

Camp John J. Barnhardt 2017 Program Guide

“The Barnhardt Highland Games”
Boy Scout Resident Camp



To reserve a campsite or view general camp guidelines, please refer to the Camp Barnhardt Leader's Guide. This document only contains 2017 specific program information. Find out more about Camp Barnhardt at www.centralnccouncilbsa.com.



“The Barnhardt Highland Games”

Camp Barnhardt’s fiftieth anniversary summer was packed with excitement, adventure, and nostalgia for our camp’s storied past, but in 2017 we’ll return to our pattern of immersive theme activities and unique yearly activities. The Senior Patrol Leaders in attendance last summer voted on and selected “The Barnhardt Highland Games” as our theme. The program staff could not be more pleased with their selection and has been busy planning the 2017 summer since that time.

As part of the Barnhardt Highland Games, scouts will participate in our own version of the Highland games—tossing cabers, throwing the Braemar stone, playing rustic golf, participating in the Maide Leisg, running the fell race, and much more— in addition to cooking Scottish cuisine, enjoying Scottish music, and, if they so choose, wearing a kilt with their uniform. We’ve even also planned the “William Wallace Warrior Dash” and expect ‘ole Nessie to make an appearance.

We hope you’ll also look at the other great opportunities outside of our theme activities. Camp Barnhardt is known across the south as having one of the best first year camper programs. We offer dozens of required and elective merit badges for experienced scouts and also have great activities for the oldest scouts: ATV riding, Discover Scuba, Horsemanship, Sailing, Waterskiing, and much more. We’ve also added new adult training opportunities and additional climbing sessions on our new tower (the tallest scout tower in the state!).

In Scouting,

John Stogner, Program Director

Questions about camp program (activity sessions, spirit events, campwide activities, etc.) can be directed to wolf.ram.gator@gmail.com (contact the Council Office to register or with general questions). Staff applications should be submitted online via <https://www.surveymonkey.com/r/barnhardtstaff>

Merit Badge Program

Our activity schedule will continue to include partial week classes with some meeting Monday through Wednesday and others offered on Thursday and Friday. This will enable the aspiring Eagle Scout to earn 6 merit badges if they choose (8 if they participate in our evening offerings). That being said some of our more challenging badges are a week long to give scouts ample time to climb, fulfill the rifle qualifications, or learn to ski. Our program offerings are below. A time schedule will be posted online by January 1, 2017 and registration for these activities will open on February 1, 2017. Note that there are distinct schedules for each week as we are offering more sections of high demand badges in our more crowded weeks.

Week-long activities:

Climbing	Cooking
Environmental Science	Lifesaving
Mile Swim	Rifle Shooting
Shotgun Shooting	Small Boat Sailing
Swimming	Waterskiing
Communications & Journalism (both badges)	
Communications & Public Speaking (both badges)	

Half-week activities (new activities are bolded):

Archaeology	Archery	Art
Astronomy	Bird Study	Camping
Canoeing	Chemistry	Chess
Citizenship in the Nation	Citizenship in the World	Crime Prevention
Disc Golf	Emergency Preparedness	Energy
Entrepreneurship	Family Life	Fire Safety
First Aid	Fish & Wildlife	Fishing
Forestry	Geocaching	Geology
Hiking and Backpacking	Horsemanship	Indian Lore
Insect Study	Instructional Swim	Kayaking
Landscape Architecture	Law	Leatherwork
Mammal Study	Metalwork	Model Design and Building
Motorboating	Music	Nuclear Science
Orienteering	Paddleboarding	Personal Fitness
Personal Management	Photography	Public Health
Pioneering	Plant Science	Pulp and Paper
Radio (select weeks only)	Railroading	Reptile and Amphibians
Rowing	Salesmanship	Scouting Heritage
Search and Rescue	Signs, Signals, and Codes	Sports
Soil and Water	Space Exploration	Tomahawk Throwing
Weather	Wilderness Survival	Woodcarving

Adult Training

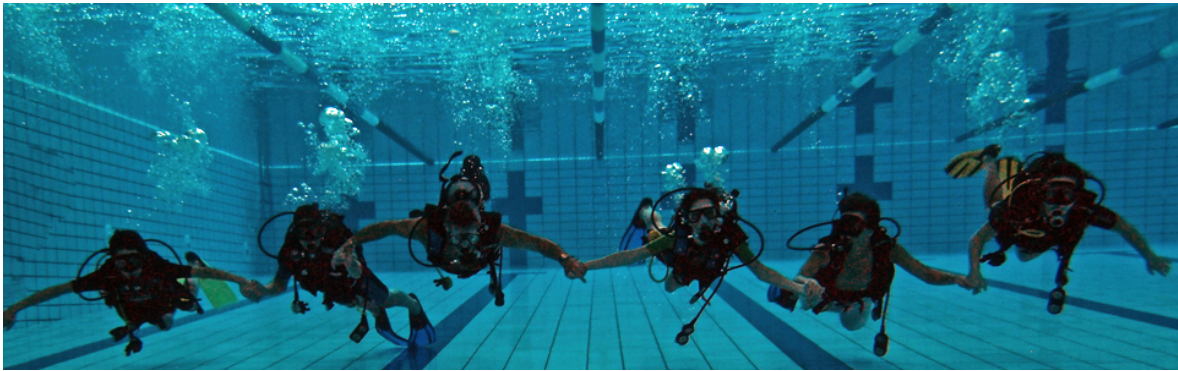
Tower (AM) Water Rescue/ Paddlecraft Safety (PM) Leave No Trace (Evening)



Special Activities and Sessions!

Discover Scuba

Each week we will offer evening sessions of Discover Scuba. Participants will learn to use SCUA gear and get familiar with breathing underwater in our pool. Adults may sign up for Discover Scuba as well. Note that this is an introductory course—it will not qualify scouts for a merit badge or result in certification; however, it will be a blast learning to swim like a fish! (Cost = \$65)



Horsemanship

Learn how to safely work around and take care of a horse! Get some experience on horseback! Earn Horsemanship merit badge! Each week, two sessions will be offered after lunch (one Monday and Tuesday, the other on Thursday and Friday). Participants will travel to Chandelle Farms in Salisbury and return to camp in time for dinner. An application form, liability release, medical clearance, and parental consent forms are required (downloadable from www.centralnccouncilbsa.com). Long pants are recommended (Cost = \$75).



All Terrain Vehicles (ATVs)

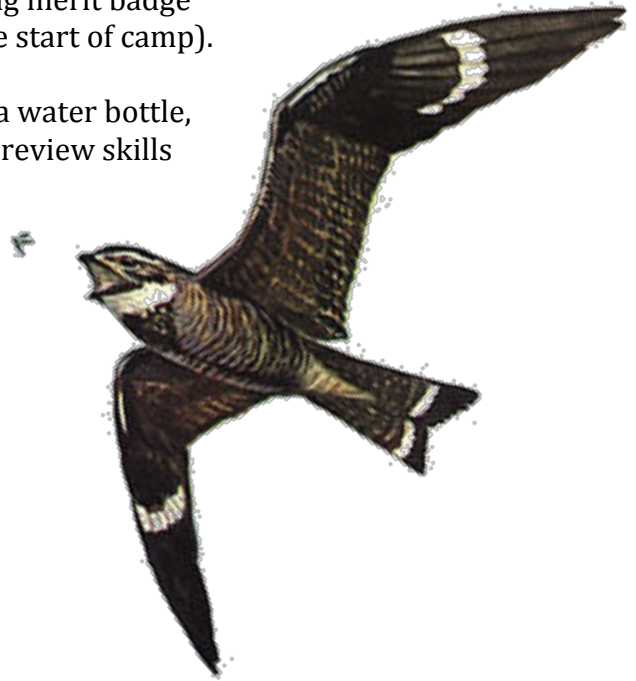


Camp Barnhardt will offer two ATV classes per week. Participants will get to explore the trails around the outskirts of camp, develop an understanding of ATV safety, and learn some basic ATV maintenance skills. Bring boots, long pants, a long sleeve shirt! This activity is only available to scouts over the age of 14 (Cost = \$50)

NightHawks First-year Camper Program

Camp Barnhardt is home to the South's premier first-year camper program. It is an excellent introduction to summer camp and the Scouting program for those that have been in your troop for less than six months. It is a fun, week-long, full day experience in a relaxed environment. The program will show Scouts many of the exciting opportunities scouting offers and give them a better understanding of Boy Scouts. The program follows the troop structure and patrol method. All scouts are placed into patrols which work together to learn Scouting basics, complete a good deal of Tenderfoot, Second Class and First Class advancement, compete in games and challenges, earn the Tot'n chip and Firem'n chit, complete one merit badge, and either learn to swim or pass off some Swimming merit badge requirements (dependent on their ability at the start of camp).

NightHawks should come prepared daily with a water bottle, swimsuit, and towel. We encourage leaders to review skills daily with their troop members that are participating in Nighthawks.



Activity/ Merit Badge Registration Instructions

- Download the activity schedule from www.centralnccouncilbsa.com after January 1st, 2017.
- Allow Scouts to determine what Merit Badges they want to take (we recommend no more than two Eagle badges per Scout).
- A leader should sign up Scouts for those merit badges/ activities online.
 - <http://www.centralnccouncilbsa.com>.
 - Click on the registration box.
 - Select 2017 Summer Camp and follow instructions.
 - Contact the Central N.C Council Office at (704) 701-0545 with any registration questions.
- Attend the precamp meeting at Camp Barnhardt (see Leader's Guide)

“Highland Champion” Superior Unit Award

Does your troop have what it takes to show that you’re the best of Camp Barnhardt? We’ll honor each of the top 5 troops with a plaque and give a special honor to the first place unit.

25 points	Spirit Challenges (5 points per day; plus bonus points for best)
10 points	Wednesday Campsite Inspection (on point for each point over 90)
10 points	Friday Campsite Inspection (on point for each point over 90)
10 points	Complete a Service Project
10 points	Clean a Bathhouse as Assigned
10 points	Build a Gateway (scored by Camp Commissioner)
6 points	Senior Patrol Leader Meeting Attendance (2 points per day)
5 points	Assist with Beaver Day (or offer additional service at another time)
5 points	Perform a Flag Ceremony or Offer Grace at a Meal
5 points	Audition a Skit for Friday’s Campfire
4 points	Have at least one person participate in William Wallace Warrior Dash

Bonus points: Troops may earn a bonus point by winning daily spirit challenges or winning major competitions (the basketball tournament, the cooking contest, warrior dash, Highland events, etc.).



Scoutmaster Service Badge

We have decided to simplify the Scoutmaster Merit Badge to more consistently recognize those that have assisted with our camp program. Rather than a lengthy list of requirements we offer individual activities that will result in a leader earning the award. Interested leaders should attend the opening meeting on Sunday to hear more about the special patch and options for acquiring it.

Some activities that will earn the Scoutmaster Service Badge include driving on a field trip, completing the tower certification (including the assisting with free-time climbs under the supervision of the high adventure director), filling in as needed when an emergency arises, camping with the wilderness survival class, mowing (or other activity suggested by the Camp Ranger), etc. Just make sure to visit the Camp Office so that we can record your success and be prepared to recognize you on Friday!

Sunday Events

Check-in: Before leaving for camp, troops should pack as much of their gear into one vehicle as possible as only one vehicle will be allowed into camp at a time. Check-in will begin in the parking lot where you will meet your Campsite Commissioner. Troops arriving before 2pm will have to wait in the parking lot until check-in begins. Your commissioner will guide you through check-in. To expedite the process have your medical forms (unless you submitted them at the program planning meeting for prescreening—which is a great way to speed things up!), all medications, picture order form, and a pre-camp swim check form (if applicable—again speeds things up!) with you. Your troop should also travel in uniform to avoid having to unpack and change before having your troop photos taken. If you take care of these steps, the staff will guide you through everything else on Sunday!

Leader's Meeting: At least one Scoutmaster should attend the leader's meeting in the OA Lodge after dinner. Leaders assigned to B dinner can eat before the Scouts to make sure they can make the meeting on time.

Campfire: Troops will gather at Montgomery Flag Circle between 8:10pm and 8:40pm and then be dismissed by a staff member to travel down the **Highland Trail** to the opening show. We ask that Scouts gather at Montgomery Flag Circle and not head to the Chapel without being directed by a staff member. The golf cart path will only be open until 8:40pm. Those needing assistance reaching the show will need to be in their seats at this time.

Daily Schedule:

2:00pm	Begin Check In
5:30pm	"A" Dinner
6:15pm	Flag Ceremony
6:30pm	"B" Dinner
7:10pm	Leaders Meeting
8:10pm	Meet at Montgomery Circle
8:50pm	Campfire



Monday Events

Spirit Challenge: Bring your Scottish Clan's Shield to Flag Raising. Make something that represents your troop. You can use a tartan or plaid, family shield, or other logo that represents your group. We're going to use them on our leaderboard to show where your troop is in the standings! One for the troop will earn you the points (made anyway you want, but not more than 18" tall or wide), but feel free to make more to try to best the other troops... and as always, entertain the camp at role call!



Drill, Campsite Commissioner Instruction: Consistent with regulations, a surprise drill will be held every Monday. Campers should return to their campsites. Troops are responsible for alerting the office when all Scouts are accounted for. Campsite commissioners will visit the sites to provide basic first aid training during the drill.

Senior Patrol Leader Meeting: Don't forget to send a representative to the meeting—your troop will get your Highland Games schedules at the meeting!

Sports Events: Join us for our annual sports clash on Monday evening or watch our staff softball team run up the score on the Scoutmasters!

Daily Schedule:

6:30am	Reveille
6:45am	Staff Meeting
7:00am	"A" Breakfast
7:35am	Flag Assembly
7:45am	"B" Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
12 Noon	"A" Lunch
12:45pm	"B" Lunch
1:15 pm	SPL Meeting (Lone Scout Museum)
1:45pm	3rd MB Session
3:20pm	Campsite Commissioner Instruction
3:40pm	Open Recreation Time
5:45pm	"A" Dinner
6:20pm	Flag Assembly
6:30pm	"B" Dinner
7:10pm	Sports Tournaments and SM vs Staff Softball
10:30pm	Taps



Tuesday Events

Spirit Challenge: We love Scottish music! Bring your Scottish band or song to morning assembly for role call. Be creative! Homemade instruments always impress us.

Highland Games: We've planned a variety of Highland Games: the caber toss, the sheaf toss, the shifting stones, the fell race, the farmers' walk, maide leisg, and much more (feel free to practice, but you don't need to bring anything). Too let everyone have a turn at the events, your senior patrol leader will receive a schedule. Don't worry if you don't have events every day... just use that time to enjoy our pool, tower, or waterfront.



Cooking Competition: For this year's cooking competition, we're dropping all the rules. Cook whatever you think will impress our judges the most, but keep in mind their taste buds seem to prefer Scottish cuisine! Judges will visit your campsite between 8pm and sunset to try a taste.

Taming Nessie: We're not revealing all the details quite yet, but here's what you need to know. Your Scoutmaster will get wet and more than likely they will embarrass themselves trying to ride the Loch Ness Monster. Line up at the fence to see the show. We'll have a treat for Leaders afterwards!

Daily Schedule:

6:30am	Reveille
6:45am	Staff Meeting
7:00am	"A" Breakfast
7:35am	Flag Assembly
7:45am	"B" Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
12 Noon	"A" Lunch
12:45pm	"B" Lunch
1:45pm	3rd MB Session
3:30pm	Highland Games (look at your specific troop's schedule for days and events)
3:30pm	Open Recreation Time
5:45pm	"A" Dinner
6:20pm	Flag Assembly
6:30pm	"B" Dinner
7:30pm	Highland Events and Cooking Competition
8:45pm	Taming Nessie
10:30pm	Taps



Wednesday Events

Spirit Challenge: Wednesday is kilt day. Earn spirit points by showing up to morning assembly in your kilt. Remember that homemade items will always work. Feel free to wear the kilt with your uniform for the family night events.

Family Night/ Order of the Arrow: The Wednesday night campfire program will include an Order of the Arrow call-out ceremony. Troops from the Central NC Council may have Scouts called-out that have been selected in an election conducted by Itibapishe Iti Hollo Lodge. Out of council troops may also have Scouts called-out during this ceremony. To do so, the Troop leader will need to forward a letter signed by the Lodge Adviser or Lodge Chief of their local Lodge. The letter must include the names of the candidates as well as the contact information for their local Order of the Arrow lodge Adviser or Chief. The letter will need to be sent to itibaplogtheadviser@gmail.com by 5:00 PM on the Tuesday before the call-out ceremony. Itibapishe Iti Hollo Lodge **cannot** perform elections while Troops are at camp. **All** OA members should wear their sash to the Wednesday night campfire.



Ice Cream Social & OA Trading Post

After the conclusion of the call-out ceremony, Itibapishe Iti Hollo Lodge will be hosting an ice cream social for all Order of the Arrow members. The ice cream social will be in the OA lodge. The OA trading post will be open during the ice cream social.

Daily Schedule:

6:30am	Reveille
6:45am	Staff Meeting
7:00am	"A" Breakfast
7:35am	Flag Assembly
7:45am	"B" Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
12 Noon	"A" Lunch
12:45pm	"B" Lunch
1:15 pm	SPL Meeting (Lone Scout Museum)
1:45pm	3rd MB Session
3:30pm	Open Recreation Time and Highland Games (see troop schedule)
5:30pm	"A" Dinner
6:30pm	"B" Dinner
7:30pm	Flag Assembly
7:45pm	Chapel, Campfire, and Order or the Arrow Callout
10:30pm	Taps

Thursday Events

Spirit Challenge: Let's have some fun with this one. One thing the Scots are known for is their sheep herding dogs. Show us your best sheep/dog display and we'll award points to a winner. Can sheep do tricks? We think so! But, if you need an alternate idea, recreate a scene from a book by a famous Scottish author.

Highland Games: Our Highland Games continue on Thursday with some of the biggest events occurring after dinner! Remember each troop has a different schedule. Check to see when you get to try each event!

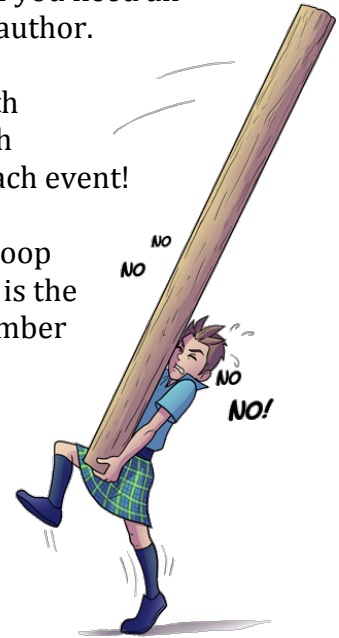
Fishing Tournament: Get out your rods and reels!. The willing troop will earn a bonus point towards the Superior Unit award (scoring is the total number of inches of fish caught by a troop divided by the number of Scouts participating).

Disc Golf Tournament: Don't feel like fishing? Join us for the first Barnhardt Open! We'll run a disc golf tournament for scouts to show how well they can play the new course. Lowest score wins (and earns their troop an extra Superior Unit point).

Movie and Pizza Night: Relax and watch a movie in the pavilion while munching on a late night pizza snack. Pizzas may be ordered from the trading post before noon.

Daily Schedule:

6:30am	Reveille
6:45am	Staff Meeting
7:00am	"A" Breakfast
7:35am	Flag Assembly
7:45am	"B" Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
12 Noon	"A" Lunch
12:45pm	"B" Lunch
1:45pm	3rd MB Session
3:30pm	Highland Games (look at your specific troop's schedule for days and events)
3:30pm	Open Recreation Time
3:45pm	Fishing Tournament and Disc Golf Tournament
5:45pm	"A" Dinner
6:20pm	Flag Assembly
6:30pm	"B" Dinner
7:30pm	Highland Game Events (including the William Wallace Warrior Dash)
8:45pm	Movie and Pizza Night
10:30pm	Taps



Friday Events

Spirit Challenge: We wrap up our spirit challenges with a tribute to that great Scottish Legend: The Loch Ness Monster. Offer any tribute to the majestic creature that you want. Even bring your own Nessie. As always, top troops get bonus points.

Leader Golf: We're bringing back the leader golf tournament to celebrate that great Scottish game. Remember we play the rustic way—make your own club and join the camp management team for a few holes on Friday at 9:30am.

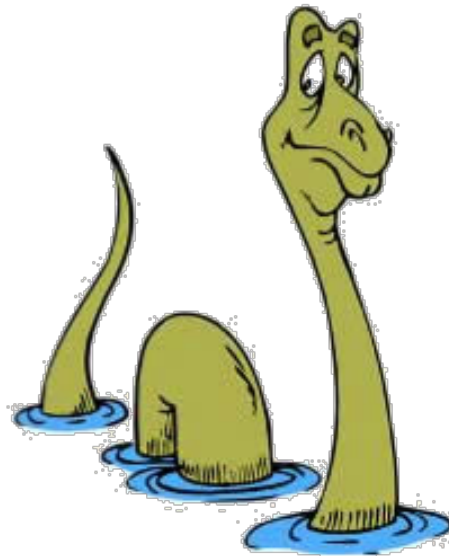
Closing Campfire: Our closing campfire involves your participation. Audition a skit or song with our Quartermaster before 1:30 on Friday if you'd like to take part.

2018 Theme Vote: Once again, our scouts will pick the following summer's theme. Make sure your SPL knows how your troop wants to cast its votes!

Advancement Paperwork and Early Checkout: Camp Barnhardt completes all advancement paperwork by taps on Friday. We provide troops with a printout of all requirements completed by each Scout on Saturday morning. This information is also available through our online system. Troops leaving early will need to download their advancement report as we cannot guarantee its completion earlier on Friday. Troops checking out on Friday will need to schedule a checkout with their Campsite Commissioner or the Quartermaster.

Daily Schedule:

6:30am	Reveille
6:45am	Staff Meeting
7:00am	"A" Breakfast
7:35am	Flag Assembly
7:45am	"B" Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
12 Noon	"A" Lunch
12:45pm	"B" Lunch
1:15pm	SPL Meeting (Lone Scout Museum)
1:45pm	3rd MB Session
3:30pm	Highland Games (look at your specific troop's schedule for days and events)
3:30pm	Open Recreation Time
5:45pm	"A" Dinner
6:20pm	Flag Assembly
6:30pm	"B" Dinner
8:30pm	Closing Campfire
10:30pm	Taps



Barnhardt Staff Alumni Association

Did you work at Camp Barnhardt in the past? Do you miss contributing to the program? We've decided to start a Barnhardt Alumni Association in order to keep in touch with those of you that served Camp Barnhardt in the past. We'll send out the occasional email to keep you informed about what the staff is doing. We also hope to use our database to recruit volunteers for camp programs. We could use your help—why not spend an hour or two helping us train our new staff during our training weekend? Or even joining us for a day or two? To join the Barnhardt Alumni Association, signup at <https://www.surveymonkey.com/r/barnhardtalumni>

A note about “Prerequisites”

We are often asked if our scouts should try to complete requirements before camp or do “prerequisites.” The only “prerequisites” we have are those listed on the schedule chart. Most deal with age or swimming ability. We don't list requirements that aren't going to be completed at camp, largely because those are generally supposed to be done after the other material is covered in the session. For example, for a Scout to get the most out of the program, they should complete their 3-month budget for personal management only after they learn about budgeting and financial planning in the session. We feel the Scout learning the material better is more important than finishing on Friday at camp in instances such as these. For that reason, we do not list these “home requirements” or “prerequisites” or expect Scouts to do them in advance.

We haven't offered anything that scouts can't finish after camp with a little time or work with their families. Actually, most all of them can be completed at camp. For the most part, Scouts will complete each requirement that does not ask the scout to do work for a period of time longer than a week or requirements that ask them to work with their family. That being said, some scouts will struggle with certain skills and not every camper in every class will earn the badge. For example, our experience has shown that while 80%+ complete archery, that only half to two-thirds have the shooting ability to earn rifle and shotgun (though most that spend free time at the range do qualify). Scouts looking for sure-fire completed badges should look to ecology and craft badges as it is very rare for them to earn an incomplete there.

First and Second Class Swim Requirements

Scouts not in Nighthawks that need to complete the aquatic requirements for 1st and 2nd class can stop by the pool at 7:30pm on Tuesday to work on these topics with the aquatics staff (note: this overlaps with the cooking competition).