

<b>Sunday Schedule</b>		<b>Weekday Schedule</b>	
2:00pm	Check-in begins	6:30am	Reveille
5:15pm	1st Dinner	7:00am	"A" Breakfast
6:00pm	Flag Ceremony	7:35am	Flag Assembly
6:15pm	2nd Dinner	7:50am	"B" Breakfast
7:00pm	Leader's Meeting	8:30am	1st MB Session
8:30pm	Vespers	10:15am	2nd MB Session
9:00pm	Opening Campfire	12 Noon	"A" Lunch
10:30pm	Taps	12:45pm	"B" Lunch
<b>Wednesday Evening</b>		1:45pm	3rd MB Session
		3:15pm	Open Recreation Time
5:30pm	"A" Dinner	5:45pm	"A" Dinner
6:15pm	"B" Dinner	6:20pm	Flagg Assembly
7:30pm	Vespers	6:30pm	"B" Dinner
8:00pm	Flag Lowering	7:10pm	Evening program
Following	Evening Program	10:30pm	Taps

## Merit Badges and Activities 2015 Summer Camp

Merit Badge	Program Area	Tenure/ Age	Eagle Required	Fee \$	Prerequisi te	Permission Form *10	Monday - Wednesday		
							Class Time and Size		
							8:30 A	10:15 B	1:45 C
ATV *9	ATV	16		\$ 50.00		*3	4		
Astronomy	EC								16
Bird Study *1	EC								16
Chemistry	EC			\$ 5.00			16		
Enviro. Sci. (A&D) *4	EC		X				20		20
Enviro. Sci. (C&F) *4	EC		X						20
First Aid	EC	1st. Class	X					16	
Forestry	EC						16		
Insect Study	EC							16	
Nuclear Science	EC							16	
Oceanography	EC							16	
Reptiles and Amph.	EC						16	16	
Soil and Water	EC						16		
Space Exploration	EC			\$ 10.00				16	16
Cit. Nation	EN		X			*11	16		16
Cit. World	EN		X				16		16
Communication	EN		X				16		16
Crime Prev	EN							16	
Emergency Prep	EN		X					16	
Radio *7	EN							16	
Aviation *8	EN					*11			16
Indian Lore	HC			\$ 5.00				12	12
Signs, Signals and Codes	HC								12
Leatherwork	HC			\$ 10.00			12	12	
Textile	HC						12		
NightHawks *5	NH			\$ 10.00			All Week		
Athletics *1	ODS							16	
Cooking (B&E) *4	ODS		X	\$ 20.00				20	
Horsemanship *1 *6	ODS			\$ 75.00		*12			9
Orienteering	ODS								16
Personal Fitness	ODS		X				16	16	
Pioneering	ODS							16	
Search & Rescue *1	ODS						12	12	
Sustainability	ODS		X						16
Wilderness Survival	ODS						16	16	
Lifesaving (A+D) *4	P		X			*2	16		
Swimming (A+D) *4	P		X			*2	24		
Swimming (C+F) *4	P					*2			24
SCUBA OW & MB	P			\$ 220.00		*12	12 All Week		
Archery (A+D) *4	SS	11		\$ 5.00		*12	16		
Archery (B+E) *4	SS	11		\$ 5.00		*12		16	
Archery (C+F) *4	SS	11		\$ 5.00		*12			16
Rifle(A+D) *4	SS	12		\$ 10.00		*12	16		
Rifle (B+E) *4	SS	12		\$ 10.00		*12		16	
Rifle (C+F) *4	SS	12		\$ 10.00		*12			16
Shotgun (A+D) *4	SS	13		\$ 15.00		*12	10		
Shotgun (B+E) *4	SS	13		\$ 15.00		*12		10	
Shotgun (C+F) *4	SS	13		\$ 15.00		*12			10
Canoeing	WF					*2		12	12
Mile Swim (C+F) *4 *9	WF					*2			24
Paddleboarding *9	WF						8		
Sailing	WF					*2			6
Water Sports	WF	14		\$ 15.00		*2		8	

## Merit Badges and Activities 2015 Summer Camp

Merit Badge	Program Area	Tenure/ Age	Eagle Required	Fee \$	Prerequisite	Permission Form	Thursday - Friday		
							Class Time and Size		
							8:30 D	10:15 E	1:45 F
Emergency Prep	EC		X					16	
Enviro. Sci. (A&D) *4	EC		X			20		20	
First Aid	EC	1st Class	X			16		16	
Fish and Wildlife	EC							16	
Geology	EC			\$ 10.00			16		
Mammal Study	EC						16		
Nature	EC						16		
Plant Science	EC					16			
Public Health	EC					16			
Weather	EC						16	16	
American Heritage	EN					16			
Crime Prev *1	EN						16		
Family Life	EN		X			16	16		
Personal Mgmt.	EN		X					16	
Radio *7	EN						16		
Aviation *8	EN					*12		16	
Scouting Heritage *1	EN						16		
Art	HC			\$ 5.00				12	
Chess	HC						16		
Electricity *1	HC					12			
Fingerprining *1	HC					16			
Woodcarving	HC			\$ 12.00			10	10	
NightHawks *5	NH			\$ 10.00			All Week		
Archaeology	ODS						16		
Athletics	ODS						16		
Camping	ODS		X				16	16	
Cooking (B+E) *4	ODS			\$ 20.00			20		
Disc Golf (fun time)	ODS					15	12		
Fire Safety *1	ODS						16	16	
Fishing	ODS					16			
Geocaching	ODS			\$ 5.00		12	12		
Hiking/Backpacking	ODS		X					16	
Horsemanship	ODS			\$ 75.00		*12		9	
Lifesaving (A+D) *4	P		X		*2	16			
Swimming (A+D) *4	P		X		*2	24			
Swimming (C+F) *4	P		X		*2			24	
SCUBA OW & MB	P			\$ 220.00		*12	12 All Week		
Archery (A+D) *4	SS	11		\$ 5.00		*12	16		
Archery (B+E) *4	SS	11		\$ 5.00		*12		16	
Archery (C+F) *4	SS	11		\$ 5.00		*12		16	
Rifle(A+D) *4	SS	12		\$ 10.00		*12	16		
Rifle (B+E) *4	SS	12		\$ 10.00		*12		16	
Rifle (C+F) *4	SS	12		\$ 10.00		*12		16	
Shotgun (A+D) *4	SS	13		\$ 15.00		*12	10		
Shotgun (B+E) *4	SS	13		\$ 15.00		*12		10	
Shotgun (C+F) *4	SS	13		\$ 15.00		*12		10	
Kayaking MB	WF				*2	12			
Kayaking award *9	WF				*2		12		
Mile Swim (C+F) *4 *9	WF				*2			24	
Paddleboarding *9	WF				*2			8	
Snorkeling *9	WF				*2	10			
Motor Boating	WF	14		\$ 10.00	*2	6	6		
Rowing	WF				*2	12			

# Merit Badges and Activities 2015 Summer Camp

## Adult Training and Activities

	Program Area	Tenure/ Age	Eagle Required	Fee \$	Prerequisite	Permission Form	Class Time and Size			Evening
							8:30	10:15	1:45	
Swimming and Water Rescue	P	14+			*2		12			
Paddlecraft Safety	WF	14+			*2				12	
Leave No Trace	EN									Thu 7:30
Safe Swim Defense	OA								Mon	
Safety Afloat	OA								Mon	
Leader Archery Shoot	SS									
First Aid	TBD								Tue/Wed	
Staff/SM Softball Game	Field									Mon 7:30
Commissioner Checkup	OA			Tuesday Morning @ OA						
Settle up with Council	OA			Tuesday Morning @ OA			Sign up for time slot			
Pig Pick'n	Pavilion	SM/SPL		Tuesday Evening; SM and SPL						6:00
Skeet Shoot	SS			Tuesday Evening						7:30
Leader Swim & Desert	Pool			Thursday Evening all Leaders Invited						8:30
SM Golf Tournament	M			Friday Morning all Leaders Invited						

EC=Ecology

ODS= Outdoor Skills

T= Tower

M= Montgomery Building

EN= Eagle's Nest

P= Pool

WF= Water Front

HC= Handicraft

SS= Shooting Sports

OA= Order of the Arrow Building

<b>*1 - New this summer</b>
*2 - Successful Completion of BSA Swim Check
*3 - BSA and ATV Safety Institute Permission and release form Required. Students are required to bring safety gear; Long sleeve shirt and long pants, sturdy boots
*4 - This Class Meets all Week
*5 - NightHawks meets every day during all class periods
*6 - Horsemanship has two classes. One meets Monday & Tuesday and one meets Thursday & Friday
*7 - Radio MB is taught week 3 only
*8 - Aviation MB taught Week 1 only
*9 - Not a Merit Badge
*10 - Part "A" of the Annual Health and Medical Record provides Release/Permission for normal activities. Additional release/ permission may be needed and is indicated in this column.
*11 Field Trip
*12 - Special Waiver found on line at Central NC Council Website

# Packing For Camp

Have your Scouts mark all personal items with their Name and Troop # for security.

## *Suggested Individual Equipment*

- Complete scout uniform
- T-shirts
- Shorts and/or long pants
- Underwear
- Socks (Scout socks and regular)
- Hat (if desired)
- Sweatshirt or jacket
- Extra shoes or boots *No Opened Toed Shoes outside of showers or swimming/boating areas*
- Book bag or Day Pack
- Poncho or rain gear
- Swim trunks
- Sunscreen
- Towels and Washcloth
- Shower shoes or water shoes
- Toiletries (soap, shampoo, tooth paste, etc. NO GLASS)
- Notebook and pen/pencil
- Scout Handbook
- Merit badge pamphlets
- Watch (important)
- Flashlight w/batteries
- Sleeping bag or blanket
- Pocketknife
- Footlocker, suitcase, or backpack
- Wallet w/some form of ID
- Canteen or Water bottle
- Fishing gear (optional)
- Medical Forms
- Money to spend in Trading Post and snack bar.
- Sleepwear
- Belt

- Prescription Medication
- Insect repellent

## *Unit Equipment*

- ⇒ Troop Flag
- ⇒ Patrol Flags
- ⇒ First Aid Kit for Campsite
- ⇒ Lanterns
- ⇒ Rope (to use in gateways, etc.)
- ⇒ Other Equipment based on your unit's needs.
- ⇒ Tarps/Plastic
- ⇒ **Leaders' Guide**
- ⇒ Sports gear (balls, gloves, Frisbees, etc.)

## *Quartermaster Equipment*

Additional equipment that your unit may need during the week can be checked-out from the Quartermaster

- ⇒ Shovels & rakes
- ⇒ Toilet paper and garbage bags
- ⇒ Brooms
- ⇒ Light bulbs
- ⇒ Cleaning supplies

## *What not to bring!*

- ⇒ Personal firearms, ammunition, and bows are not allowed in camp. Only those supplied by the Shooting Sports Department are to be used.
- ⇒ Sheath knives are not allowed at camp.
- ⇒ In the event that a service animal is needed, please notify the Camp Director at least one week in advance with proof of inoculations.
- ⇒ Please do not bring items such as personal video games, generators, televisions, audio speakers, electric fans, air conditioners to Camp Barnhardt.
- ⇒ No pets of any kind are allowed at camp; this is a **National Policy** of the BSA. **Please share this with your parents to ensure NO pets are on camp during Family Night.**

**If it's yours, keep up with it!**

**If it's not yours, leave it alone!**





# 2015 Camp John J. Barnhardt

## Scoutmaster Merit Badge

Name \_\_\_\_\_

Troop \_\_\_\_\_

Please check off requirements as you complete them. The completed forms should be returned to the Camp Commissioner or the Camp Office by 5:00 pm on Friday. This should be fun, so enjoy yourself!

### Requirements

To earn the Scoutmaster Merit Badge, leaders should complete the 3 objectives marked with an \* and complete 8 of the other objectives.

- \**Introduce yourself to the Camp Management Team (Camp Director, Program Director and Camp Commissioner)*
- \**Let a staff member know when they are doing a good job*
- \**Complete and turn in a Camp Evaluation by 5pm on Friday*
- Visit each program area on camp for a minimum of 15 minutes
- Participate in one of the Leader Training Courses during the week
- Assist with serving food at the Dining Hall for 3 meals (sign up with the Dining Hall Manager)
- Attend all leaders meetings (Sunday, Tuesday, Thursday)
- Participate in ATV Class (requires fee)
- Attend vespers on Sunday and Wednesday night
- Participate in the Scoutmaster vs. Staff Softball game
- Participate in the late night pool dip
- Participate in the Scoutmaster Skeet Shoot
- Participate in the Scoutmaster Belly Flop
- Earn Mile Swim Award
- Row for Mile Swim
- Earn Kayaking Award
- Earn Stand up Paddle Board Award
- Earn Snorkeling Award
- Participate in SM Golf GCBO Tournament*
- Help in a program area*

**OR**

Complete the 3 objectives above marked with an \* and complete one of the week long objectives below.

- Provide transportation or chaperone a merit badge field trip
- Assist with or council a Merit Badges in which you have expertise
- Complete a service project for camp relating to your profession. Ask the Ranger for specific projects that can be done.

## Campsite Inspection Sheet

Chore	Mon	Wed	Fri
TENTS (10)			
FIRST AID KIT (10)			
FIRE PIT (10)			
GARBAGE (10)			
FLAG (10)			
BULLETIN BOARD (5)			
ASSIGNMENTS (5)			
GROUND (20)			
LATRINE (10)			
SHELTER (10)			
GATEWAY (50)	XXXXXXXXXX	XXXXXXXXXX	
TOTAL (100)(150Fri)			

**TENTS (10 points):** All tents should be uniform throughout campsite, flaps open (rolled and tied) or closed. Each tent is to have personal gear and sleeping gear neatly arranged. All sleeping bags are to be rolled or laid out neatly. (note closed tents will not be opened) No clothing on tents.

**FIRST AID KIT (10 points):** Sitting out in plain view of *ALL* Scouts in the troop.

**FIRE PIT & FIREGUARD CHART (10 points):** The fire pit should be clean and clear of debris. Proper fire safety equipment should be present at the fire pit if it is in use. The Fireguard Chart should be clearly displayed on the campsite bulletin board. No fire is to be left unattended in the campsite. (note a fire left unattended or fire damage to tents or other campsite facilities will result in a total score of ZERO for inspection)

**ADEQUATE GARBAGE DISPOSAL (10 points):** no unclosed garbage bags. There should be no sign of unburned garbage in your fire pit. Aluminum in fire pit will count as a deduction.

**FLAG (10 points):** American Flag properly displayed.

**BULLETIN BOARD (5 points):** May be improvised, but must be adequate to post score sheets, and patrol roster with individual assignments. This information must be in plain view at all times.

**PATROL ASSIGNMENT OF DUTIES (5 points):** Each patrol is to have a duty roster for all patrol members.

**GROUND (20 points):** The campsite and surrounding area is to be neat, clean and free of all trash or garbage. Each piece of trash on ground will be 1 point deduction

**LATRINE (10 points):** should be clean a free of trash, lids closed and sink is clean and clear

**SHELTER (10 points):** swept floors and tables clean and clear, no unnecessary electrical items plugged in

**GATEWAY (50 points):** will be judged on Friday. Gateway should be theme related. It should show creativity and imagination.