS	Lunch ES	Lunch WS	Lunch ES
12:30 PM	KP Call WS	KP Call ES	KP Call WS	KP Call ES	KP Call WS
12:40 PM	Lunch WS	Lunch ES	Lunch WS	Lunch ES	Lunch WS
1:00 -2:00 PM	Rest Period / SPL Meeting				
2:00-3:15 PM	Merit Badge Block 3		Open Program	Merit Badge Block 3	
3:30-4:45 PM	Merit Badge Block 4/Free Swim		Open Program	Merit Badge Block 4/Free Swim	
5:15 PM	KP Call WS	KP Call ES	In Camp Cooking	KP Call ES	KP Call WS
5:30 PM	Dinner WS	Dinner ES		Dinner ES	Dinner WS
5:50 PM	Flag Ceremony	Flag Ceremony		Flag Ceremony	Flag Ceremony
6:00 PM	KP Call ES	KP Call WS	*Open Program	KP Call WS	KP Call ES
6:30 PM	Dinner ES	Dinner WS		Dinner WS	Dinner ES
8:00 PM	Lone Bear Call Night	OA Brotherhood		Lone Bear Ceremonies	Closing Campfire
9:45 PM	Call to Quarters				
10:00 PM	Taps and Lights Out				

Saturday Schedule

7:00 AM	Reveille
7:30 AM	Flag Ceremony
8:00 AM	Breakfast – Continental
8:00-10:00 AM	Check Out



Open Program Activities

ARCHERY RANGE

The archery range is available for shooting during Open Program. This includes the 3-D Archery Range.

RIFLE RANGE

The rifle ranges will be open during Open Program. Scouts must take a safety class offered by the Shooting Sports Director before being allowed to shoot. There will be no cost for rifle shooting.

CAMP WIDE ACTIVITIES

There are some camp wide activities scheduled in the evening. These could include treasure hunts or other activities, depending on the talents of the camp staff and other resources available.

The evening of Warrior and Brave Ceremony there may be a scavenger hunt in your camp and/or an egg drop and paper airplane glide from the climbing tower, or open swim. Troops should be prepared with original skits or stunts, and songs, which they have practiced before camp to show off their talents and spirit. Scoutmasters should know what their unit is planning.

HIKING

Hiking at Camp Arrowhead is encouraged but if your unit plans a hike to other places off Camp, a hike permit must be filed with the camp office. **OBSERVE GOOD HIKING PRACTICES BY NOT WALKING ON THE ROAD, STAYING ON THE TRAILS, AND STAYING OFF PRIVATE PROPERTY.** If the hike is after dark, reflective clothing should be worn and a good supply of flashlights is required.

CAMP ARROWHEAD CAVE POLICY

Exploring caves can be a great adventure for some Scouts and can be done so if proper precautions are taken to ensure the safety of all involved. Any Scouts wishing to visit one of our caves must be accompanied by at least two adults over 18 years of age and must notify the camp office prior to leaving.



WORLD CONSERVATION AWARD

You can earn this award by earning the following merit badges:

1. Environmental Science
2. Either Soil and Water Conservation or Fish and Wildlife Management
3. Citizenship in the World (Not offered at camp)

SCUBA

Scouts will have an opportunity to participate in Discovery SCUBA.
Program time and details TBA.

LAKEFRONT

The lakefront will be open during Open Program and Open Lake. At that time, Scouts may use any of the Lakefront equipment.

Swimming Pool

Scouts will have an opportunity to earn the MILE SWIM award.
Mile Swim is an early morning activity starting at 6:00AM Monday-Thursday and 5:30AM on Friday.

All program areas will have something going on during Wednesday. If a Scout needs to finish a merit badge, would like to start a new merit badge or simply explore a different area this is the time to do it.



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Activity	Days	Monday				Tuesday				Thursday				Friday			
		Block1 9:00am	Block2 10:30a	Block3 2:00p	Block4 3:30p												
Handicraft																	
Art	2			A	B					A	B					C	D
Basketry	2	A	B	C	D	A	B	C	D					E	F	G	H
Leatherwork	2	A	B	C	D	A	B	C	D					E	F	G	H
Pottery	4	A	B			A	B							A	B		
Woodcarving	2			A	B					A	B					C	D
Outdoors Skills																	
Camping	4	A		B		A		B					A		B		
Cooking	4		A	B			A	B					A	A	B		
First Aid	4	A	B		C	A	B		C				A	B		C	
Geocaching	4	A		B		A		B					A		B		
Orienteering	4			A				A							A		
Pioneering	4				A				A								A
Search & Rescue	4	AAA	AAA			AAA	AAA						AAA	AAA			
Trailblazer Program		A	A	A	A	A	A	A	A					A	A	A	A
Shooting Sports																	
Archery	4	A	B	C	D	A	B	C	D					A	B	C	D
Rifle Shooting	4		A	B	C			A	B	C				A	A	B	C
Shotgun Shooting	4	A		B		A		B						A		B	
Ecology / Conservation																	
Astronomy	2		A		B			A							C		D
Environmental Science	4	A	B			A	B						A	B			
Fishing	4	A	B	C		A	B	C					A	B	C		
Forestry	4				A								A				A
Mammal & Insect Study	4	A		B		A		B					A		B		
Nature	4	A		B		A		B					A		B		
Soil & Water Conservation	4		A		B			A					A		A		B
Aquatics																	
Canoeing	4	A		B	C	A		B	C					A		B	C
Kayaking	2	A		B		A		B						C		D	
Rowing	4	A	B			A	B						A	B			
Small Boat Sailing	4		A	B	C			A	B	C				A	A	B	C
Swimming	4	A	B	C		A	B	C						A	B	C	
Lifesaving	4	A		B		A		B						A		B	
High Adventure																	
ATV Riding	4	AAA	AAA	BBB	BBB	AAA	AAA	BBB	BBB					AAA	AAA	BBB	BBB
Climbing	4	A	B	C		A	B	C						A	B	C	
Project C.O.P.E	4	AAA	AAA	BBB	BBB	AAA	AAA	BBB	BBB					AAA	AAA	BBB	BBB
Mountain Boarding	2			A				A							B		
Mountain Biking	2	A			B	A			B					C		D	
Horsemanship	2	AAA	AAA			AAA	AAA										
Other																	
Indian Lore	2	A			B	A			B					C		D	
Computers	2	A				A								B			



When using the above schedule for assigning merit badges a Scout needs to understand that some programs are two (2) days and others are (4) days.

The schedule runs: Monday, Tuesday and Thursday, Friday

Here are examples of how to utilize the chart: Ex 1: Pottery is a 4 day course.

Scout 1 takes it at 9:00 (A). He meets Monday, Tuesday, Thursday, Friday

Scout 2 takes it at 10:30 (B). He meets Monday, Tuesday, Thursday, Friday

Ex 2: Woodcarving is a 2 day course. It is offered M/T or Th/F.

Scout 1 takes it at 2:00 (A). He meets Monday and Tuesday only. Scout 2 takes it at 3:30

(B). He meets Monday and Tuesday only. Scout 3 takes it at 2:00 (C). He meets Thursday and Friday only. Scout 4 takes it at 3:30 (D). He meets Thursday and Friday only.

Ex 3: C.O.P.E is a 4 day course that REQUIRES (2) two blocks.

Scout 1 takes it at 9:00 and again at 10:30. (AAA) He meets Mon/Tues/Thurs/Fri. Scout 2

takes it at 2:00 and again at 3:30. (BBB) He meets Mon/Tues/Thurs/Fri.

Photography, Astronomy, Lifesaving, and Fingerprinting will meet on Wednesday as a single class or in addition to their schedule.

If there are any questions about how to read the Merit Badge Schedule.

Please contact the Camp Administration at camparrowheadotc@gmail.com



Merit Badge Programs Available

<p>ARCHERY</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00 PM, 3:30 PM (M/T/Th/F)</p> <p>Location: Archery Range</p> <p>Prerequisites: Must be present on first day of class for a safety presentation</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$3-\$5 kits to make arrows are available at the Trading Post</p> <p>Helpful hints: Please don't bring personal archery equipment to camp. All required supplies will be provided at the range.</p>
<p>ART</p>	<p>Times Offered: 2:00 PM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: You can bring personal projects and supplies!</p>
<p>ASTRONOMY</p>	<p>Times Offered: 10:30 AM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: There will be some nighttime star gazing!</p>
<p>BASKETRY</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00 PM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$5-\$10 for Basket and Seat Kit</p> <p>Helpful hints:</p>
<p>CAMPING</p>	<p>Times Offered: 9:00 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: 4b, Cannot do 9 or 10 at Camp Advance</p> <p>Preparation: Read merit badge pamphlet. Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>



<p>CANOEING</p>	<p>Times Offered: 9:00 AM , 2:00 PM, 3:30 PM (M/T/Th/F)</p> <p>Location: Lakefront</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>
<p>CLIMBING</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Tower</p> <p>Prerequisites: 13 or Older</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>
<p>COMPUTERS</p>	<p>Times Offered: 9:00 AM (M/T) or (Th/F)</p> <p>Location: Foster Lodge</p> <p>Prerequisites: Parent Permission</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>
<p>COOKING</p>	<p>Times Offered: 10:30 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites:#7</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Please provide staff with any information on food allergies!</p>
<p>ENVIRONMENTAL SCIENCE</p>	<p>Times Offered: 9:00 AM, 10:30 AM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>



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<p>FIRST AID</p>	<p>Times Offered: 9:00 AM , 10:30 AM, 3:30 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>
<p>FISHING</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>
<p>FORESTRY</p>	<p>Times Offered: 3:30 PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>
<p>GEOCACHING</p>	<p>Times Offered: 9:00 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: #7</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: You may bring personal GPS devices.</p>
<p>HORSEMANSHIP</p>	<p>Times Offered: 9:00 AM and 10:30 AM (Takes 2 blocks) (M/T)</p> <p>Location: Hartman Farms, Off Camp</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$75per Scout, <u>minimum of 3 scouts for the class.</u></p> <p>Helpful hints: Wear clothing you don't mind getting dirty. Long pants are a must!!</p>
<p>INDIAN LORE</p>	<p>Times Offered: 9:00 AM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: OA Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p>



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<p>INSECT STUDY</p>	<p>Times Offered: 9:00 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: #7 or at Home</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty. *Taught with Mammal Study</p>
<p>KAYAKING</p>	<p>Times Offered: 9:00 AM and 2:00 PM (M/T) or (Th/F)</p> <p>Location: Lakefront</p> <p>Prerequisites: Blue Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p>
<p>LEATHERWORKING</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00 PM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>
<p>LIFESAVING</p>	<p>Times Offered: 9:00 AM, 2:00PM (M/T/W/Th/F)</p> <p>Location: Pool</p> <p>Prerequisites: Blue Swimmer, <u>Earned Swimming Merit Badge</u></p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Must be a Blue Swimmer.</p>
<p>MAMMAL STUDY</p>	<p>Times Offered: 9:00 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: * Taught with Insect Study</p>
<p>NATURE</p>	<p>Times Offered: 9:00 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>



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<p>ORIENTEERING</p>	<p>Times Offered: 2:00 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Pre-Requisite for Search & Rescue!</p>
<p>PIONEERING</p>	<p>Times Offered: 3:30 PM (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>
<p>POTTERY</p>	<p>Times Offered: 9:00 AM, 10:30 AM (M/T/Th/F)</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$5</p> <p>Helpful hints:</p>
<p>RIFLE SHOOTING</p>	<p>Times Offered: 10:30 AM, 2:00 PM, and 3:30 PM (M/T/Th/F)</p> <p>Location: Rifle Range</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: 3:30 class will be the Muzzleloader</p>
<p>ROWING</p>	<p>Times Offered: 9:00 AM, 10:30 AM (M/T/Th/F)</p> <p>Location: Lakefront</p> <p>Prerequisites: Blue Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints:</p>
<p>SEARCH AND RESCUE</p>	<p>Times Offered: 9:30 and 10:30 (Take 2 blocks) (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: Must complete requirement 5 before attending camp. (Complete the training for ICS-100, Introduction to Incident Command System. Print out the certificate of completion and show it to your counselor. Discuss with your counselor how the ICS compares with Scouting's patrol method.)</p> <p>AGE: 14 or Older</p> <p>Must have Swimming, Orienteering, and First Aid Merit Badges</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p>



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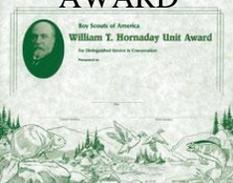
<p>SHOTGUN SHOOTING</p>	<p>Times Offered: 9:00 AM, 2:00PM (M/T/Th/F)</p> <p>Location: Rifle Range</p> <p>Prerequisites: Must be a 2nd year camper or 13 years old</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$10 per Scout. Payable at the Trading Post.</p> <p>Helpful hints: This merit badge is recommended for older scouts. Final decision on admittance will be with the Shooting Sports Director.</p>
<p>SMALL BOAT SAILING</p>	<p>Times Offered: 10:30AM, 2:00 PM, 3:00 PM (M/T/Th/F)</p> <p>Location: Lakefront</p> <p>Prerequisites: Blue Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Must be a Blue Swimmer</p>
<p>SOILD AND WATER CONSERVATION</p>	<p>Times Offered: 10:30 AM, 3:30 PM (M/T/Th/F)</p> <p>Location: Nature Lodge</p> <p>Prerequisites: #7</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Wear clothing you don't mind getting dirty.</p>
<p>SWIMMING</p>	<p>Times Offered: 9:00 AM, 10:30 AM, 2:00 PM (M/T/Th/F)</p> <p>Location: Pool</p> <p>Prerequisites: Blue Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Must be a Blue Swimmer</p>
<p>WOOD CARVING</p>	<p>Times Offered: 2:00 PM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: \$3-\$5 for wood carving kit</p> <p>Helpful hints::</p>



Non Merit Badge Programs and Activities

<p>TRAILBLAZER PROGRAM</p> 	<p>Times: All Blocks (M/T/Th/F)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None Advanced Preparation: None Cost: None</p> <p>Helpful Hints: “Be Prepared” to learn and be challenged!</p>
 <p>COPE</p>	<p>Times: (9:00 and 10:30) and (2:00 and 3:30) Takes 2 Blocks (M/T/Th/F)</p> <p>Location: COPE Course Prerequisites: Scouts 13 or older Cost: None</p> <p>Helpful Hints:</p>
<p>ATV PROGRAM</p> 	<p>Times: 9:00AM-12:00PM, 2:00PM-5:00PM (Takes 2 Blocks) (M/T/Th/F)</p> <p>Prerequisites: 14 years or older, Parent Permission Waiver</p> <p>Advanced Preparation: None</p> <p>Cost: \$35</p> <p>Helpful Hints: Must wear long pants, long sleeves, and footwear that covers the ankle.</p>
<p>MOUNTAIN BOARDS</p> 	<p>Times: 2:00 PM (M/T) or (Th/F)</p> <p>Location: Quartermaster Building Prerequisites: 13 Years Old Cost: None</p> <p>Helpful Hints:</p>
<p>MOUNTAIN BIKES</p> 	<p>Times: 9:00AM, 3:30 PM (M/T) or (Th/F)</p> <p>Location: Quartermaster Building Prerequisites: 13 Years Old</p> <p>Cost: None</p> <p>Helpful Hints: Long Sleeves recommended, Wear clothing that can get dirty</p>



<p>BASIC SWIM LESSONS</p>	<p>Times: 9:00 AM, 3:30</p> <p>Location: Swimming Pool</p> <p>Prerequisites: None</p> <p>Advanced Preparation:</p> <p>None Cost: None</p> <p>Helpful Hints:</p>
<p>MILE SWIM</p>	<p>Times: TBA</p> <p>Location: Swimming</p> <p>Pool Prerequisites:</p> <p>Swimmer Advanced</p> <p>Preparation: Cost:</p> <p>None</p>
<p>FIREM'N CHIT</p> 	<p>Times: 10:30AM & 3:30PM (No Registration Needed)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None Advanced Preparation: None Cost: None</p> <p>Helpful Hints:</p>
<p>WORLD CONSERVATION AWARD</p> 	<p>Times:</p> <p>Location: See Nature Lodge</p> <p>Prerequisites: Advanced Preparation: Cost: None</p> <p>Helpful Hints:</p>
<p>HORNADAY AWARD</p> 	<p>Times:</p> <p>Location: See Nature Lodge</p> <p>Prerequisites: Advanced Preparation: Cost: None</p> <p>Helpful Hints:</p>
<p>TOTIN' CHIP</p>	<p>Times: 10:30AM & 3:30PM (No Registration Needed)</p> <p>Location: Outdoor Skills</p> <p>Prerequisites: None Advanced Preparation: None Cost: None</p> <p>Helpful Hints:</p>



Order of the Arrow

The Order of the Arrow is an integral part of the Scouting program. The Order promotes camping year round in the Scouting program and provides service to the council through monetary donations and many hours of service to the council's camps. The OA at summer camp provides an opportunity for troops to hold the yearly elections. It also will have a brotherhood ceremony that will allow eligible members to attain this honor.

The OA will host classes on regalia, symbolism, ceremonies, and much more throughout each session. Tuesday will be OA day with the Brotherhood ceremony ending the day. There will be an OA gathering for all members one evening during camp.

Additional information will be given by the OA Coordinator at Scoutmaster meetings.



Tribe of Lone Bear

The Tribe of Lone Bear is Ozark Trails Council's older camper honor program for Camp Arrowhead. It was founded on July 11, 2000. More than 1000 Scouts and Scouters are involved in the program and it has grown each summer. The Tribe of Lone Bear is designed to retain older boys in Scouting by getting them involved and excited about attending summer camp and helping in their troops and on camp staff. It also builds anticipation and excitement in younger Scouts as they watch older Scouts become more involved and active in the

Tribe of Lone Bear. The Tribe of Lone Bear helps to retain older boys through avenues such as; Family involvement, Religious involvement, Community Involvement and Helping Others. The Tribe of Lone Bear's leaders hope each of these areas is evident in a Tribesman as he advances through the program, and hope unit leaders can see a difference in Scouts who are members. We also hope older Scouts will become more active in troops, posts and teams as a result of these areas being reinforced in their daily lives.

Unit Awards

Honor Troop

1. Write down examples of how the unit showed Scout Spirit during the week and how the patrol method was promoted.
2. Conduct on flag ceremony and participate in all Camp Flag Ceremonies.
3. Did the Troop participate in all campfires with enthusiasm?
4. What service or conservation project did your unit participate in?
5. Each Scout must advance—rank, merit badge, or complete a High Adventure Activity.
Number of Scouts in camp? _____ Number of Scouts that advanced? _____
6. Cook during the In-Camp Cooking on Wednesday night.
7. Bring 50% of the active troop members to camp.
How many active scouts are in your troop? _____ How many are in camp? _____
8. Participate in at least 50% of the area challenges. Which challenges did you compete in?

Scoutmaster Award

You must complete 12 of the following:

1. Find all the flush toilets that you may use in camp.
2. Walk halfway to the rifle range, decide it is too far, and turn around.
3. Find three scouts or staffers you don't know and tell them a story that begins with, "When I was your age..."
4. Attend all Scoutmaster Meetings by the weather rock.
5. Participate in dessert cook-off.
6. Tell the cooks how much you and your Scouts like the food.
7. Unless you have a good excuse not to, use the rappelling tower.
8. Endure the Scoutmaster lunch on Thursday afternoon.
9. Lead a song in the dining hall.
10. Fix something that is broken in camp...with the Rangers permission.
11. Buy some stuff in the Trading Post.
12. Participate in the humiliation of losing to the staff at water polo.
13. Tell at least one staff member per day what a great job they are doing.
14. Scream "I LOVE THIS CAMP!" as loud as possible in front of the flag poles at least once.
15. Pick up ten pieces of litter.
16. Buy a round of sodas for the staff in one program area.
17. Tell at least three Scouts to stop running in camp.
18. Build a useful camp gadget.
19. Visit all the program areas.
20. Offer to help out in a program area.
21. Make your Scouts take a shower.

22. Visit the Trailblazer area during class time.
23. Take a shower.
24. Do some laundry.
25. Tell the Scout Executive what a great time you had at camp.

Your Senior Patrol Leader must initial each item completed.

TRAINING OPPORTUNITIES FOR ADULT LEADERS



Much of the training required by adult leaders is now available on-line. The on-line training courses can be accomplished via internet access at home or by using the computers in Foster Lodge at camp. Go to <https://myscouting.org> to take the training on-line. (To set up an account you will need your BSA ID number. This is located on your membership card and your unit's official roster)

The following Leader trainings will be available at camp. The Schedule will be given out at the commissioner area during check in.

- Aquatic Supervision - Swimming Water Rescue
- Aquatic Supervision - Paddle Craft Safety
- Safety Afloat and Safe Swim Defense
- Leader Specific Training
- CPR
- Basic First Aid
- Leave No Trace
- Climb on Safely
- Trek Safely
- Outdoor Leader Skills