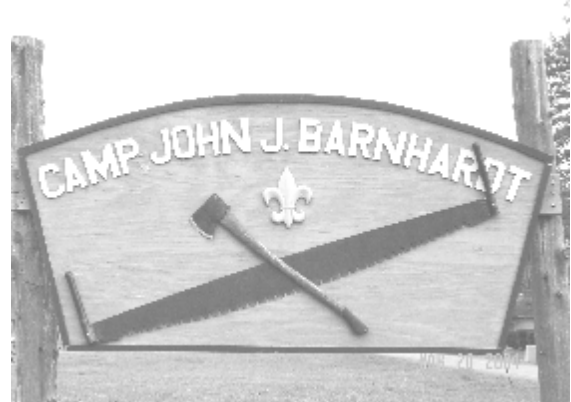


TABLE OF CONTENTS



Camp Barnhardt Presents:	
A Celebration of a Century!	2
Camp John J. Barnhardt	3
Program Information	4
NightHawks (1st Year Camper Program)	5
Merit Badge Program	6
Merit Badge Class Schedule	15
Cannon Blast (High Adventure-COPE)	16
Superior Unit/Spirit Challenges	17
Camp-Wide Events	18
The Role of the Order of the Arrow	21
Fun for Leaders	22
Adult Training Opportunities	23
Assisitant Commissioner Program	25
Registering For Camp	26
Site Reservations	26
Camper Fees	27
Leader Fees	28
Program Planning/MB Schedules	29
Packing For Camp	30
Arriving at Camp	31
Medical Forms	32
Check Out/ 2011 Reservations	33
Policies and Procedures	34

Appendix/Forms

- ◆ Sunday Schedule
- ◆ Monday Schedule
- ◆ Tuesday Schedule
- ◆ Wednesday Schedule
- ◆ Thursday Schedule
- ◆ Friday Schedule
- ◆ Troop Roster
- ◆ Troop Program Planning Form
- ◆ Swim Classification Procedures
- ◆ Unit Swim Classification Record
- ◆ Map to Camp
- ◆ Camp Map
- ◆ Camp Brochure
- ◆ Parent's Letter
- ◆ Consent Form
- ◆ Picture Order Form
- ◆ Handout for Merit Badge Preparation
- ◆ Health/Medical Record
- ◆ 2010 Camp Staff Application
- ◆ SM Merit Badge Form
- ◆ Campsite Inspection Form

Camp Barhardt Presents:
A Celebration of a Century

Over 100 years ago, Robert Baden-Powell envisioned a program for the youth in his local area and decided to rewrite his military training guide "Aid to Scouting" to suit a youth readership. In August of 1907 he held an encampment on Brownsea Island for twenty-two boys from local Boys Brigade companies to test the applicability of his ideas. Baden-Powell soon developed the first book for the Scouting movement, "Scouting For Boys". American publisher William D. Boyce brought the Scouting movement to the United States less than three years later. Little did they know at the time, that first encampment and publication along with Boyce's dream for youth in America would lead to a movement that has nearly three million youth and over one million adult members in the United States alone. During the summer of 2010 we will explore this program to which we are committed, visit old skills, discover new ones and grow in our celebration of a century.

Dear Unit Leader,

On behalf of our entire staff, I'd like to offer you a personal welcome and thank you for visiting Camp John J. Barnhardt during Scouting's 100th anniversary year! We as a staff have worked very hard for many months preparing for what we all believe will be a very memorable and rewarding summer camp experience for all Scouts and leaders in attendance.

Camp Barnhardt continues to expand each year with facility improvements, increased youth attendance, and a program that is second to none. Our staff, which is filled with diverse, passionate, and skilled individuals, really makes Camp Barnhardt the best summer home for your troop. I look forward to meeting you as we travel together down the Scouting trail. The aims and methods of the Boy Scouts of America are as relevant today as they ever have been so I encourage you to join us as we discover Scouting's evolution from the early 1900's to today and as we explore Scouting's future.

Yours in Scouting,

Bob Weatherman

Bob Weatherman
2010 Camp Director

Fellow Scouters,

I am pleased to once again have the opportunity to serve you and the Central NC Council as Camp John J. Barnhardt's Program Director. This is a special year for all of scouting and the Camp Barnhardt staff is working hard to make sure summer camp is once again the highlight in every scout's year.

This year we have developed a theme and program that will honor scouting's great history over the past one hundred years while also looking towards the outstanding future to come. Therefore, the Central NC Council and the 2010 Camp Barnhardt staff are proud to present: A Celebration of a Century! This celebration will last all week with new historic merit badges, entertaining spirit challenges and games, as well as unique programs that will take each scout through the past 100 years of scouting.

We are also glad to announce that many of the familiar faces that make our staff outstanding are returning to join us this year along with several new faces that are sure to add to our celebration. This group will certainly make the summer of 2010 one to remember.

I look forward to serving all of the troops, new and old, that choose Camp John J. Barnhardt as their summer home.

Yours in scouting,

Jonathan Seibert

Jonathan Seibert
2010 Program Director

Camp John J. Barnhardt

Camp Barnhardt, nestled within the 1,000 acres of beautiful rolling wooded hills of the William C. Cannon Scout Reservation on the shores of Badin Lake, is one of the best kept secrets in the Southern Region. Well-spaced troop campsites afford your troop junior leaders an opportunity to practice leadership skills as they develop stronger patrols and become a better scout troop.

Camp Barnhardt is located off State Route 740, midway between New London and Badin in Stanly County, North Carolina. There is a caution light at Camp Barnhardt Road and a sign directing you east to the camp entrance.



The camp is laid out surrounding a huge field that can be used at anytime for troop or camp wide games. Our facilities include a swimming pool and a lake for all aquatic activities that our scouts could ever dream of. There is a well-equipped handicraft shelter, an ecology building, rappelling tower, pool, water-front, rifle, shotgun and an archery range. These areas provide opportunities for your scouts to take advantage of the outstanding merit badge and skills programs offered. Our mature and experienced staff has been selected for knowledge, skills, and dedication to Scouting principles.

Montgomery Campfire Circle, a replica of a Town Creek Indian Mound, is the site for special campfire programs and ceremonies. The outdoor Barnhardt Chapel is an impressive structure in stone and stained glass set on a hillside overlooking Badin Lake with the Uwharrie National Forest as a backdrop. Because of its beauty and lovely setting, it is a favorite choice for weddings and religious services.

The William C. Cannon Dining Hall has a breathtaking view of Badin Lake and the Uwharrie National Forest. The building is fully air-conditioned and provides a comfortable place to enjoy the meals prepared by our professional cook staff. Besides the air-conditioned dining hall, there are a number of other features designed to make your scouts' stay more pleasant. We have a complete trading post with a full line of scouting supplies as well as a cantina that offers snacks and fountain drinks. Individual hot showers located at the pool help scouts to be clean. All campsites have a program shelter with electricity and cool refreshing showers. The campsites are all shaded by plenty of large trees making for a cooler summer.

We invite you and your troop to make Camp Barnhardt your summer camp home. We think you'll be glad you did!

The Program

Summer Camp Program

The programs and events offered every summer are what makes Camp John J. Barnhardt truly special. Summer camp is much more than earning patches and recognitions. It should truly be the highlight of each scout's year. The dedicated staff of Camp John J. Barnhardt has worked to prepare intriguing classes and some exciting special themed events. Every scout will have fun, grow, and develop a deep connection with the scouting ideals.

The next section of the Leader's Guide outlines the many facets of the program available. Leaders should read this information carefully in order to better prepare their scouts for an outstanding camp experience.

Please contact Jonathan Seibert, Program Director, at barnhardtprogram@gmail.com with any questions about camp program.

Daily Schedule for Camp

Each day follows the same general schedule as shown in the right column. Each day there are a number of special events and activities. These events are detailed in the following pages and scouts and leaders will be reminded of these opportunities through daily announcements. Please note that daily schedules are included in the appendix and may be more practical for your troop to use to plan its day. Sunday and Saturday schedules differ due to the check-in and check-out procedures and are listed on pages 31 and 33.



DAILY CAMP SCHEDULE

6:45 am	Reveille
7:00 am	Waiter's Call
7:10 am	Assembly
7:20 am	Breakfast
8:30 am	First Session
9:30 am	Second Session
10:30 am	Third Session
11:50 am	Waiter's Call
12:00 pm	Assembly
12:10 pm	Lunch
1:30 pm	Fourth Session
2:30 pm	Fifth Session
3:30 pm	Recreational Time
5:50 pm	Waiter's Call
6:00 pm	Assembly
6:10 pm	Dinner
Following	Special Activities
10:30 pm	Taps

Recreational Time

The following activities are available during recreational time. Recreational time begins at 3:30 p.m. to 5:30 p.m. daily unless noted otherwise.

Archery	rifle range
rowing	handicrafts
fishing	rappelling
kayaking	swimming
canoeing	shotgun range
sailing	climbing

NIGHTHAWKS

First Year Camper Program

The NightHawks Program at Camp Barnhardt has been designed for first year scouts and is highly recommended for scouts who have been involved in a troop for less than 6 months. Many units send all of their new scouts to Camp Barnhardt each year even if other scouts in the unit are attending camp elsewhere.

Those units know that our first year camper program will equip and motivate these scouts to excel upon returning to their unit. While covering most of the basic requirements for Tenderfoot, our NightHawks Program also gives new scouts an introduction into some of the skills needed for Second Class and First Class many of which will be completed at camp. Even if a boy has completed his Tenderfoot most find it helpful to review these essential skills and put them into practice at camp.

NightHawks follows both the troop structure and the patrol method. All scouts are placed into small patrols which choose their own patrol leader and assistant. Scouts work together as a team in the patrol to learn the scouting basics and compete in games using their new knowledge and skills. They will be exposed to the fundamental skills of camping, pioneering, orienteering, first aid, safety, and scouting's methods.

In addition to rank advancements, NightHawks will earn both the Tot'n Chip and Fire'n Chit cards. Those boys who did not complete the BSA swim test or need to complete the 2nd or 1st Class aquatic requirements are encourage to come to the pool at 10:30 each day. Those scouts that have completed the aquatic requirements will have the opportunity to take one of three merit badges offered in the NightHawks area. These are Pathfinding, Mammal Study and Fingerprinting. Pathfinding is one of the four historic merit badges being offered during this year's summer camp program.



During the first hour of free time Monday through Wednesday the NightHawks Director will be available in the NightHawks area to help any scout with any of the basic skills of scouting. This includes everything from learning knots to earning a Tot'n Chip. The Nighthawk Scouts will visit the shooting sport ranges and fire a .2 caliber rifle after receiving safety instructions. Scoutmasters that do not wish their boys to participate in this activity need to let the staff know.

NightHawks is a fun week-long, full day experience in a relaxed environment. It shows scouts many of the exciting opportunities that scouting can offer, and gives them a better understanding of the Boy Scout Program.

Scouts should come prepared each day with their Boy Scout Handbook, water bottle, materials for merit badge class, and swimsuit and towel if participating in swimming. Scouts in NightHawks will need to practice and review the skills they have learned when they return to the campsite each night.

*Scouts who would like to complete the non-swimming aquatic requirements for 2nd and 1st Class should consider attending the 2nd and 1st Class Aquatic requirements session on Tuesday night at the pool.



Merit Badge Program













A well trained and experienced staff is dedicated to helping each scout travel along the trail to Eagle. Camp Barnhardt's merit badge sessions are kept small so that every scout can receive personal attention and have time to work on numerous projects needed to complete Merit Badge requirements.

Scouts may earn five merit badges during their week at camp, although they may choose to take less in order to have more free time or to work on those badges that require extra time to complete. In order to ensure that every scout has an opportunity to take required Eagle merit badges, we insist that each scout take at least three elective merit badges.

The 2010 Historic Merit Badges are a part of the BSA Historic Merit Badge Program. All scouts are encouraged to participate in one of these historic merit badges during our anniversary year. However, all work for these merit badges must be completed in the year of 2010. Any work done previously to 2010 will not count towards earning these badges. To give everyone a chance at camp to participate we ask that each scout only sign up for one of these Historic Merit Badges.

Program Icons Key

The following Program Information section of this guide will help you easily identify which sessions are most appropriate for which scouts. Be sure to read the program description for details about that particular program.

-  One Session
-  Two Sessions
-  All Day Program
-  1st Year and Older Campers
-  2nd Year and Olders Campers
-  3rd Year and Older Campers
-  Eagle Required Merit Badge
-  Program Fee or Material Cost
-  Indicates requirements that should be completed before coming to camp to ensure that the badge will be completed and not a partial at the end of the week.
-  Indicates a prerequisite for this program.
-  Materials Needed
-  Historic Merit Badge. Limit one Historic Merit Badge per Scout

Shooting Sports



Archery

    Cost \$5.00

Archery is a difficult badge that requires practice and studying the 9 fundamentals to making a good shot. Scouts will not only learn archery safety and get to shoot compound bows, but will also learn how to make an arrow and a bowstring. Scouts with limited archery experience may require time outside of class to qualify. Scouts should be strong enough to pull back the bowstring. Those able to do five push-ups are considered strong enough. There is also a \$5 program fee which includes the arrow kit.



Rifle Shooting

    Cost \$5.00

Rifle merit badge is recommended for scouts who have previous shooting experience. Scouts without shooting experience may have difficulty meeting the qualification requirements and most scouts will require additional time to qualify. Scouts should be at least 12 years old and have the strength and size to manage a 10lb target rifle. Scouts should have a distance of 13 inches between the tip of his thumb and the top of his upper arm. There is a \$5 program fee for this badge.



Shotgun Shooting

1



\$ M

Cost \$10.00

Shotgun Shooting will teach the basics of handling a shotgun as well as safety precautions for firearms. Scouts should be at least **13 years old** to take this merit badge. There is a \$10 program fee to take this badge.



Recreational Shooting

Scouts can shoot archery for free during recreational time. Scouts may purchase five shots with a rifle for \$0.50 or four shots with a shotgun for \$1.00. Tickets for shots may be purchased at the Trading Post.



Motorboating

Cost \$5.00

1



\$ R P

Req. 2

Motorboating is designed for older scouts. Participants will learn to safely operate both tiller-controlled motorboats and our steering wheel-controlled ski boat. Scouts will also learn about NC boating laws and policies. Scouts must be at least **14 years old** to take this course and there is a \$5 program fee.

Aquatics Merit Badges



Canoeing

1



R P

Req. 2

Canoeing is a great badge to introduce scouts to boating activities. Scouts will learn proper canoeing strokes to maneuver their boat and will even have an opportunity to capsize their vessel. Canoeing is less difficult than rowing, but scout must possess the physical strength and stamina to pull themselves into a canoe from the water in order to earn the merit badge.

P

Participants must pass the Swim Test



Rowing

1



R P

Req. 2

Rowing is a good badge for 3rd year and up campers to improve their boating skills and knowledge. Rowing requires a fair amount of physical strength, stamina, and coordination. Scouts will learn how to apply rowing techniques to exercise activates as well as how to use rowing in a rescue situation.

P

Pass the Swimmers Test



Small Boat Sailing

2



R P

Req. 1b

Small Boat Sailing is offered to scouts who have a fondness for boating badges and may have taken others. Scouts must be **12 years old** to take this class and should be prepared for an exciting yet challenging experience. Scouts will learn effective sailing technique allowing them to rig a boat and catch the wind.

P

Must pass the Swim Test. Rowing & Canoeing merit badges recommended.



Lifesaving

1



R P M

Req. 13

Lifesaving is a difficult **Eagle required merit badge** that requires strong swimming skills. Scouts will learn proper rescue techniques for several different situations all while following the order of methods. This merit badge teaches practical skills that could one day save a life. Swimming merit badge is required to take Lifesaving merit badge.



Swimming

1 **R P M** Req. 2

Swimming is an *Eagle required merit badge* and should be taken before any other aquatic badges. This badge is a great introduction to BSA aquatics and prepares boys to enjoy other aquatic activities. Scouts will learn new strokes, simple rescues, how to inflate clothes into PFDs, and much more.

P Pass the Swimmers Test. Each scout must bring a long sleeve button-up shirt and long pants to be used for clothes inflation.



Water Sports

Cost \$5.00

2 **\$ R P** Req. 2

Water Sports, or as it was previously known Waterskiing, is a merit badge designed for older campers. Scouts will learn waterskiing techniques and safety. Although we have great success getting scouts up on the water, scouts who do not have previous waterskiing experience may not be able to complete this merit badge at camp. However, do not let this discourage you from trying this exciting sport. Scouts must be at least **14 years old** and there is a \$5 program fee to take this course.

P Pass the Swimmers Test. Must be 14 years of age.

Other Aquatic Programs



Mile Swim

1 **P**

Although Mile Swim is not a merit badge, all adult and youth participants that complete the open water, mile swim at the lake will earn the mile swim patch. This course introduces scouts to swimming as a lifelong exercise opportunity. New this year, both daily practice building up to the mile and execution of the mile swim will be done at the waterfront. Don't forget your goggles.



Kayaking and Snorkeling

1

Kayaking and Snorkeling are not merit badges but scouts who complete this course will receive both the Kayaking BSA and the Snorkeling BSA awards. This course will introduce scouts to the skills and equipment needed to take on either activity as a new hobby. This course is recommended for scouts who have already completed most of the aquatic meritbadges.

P Must pass the Swim Test

Swim Instruction **1**

The Swim Instruction class provides one-on-one and small group attention for scouts who have struggled to pass their beginner and swimmer tests. The goal of this class is to help each camper become comfortable in the water with the ultimate goal of passing the swimmers test for rank advancement. NightHawks who do not pass the swim test during check in will join this class.

Aquatic Supervision

Aquatic Supervision is a class for experienced scouts and leaders who would like to learn more about how to safely and effectively run aquatic activities in the Boy Scouts. A detailed description of both sections, Swimming and Water Rescue and Paddle Craft Safety, can be found in the Adult Training Opportunities sections. Scouts must be **16 years of age** to take these courses.

Ecology/Conservation



Archaeology



Archaeology is designed for older scouts who have an interest in knowing about generations of people who lived, worked, and enjoyed life before us. They will also learn how to conduct a mock dig, how to protect an archaeological site and how to preserve artifacts.



Astronomy



Astronomy will teach scouts how to identify constellations, navigate at night, and understand planetary movement. Scouts will need to attend one evening session to view the stars with their instructor. Scouts may wish to bring a telescope or binoculars from home. This badge can not be completed at camp, but scout will get several of the requirements completed.



Energy



Energy merit badge will teach scouts how to reduce energy use, to lower energy costs, to prevent energy waste, and to find better energy solutions. This badge can introduce scouts to a growing field of research.



Environmental Science



Environmental Science is an *Eagle required badge* and is one of the more difficult badges offered at camp. During this class, scouts will learn about the complex interactions between humans and our environment. Younger scouts are discouraged from taking this merit badge because a large amount of written work is required.



Fish & Wildlife Management



Fish & Wildlife Management is designed for scouts who already have some of the traditional ecology badges. This badge will help scouts build a better understanding of why people should help conserve every animal and plant. Research should be done on requirement #8 prior to camp.



Forestry



Forestry merit badge will provide scouts with a functional knowledge of local trees and give scouts the ability to identify 15 different trees by their distinct characteristics.



Geology



Geology is recommended for scouts who have already earned the traditional ecology badges and are looking for a challenge. While taking this badge scouts will get a chance to sluice for precious rocks and gems to be added to our collections. There is a \$5 program fee to purchase the sluicing soil samples.



Mammal Study



Mammal Study is an excellent introduction to the ecology area. Scouts will learn about mammals and their habitats. To complete the week, scouts will complete a conservation project to help some of the mammals they have studied. Scouts can complete requirement #3 prior to camp.



Nature



Nature merit badge will include many activities on birds, mammals, reptiles, amphibians, fish, crustaceans, plants, rocks, and soil. Scouts will also learn how plants and animals depend on each other in several environments.



Oceanography



Oceanography merit badge will teach scouts about both the environment and the wildlife of the oceans. Scouts will work on models and projects dealing with the waters. Because some of our projects will involve using the waterfront area, scouts in this class should be swimmers.



Plant Science



Plant Science is designed for older scouts who have an interest in Field Botany. Scouts will learn how to identify plants, how to propagate plants by seeds and vegetative structures, how to understand how soil, water, air, light, temperature, pollinators, and pest affect plants, and how to make a transect study and a nested plot.



Reptile and Amphibian Study



Reptile and Amphibian Study will give scouts an excellent opportunity to observe the reptiles and amphibians inhabiting Camp Barnhardt. Scouts will also learn about the special niche that these creatures fill in our world. Requirement #8 must be completed outside of camp, but can be completed by keeping a reptile or amphibian as a pet for a month.



Soil and Water Conservation



Soil and Water Conservation helps give scouts a better understanding of the importance of soil and water along with their impacts on our environment's health. This badge will prepare scouts to make conservation a part of their daily lives.



Space Exploration



Space Exploration will allow scouts to imagine space travel while they design, build, and launch their own rockets. Scouts will learn about space pioneers and the history of mans' travels through space. There is a \$10 program fee for this class to pay for each scouts model rocket which they will be able to keep at the end of the week.



Tracking (2010 Only)



Tracking has been a pastime of boys for generations and this merit badge is a great way to improve your skills. Scouts will learn how to stalk game and identify tracks under all sorts of conditions.



Weather



Weather merit badge will teach scouts not just what weather is, but also what causes it to occur. Scouts taking this badge will have the opportunity to build instruments that measure weather conditions. Some written work is required for this badge.

Outdoor Skills



Camping

1 **R M** Req. 9

Camping is an **Eagle required badge** and is a great badge to introduce scout to proper camping techniques. Scouts should bring appropriate camping equipment including: backpacking, sleeping bag, and tent. Requirement #9 (camping 20 nights, etc) must be completed prior to coming to camp to earn Camping merit badge.



First Aid

1 **R P M** Req. 2b

First Aid is an excellent **Eagle required merit badge** for new scouts. Throughout the week, scouts will learn basic first aid for several different situations. Scouts should have completed all of the first aid requirements through 1st Class to take the First Aid merit badge. To complete requirement 2b, each scout needs to bring their own personal homemade first aid kit.



Indian Lore

1 Cost \$5.00

Indian Lore will give scouts the chance to make several Native American crafts, play traditional games, and learn about Native American culture both before and after European influences.



Orienteering

1

Orienteering merit badge will test scout's outdoor knowledge and strengthen their directional aptitude. A scout should have a basic knowledge of map and compass skills. It would be advised that a scout bring his own compass.



Pioneering

2

Pioneering merit badge is designed as an introduction and to teach the basics of pioneering. Scouts should have a good foundation of knots, lashing, and splices to further build on while taking this badge.



Signaling (2010 Only)

1 **H** **\$10.00**



Signaling is no longer something of the past. While taking this class, scouts will learn how to efficiently pass and receive messages in morse code and semaphore code. They will also learn a brief history of the applications of these signaling systems. Becoming proficient enough at these codes to meet the requirements may be difficult to do during camp; therefore, scouts may require more practice after camp to complete this badge. **It will behoove any Scout wishing to earn this merit badge to familiarize himself with Morse Code and Semaphore before coming to camp. These skills CAN NOT be mastered during five days at summer camp.**



Wilderness Survival

1 **R P M** Req. 5, 9

Wilderness Survival is designed for older scouts who have an interest in survival skills. Participants will get to go on an over-night camping trip in a shelter they built themselves. Requirement #5 (build a personal survival kit) should be done at home and brought to camp in order to complete this badge. Scouts taking this badge can not participate in the evening event Thursday night if they need to spend the night in their shelter (Req. #9).

Field Sports



Athletics

1   Req. 5

Athletics is designed for physically outgoing scouts. Campers should be ready and able to participate in physical activities every day and be ready to swim. Requirement #5 (improvement at athletic events) will need to be completed after camp.



Cycling

1     Req. 8, 9

Cycling is an **Eagle required merit badge** that teaches bicycle riding. The class will cover safety and bike maintenance. **Participants must bring their own bike, maintenance and safety equipment, including helmet.** Bicycles will remain in storage and locked at all times other than class time. Requirements #8 and #9 will need to be finished following camp in order to complete Cycling merit badge. Scoutmasters who enjoy biking are encouraged to bring their equipment and help on biking trips. In addition to biking around camp, we will be riding on hard paved roads in the Camp Barnhardt area.

Permission form required.



Fishing

2    Req. 4

Fishing merit badge will teach scouts how to tie fishing knots, cast a rod, and identify fish. Scouts will learn about North Carolina waters and will also have plenty of opportunities to fish at camp. On Friday, the class will clean and eat the most sizeable fish caught during the week.



Golf

1  

Golf merit badge will teach scouts the fundamentals of the game. Scouts will also learn the proper use of clubs from driver to putter. Also, scouts will learn the history of the game and some of the top players both past and present. The week will end with a trip to a golf course for a three hole display of the skills they learned throughout the week.

Permission form required



Personal Fitness

1  

Personal Fitness is an **Eagle required merit badge** that is all about lifetime fitness. This class will cover the importance of physical exercise, mental acuteness, nutrition and many other aspects of personal fitness. All requirements will be addressed during the merit badge sessions, but scout will need to complete their 12 week exercise plan and dental exam to complete the badge.



Sports

1   Req. 3

Sports merit badge focuses on participation in team sports. Scouts will learn the rules, good techniques, and have the chance to participate in several sports. Sports will be chosen based on the scouts' interest and can include things like basketball, football, soccer, volleyball, and ultimate Frisbee. Scouts should have participated in one season of a team sport and have participated in two individual games or meets.

High Adventure



Climbing

2   Req. 7

Climbing merit badge is designed for scouts with physical stamina that are ready to conquer new heights. The week will end with a field trip to climb a natural rock face. Scouts must be **13 years old** to participate and we highly recommend scouts practice their knots for Requirement #7 before arriving at camp.

Permission form required

Handicrafts



Art

1



Cost \$5.00

Art merit badge will introduce scouts to a wide variety of art mediums such as pen and ink, watercolor, and pastels. Scouts will have the opportunity to draw comic strips, still lifes, landscapes and more. This class has a \$5 program fee to pay for supplies.



Electricity

1



Req. 9a
Cost \$5.00

Electricity merit badge will teach scouts the basics of magnetism and circuit building. Scouts will learn fundamental electrical terms and will be able to build their own circuit. Scouts will also gain an understanding of their home electrical wiring and what to do in case of an electrical emergency. A basic prior knowledge of electricity would be very helpful in completing this merit badge.



Carpentry (2010 Only)



1



Cost \$5.00

Carpentry is a great merit badge for any Scout who has truly enjoyed some of our more advanced Handicraft merit badges. Throughout the week, this class will teach Scouts proper carpentry techniques and will culminate with the Scouts making an article of furniture. There is a \$5 program fee for this class to cover materials.



Leatherwork

1



Cost \$5.00

Leatherwork merit badge will teach scouts the basic skills associated with leather crafts. Scouts will make leather items that require cutting, punching, stitching, and stamping. There is a \$5 program fee to cover the cost of two of the leather projects. Scouts should have earned their Totin' Chip before taking this class.



Music

1



Req. 3

Music merit badge will give scouts the opportunity to grow in their musical appreciation with songs from generations ago to present. Bringing CDs or instruments of your own is highly encouraged, however, boom boxes are not allowed at camp.



Sculpture

1



Cost \$5.00

Sculpture merit badge will introduce scouts to various methods and techniques of sculpting. Scouts will complete 3 projects during the week and visit an art gallery to learn more about the importance of visual arts. There is a \$5 program fee for this class to cover materials.



Wood Carving

1



Cost \$12.00

Wood Carving teaches scouts the basics of wood design techniques. Scouts will complete two wood carving projects during the week. There is a \$12 program fee for this class which includes a specialized carving knife and case. Scouts must have earned their Totin' Chip prior to taking this merit badge. Younger scouts may have difficulty completing this badge.

Special Handicraft Opportunities

During open area time from 3:30 until 5:30pm, the Handicraft shelter will be open for your craft enthusiasts and completion of merit badge class projects. A Scout could even start and finish a badge during free time over and above the normal 5 class schedule. This for the dedicated few would be a great time to work on Basketry, Fingerprinting, or Pulp and Paper.

Our staff will give seminars on special crafts such as Indian beadwork and advanced Basketry weaving. We encourage every scout to visit the handicraft shelter to see what they can create.

Eagle's Nest



Citizenship in the Nation



Citizenship in the Nation is an **Eagle required badge** that focuses on the federal government and each person's role as a citizen. This merit badge requires a great deal of writing, reading, and time outside of the class. This class is reserved for older scouts.



Citizenship in the World



Citizenship in the World is an **Eagle required badge** that will teach scouts about the importance of international policies and relations. This merit badge requires some writing. Scouts who take this course should study the merit badge pamphlet prior to camp.



Communications



Communications is another **Eagle required merit badge** offered at Camp Barnhardt. Scouts will learn about different ways to effectively communicate in today's world. There is a lot of writing involved in this merit badge and scouts should also be able to give a 5 minute speech in front of the class. Scouts may wish to complete requirement #5 prior to camp to ensure completion of this badge.



Emergency Preparedness



Emergency Preparedness is an **Eagle required merit badge** that follows the completion of First Aid merit badge. Scouts will learn how to put the Scout Motto into action with several different emergency situations. Requirement #8 should be completed before camp.



Other Exciting Classes



Aviation



Aviation merit badge is taking Camp Barnhardt to new heights. In this class, scouts will learn the physics behind getting a plane in the air and back to the ground safely. They will also get an insiders view of a pilot's job while learning what it takes to fly an airplane. Scouts in this class will take a field trip to a nearby airport to make everything they learn a reality.



Computers



Computers is a great course to experience some of the civilized world while immersed in the great outdoors. Scouts will learn about computer parts both inside and out, computer history, and technologies effects on society. The computer lab where this badge is taught is a special addition to Camp Barnhardt that is not found at most scout camps.



Disabilities Awareness



Disabilities Awareness will help scouts learn about some of the challenges that other people face. This badge will also prepare them to consider the unique needs of others as they plan activities and functions.



Scouting Heritage



Scouting Heritage is a brand new merit badge in the BSA and is brand new to the Barnhardt merit badge schedule. This class will give scouts the chance to learn more about scouting's history and founders as well as all of the different things scouting has to offer.

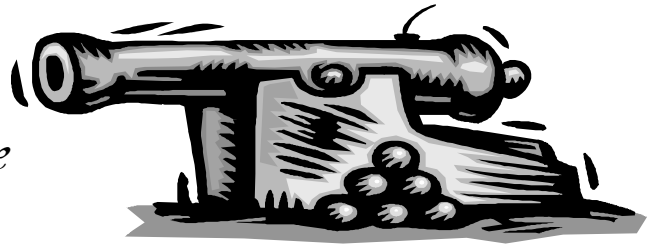
2010 Camp Barnhardt Class and Merit Badge Schedule

	8:30 - 9:20	9:30 - 10:20	10:30 - 11:20	1:30 - 2:20	2:30 - 3:20
Nighthawks	Nighthawk First Year Program (5 hours)				
Handicraft	Woodcarving	Woodcarving	Woodcarving	Leatherwork	Art
	Electricity	*Carpentry	Music	*Carpentry	Sculpture
Ecology	Archaeology	Mammal Study	Reptile & Amphibian	Environmental Science (2 Hours)	
	Environmental Science (2 Hours)		Energy	*Tracking	Space Exploration
	Forestry	Fish & Wildlife	Oceanography	Weather	Astronomy
	*Tracking	Nature	Soil & Water Conservation	Plant Science	Geology
Pool	Swimming	Swimming	Snorkeling/Kayaking	Swimming	Swimming
	Lifesaving	Lifesaving	Swim Instruction	Lifesaving	
	Aquatics Supervision: Swimming & Water Rescue				
Waterfront	Canoeing	Canoeing	Rowing	Rowing	Mile Swim
	Water Sports/Waterskiing (2 Hours)		Snorkeling/ Kayaking	Small Boat Sailing (2 Hours)	
				Motorboating	Motorboating
				Aquatics Supervision: Paddle Craft Safety	
Shooting Sports	Archery	Archery		Archery	Archery
	Rifle Shooting	Rifle Shooting	Rifle Shooting		Rifle Shooting
		Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting
High Adventure	Cannon Blast (All Day Program)				
	Climb On Safely (Leader Certification)			Climbing (2 Hours)	
Field Sports	Cycling	Fishing (2 hours)			Golf
	Athletics	Sports	Personal Fitness		Personal Fitness
Outdoor Skills	*Signaling	*Signaling	Wilderness Survival	Camping	Camping
	First Aid		First Aid	Orienteering	First Aid
		Pioneering		Indian Lore	
Eagles Nest	Cit. in the World	Cit. in the World	Emergency Prep	Emergency Prep	Aviation
	Cit. in the Nation	Cit. in the Nation	Communications	Communicaitons	Disabilities Awareness
			Scouting Heritage	Computers	Computers

*** 2010 Historic Merit Badge - All requirements must be completed in 2010**

The Cannon Blast

Camp Barnhardt's High Adventure and C.O.P.E Program



The staff at Camp John J. Barnhardt have worked diligently and made changes to ensure the High Adventure Program is more exciting and challenging than ever. Scouts who accept the challenge of high adventure have a unique opportunity to push themselves and have adventures like they never thought possible.

Camp Barnhardt is located on the beautiful Badin Lake, which offers fishing, camping and the chance for Scouts to paddle the rapids of several rivers. The nearby Uwharrie National Forest provides hundreds of acres of wooded forest with miles of hiking trails, several climbable rock faces, and the chance to get away from the hustle and bustle of everyday life.

Challenging Outdoor Personal Experience (C.O.P.E.) presents new opportunities to a group of Scouts. A project C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and a member of



a patrol or team. More important objectives including; building individual confidence, developing leadership and instilling a common cooperation among team members are emphasized. The course is designed to build more self-confidence in a shorter length of time than anything most people have experienced.

Each obstacle on the course presents new challenges to each group of Scouts. These give Scouts the chance for mental and physical growth and the opportunity to develop initiative problem-solving skills, courage, leadership, teamwork, and enhance self-esteem. Physical challenge and perceived risk present the C.O.P.E. participants with unique educational opportunities.

C.O.P.E. is a full day program that will begin promptly at 8:30 am and 1:30 pm. Scouts should be prepared to make it to class each day on time and ready to participate in the days activities.

Scouts will also have the once in a lifetime opportunity to work on Pathfinding Merit Badge, one of four retired Merit badges offered during 2010.

In addition to heavy participation in the C.O.P.E. course, scouts will use muzzleloaders on Wednesday afternoon. On Thursday afternoon, scouts will canoe from Uwharria State Park to Bald Mountain where they will camp and fish. Thursday night's meal and Friday's breakfast will be provided, but scouts will need to be prepared to cook. On Friday morning after breakfast, scouts will rappel the rock face at Bald Mountain. After lunch, these scouts will return to Camp Barnhardt.

Participant Requirements*

Scouts can participate in The Cannon Blast if they are at least 13 years of age by January 1, 2010, physically fit, have canoeing and cooking experience, and are at least a 1st Class scout. If a Scout wishes to canoe they need to have passed the swim test. If not, they may ride to Bald Mountain. Participants are required to complete the annual Health & Medical Record Parts A, B & C (#34605).

Personal Equipment

- Sleeping Bag w/waterproof sack
- Pocket Knife
- Tent
- Hiking Boots
- Backpack with rain cover
- Water Bottles (2)
- Sunscreen, lip balm, insect repellent
- Bandanna, Hat
- Rain gear
- Sunglasses (optional)
- Drinking cup, spoon, light weight bowl
- Trash bags to keep clothes dry
- Fleece or long sleeve pull over
- Zip lock bags
- Flashlight w/new batteries
- Personal Hygiene supplies
- Bathing suit
- Towel
- Notebook and pen
- Permission Slip
- Fishing Gear and License if over 16

!
*Scouts should have attended summer camp a minimum of two years before considering doing Cannon Blast. For safety, scouts should be fit, have the skills and attitude for a high adventure challenge, and have a high maturity level.

Cunch Assembly Spirit Challenges

Monday

It is only right to start off our celebration by honoring one of the most recognizable fathers of scouting, Lord Baden-Powell. So start growing your mustaches and look for the perfect hat to take on this Baden-Powell look-alike challenge.



Tuesday



We can all enjoy where scouting is today, but Tuesday Trivia will give us all a chance to see how we got to where we are. Brush up on all of your scout trivia and wear your troop T-shirts because the more you know and the higher your troop spirit the sooner you will get into lunch.

Wednesday

All you need is 3 strong lashing poles, three pieces of rope long enough to lash with, a compass, and a rock.

Some or all of these items will be used to put your skills to the test and determine who goes into the dining hall first!



TO WALK THE TERRITORY OF A SCOUT
YOU MUST GIVE THE SCOUTS TO A MESSAGE OF THE SCOUTS.
FOR SCOUTS' NEEDS ALWAYS COME FIRST.

Thursday

One of the best things about scouting is the wide variety of interests it encompasses. So for Thursday's lunch challenge, each scout or the troop as a whole should come dressed up as their favorite merit badge, past or present. Creativity is highly encouraged!

Friday

We are going to end the week in the present and looking to the future as we all wear our 2010 Camp John J. Barnhardt T-shirts to lunch.

Baden Powell Unit Award

This summer, each unit will have a chance to be one of Barnhardt's Baden Powell Units. Each troop will participate in challenges of leadership, service and Scout Spirit on their trail to becoming a Baden Powell Unit. Any unit which earns a minimum of 350 points and participates in all events marked with an *asterisk will be named a Baden Powell Unit and will receive their honors at Friday's campfire.

Leadership:

"Scouting is a game for boys under the leadership of boys under the direction of a man."

- 50 Attend flag ceremonies (Units must be on time and Field Uniform is required for dinner)
- 30 Campsite inspections (Max 10pts. Per day) Monday, Wednesday, and Friday
- 30 Participation in 3 SPL meetings (Held at the Log Cabin Monday, Wednesday & Friday @ 8am)
- 20 Participation in Troop Free Time

Service:

"Leave this world better than you found it."

- 50 Waiters arrive on time and are cleared by Dining Hall Staff after waiter duty
- 30 Complete an approved service or Conservation Project
- 30* Sign up and clean shower house
- 20 Perform flag ceremony or give invocation at a meal

Scout Spirit:

"The spirit is there in every boy; it has to be discovered and brought to light."

- 50 Participate in the Lunch Assembly Challenges
- 30* Participate in the Test-of-Timeathlon
- 20 Attend and participate in Sunday and Wednesday Vespers Services
- 20 Scoutmaster participation in the Back to Basics Belly Flop
- 20 Audition a skit for the Wednesday Campfire

400 Points Total

Campwide Events

A unique aspect to the Camp John J. Barnhardt program is the variety of camp-wide events held throughout the week. These events are an integral part of the Camp Barnhardt program and we encourage all troops to participate.

Campfires

Each week three campfires will be hosted in Montgomery Campfire Circle. Scouts and Scouters are expected to attend these campfires in their uniforms. The opening campfire is presented on Sunday night by the Camp Barnhardt Staff as an introduction and welcome to the scouts and leaders. **Troops will have the opportunity to audition skits for the Wednesday night campfire. The top troops will earn the chance to perform their skits for the entire camp.** The purpose of the closing campfire on Friday night is to present scouts and troops their awards achieved during the week.

Vespers Services

Vesper services will be available each week on Sunday and Wednesday nights. Scouts and Scouters will meet at our newly renovated Chapel that overlooks the gorgeous Uwharrie Mountains and Badin Lake. This is a great opportunity to slow down during our busy week to reflect in reverence.

Senior Patrol Leader Meetings

SPL meetings will be hosted Monday, Wednesday, and Friday mornings at 8:00am at the Log Cabin. This is a great opportunity for your SPL to learn more about the camp programs going on throughout the week to prepare his troop for each activity. A lot of information is only provided at these meetings so it is essential that each troop send their SPL to all three meetings. "Scouting is a game for boys under the leadership of boys under the direction of a man." - Lord Baden-Powell

Gateway Challenge

Throughout the week, troops and scouts who wish to participate in the Gateway Challenge can work on their unit gateway at the entrance of their campsites. On Friday, the commissioner and his assistants will be judging each gateway and will be looking for use of theme, properly tied knots, quality lashings, and most importantly creativity. This is a great chance to show off your troop's scouting skills!

Monday

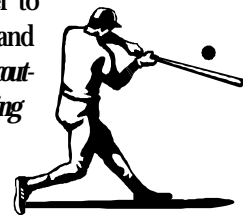
Sports Clash

While the staff and scoutmasters slug it out on the diamond, troops can participate in the annual troop sports challenge. Events will include basketball, volleyball, ultimate Frisbee, and football. This is a great time for scouts to meet new friends or organize an inter or intratrop game. Troops can also enter a team into the camp wide basketball tournament. The winner of the tournament will get a chance to play a youth staff team later in the week.



Scoutmaster vs. Staff Softball Game

This seven inning classic is one of Camp Barnhardt's greatest traditions. Scoutmasters, remember to bring your glove and come try your hand at beating the home team. *"The Scoutmaster teaches boys to play the game by doing so himself."* - Lord Baden-Powell



Tuesday

Troop Free Time Sign-up opportunities

This year, we would again like to offer each troop a chance to visit a program area as a group. This will give each troop's scouts a chance to bond and will also give your troop's youth leadership a chance to shine. The pool, waterfront, rifle range, archery range, tower and more will all be available. **A full list of events will be given to the SPLs at the Sunday night meeting and they will then sign up at Monday's SPL meeting after discussing the options with their troops.** Although we will try our best, each troop may not get their first choice so SPLs should be prepared with a few choices.

2nd & 1st Class Aquatics Requirements

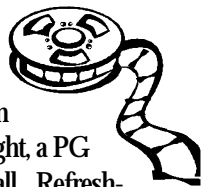
Our Aquatics Director will be helping any scouts who need to complete their 2nd and 1st Class aquatic requirements on Tuesday night at the pool. Any scout wishing to fulfill these requirements can participate. The class will start at 7:00pm, but don't worry, the scouts will get out in time to go to Movie Night. Any Scoutmasters who would like assist with this course are welcome to come join the fun.

The Backpacking Cook-Off

Backpack cooking is one area of scouting that has seen many changes throughout the last 100 years ranging from cooking over open fires to using special lightweight backpack stoves. The Backpack Cook-off is your troops chance to show of their cooking skills under a backpacking scenario. Each troop should cook a dinner large enough for two scouts but not any larger. Troops will be scored on total weight of food and cooking gear, proper backpacking food preparation, creativity of the meal, and taste. Remember, all ingredients should cost less than \$20 and you will only have one hour to cook your meal.

Movie Night

This night will give the movie enthusiast at Camp Barnhardt a break from the rugged outdoors. On Tuesday night, a PG movie will be shown in the dining hall. Refreshments will be available including pre-sold pizzas for only \$10. Senior Patrol Leaders will have a chance to vote on the movie at the Monday SPL meeting. Don't miss the fun of movie night! While the scouts watch the movie, adult leaders will have an opportunity to enjoy an adult only swim at the pool.



Wednesday

Family Night

Parents and friends are invited to visit their scouts and enjoy Camp Barnhardt's activities on Wednesday night. In most cases, troops choose to have families bring a picnic or covered dish dinner to be eaten in the campsites. If a troop's family members are unable to attend, the dining hall will provide supper. **Please turn in request for Family Night dining service by noon on Monday to the Business Manager and indicate it in the scoutmaster log book.** Troops sharing a shelter or needing a more accessible site may wish to sign up for an alternate location at the Program Planning Meeting.

Family Night Vespers and Flag Covering

Troops and families are invited to attend a vespers service in our beautiful chapel over looking the Badin Lake and the Uwharrie Mountains. Following vespers, the NightHawk campers will lower our flags in Montgomery Circle.

Back to the Basics Belly Flop

This year we are returning to a classic! Family Night would just not be the same at Camp Barnhardt if it did not include our **Scoutmasters and SPLs** dressing up and flopping in the pool. Participants should come dressed in their most creative scouting costume which will be judged by the crowd and be prepared to stun the audience with their belly flop. Who doesn't want to see Badin Powell, Space Exploration, or a Tenderfoot splashing around? A campfire will directly follow the conclusion of this contest.

Family Night Schedule

• Picnic	5:00 pm
• Vespers	7:30 pm
• Flag Lowering (Montgomery Circle)	8:00 pm
• S.M. Costume Contest & SPL	following
• Back to Basics Belly Flop	following
• Campfire	following
• Have a safe trip home	

Thursday

Test-of-Timeathlon

Throughout the BSA's 100 years of existence a lot has come and gone. While scouting has tried to stay as fluid as our society, it has seen things like celestial navigation go to the wayside for new things like GPS. During the Test-of-Timeathlon each scout will have a chance to experience scouting through the last century. Scouts will race from program area to program area passing their baton and competing in events of their grandfathers' and fathers' time. The Test-of-Timeathlon is sure to be an event that will challenge scouts' wit and skill while also having a blast and forming unforgettable memories.



Scouting Show & Tell

For those scouts and scouters not participating in the Test-of-Timeathlon, we would like to invite everyone to our Scouting Show & Tell in the Lone Scout Museum. Several staff members would like to share their historical scouting memorabilia and we would like to invite anyone who would like to do the same to come and bring their gear. This is a great opportunity to see some historic items that have lead scouting to what it is today. **Remember though, Scouting Show & Tell depends on Scoutmasters like yourself bringing some amazing items each week.**

Friday

Fishing Tournament

Don't forget to bring your rod and reel and join the Field Sports and Ecology staff at the natural trail, between the ecology lodge and waterfront, for this exciting competition on Friday. All fish must be released after a staff member records the catch. In order to make it fair for troops of all sizes, the winner will be decided by dividing the sum of the total length of all fish caught by the number of scouts participating from that troop. The pool, waterfront, tower, and shooting ranges will all be open for free time for all those scouts not participating.

Scouting Scavenger Hunt

In this one hour sprint, scouts should be prepared to search their tents, their troop, their camp site, and even all of Camp Barnhardt to complete the Scouting Scavenger Hunt. During this race, scouts will compete against the clock and each other on a quest for some of Scouting's most basic and most unique items. Remember, a Scout is Prepared!



Events Schedule

<u>Event</u>	<u>Day</u>	<u>Time</u>	<u>Location</u>
Sunday Night Vespers	Sunday	8:30pm	Chapel
Opening Campfire	Sunday	9:00pm	Campfire Circle
SPL Meeting	Monday	8:00am	Log Cabin
Sports Clash	Monday	7:30pm	Activity Field
S.M. vs Staff Softball Game	Monday	7:30pm	Activity Field
Commissioner Check Up	Tuesday	9:00am	Commissioner Area
Troop Free Time	Tuesday	3:30pm	Program Areas
Backpacking Cookoff	Tuesday	7:00pm	OA Lodge Area
2nd and 1st Class Aquatic Requirements	Tuesday	7:00pm	Pool
Movie Night (Pizza/ Popcorn/ Drinks Sold at movie night. Movie will be PG.)	Tuesday	8:30pm	Dining Hall
SPL Meeting	Wednesday	8:00am	Log Cabin
Families Arrive for Picnic	Wednesday	5:00pm	Camp Barnhardt
Family Night Vespers	Wednesday	7:30pm	Chapel
Family Night Flag Retreat	Wednesday	8:00pm	Montgomery Flagpole
Back to Basics Belly Flop	Wednesday	Following	Pool
Family Night Campfire	Wednesday	Following	Campfire Circle
Test-of-Timeathlon	Thursday	7:00pm	Montgomery Flagpole
Scouting Show and Tell	Thursday	7:00pm	Lone Scout Museum
SPL Meeting	Friday	8:00am	Log Cabin
Fishing Tournament	Friday	3:30pm	Nature Trail @ WF
Scouting Scavenger Hunt	Friday	7:00pm	Trading Post Rock

The Role of the Order of the Arrow Itibapishe Iti Hollo Lodge



Hello my brothers in scouting,

This year as you know is the 100th anniversary of scouting in the United States and the Itibapishe Iti Hollo Lodge would like to extend its congratulations. However, this year is also special for the Itibap lodge as it is our 70th anniversary. This is yet another reason to celebrate and make this a great year. The connection between the OA and summer camp has been strong from the very beginning with the foundation of the OA coming from one of the earliest summer camps. With all of this in mind, we hope to continue our close relationship to build an even stronger Camp Barnhardt.

In order to make this year even more memorable for all of the scouters in our area, Itibap will be completing numerous improvements to Camp Barnhardt. Cleaning up campsites and working to reestablish outpost lake is just some of what we will be up to in 2010. In addition to this service, we will be contributing several members of the camp program staff. We enjoy the woods and camping and understand that summer camp is a great place to help others build their appreciation for the outdoors. By our service and positive attitudes, we hope to accomplish just this.

To add to the celebration at camp, our lodge will be having an ice cream social for all of our brothers in the Order of the Arrow who are attending camp with us. We hope this will be a fun treat for all of our brothers in the middle of the week at summer camp. All of us here at Itibapishe Iti Hollo are ready to help put together an amazing year of summer camp. I look forward to seeing you at Camp John J. Barnhardt this summer of the 100th anniversary of Scouting.

Yours in Service,

Josh Swain

Lodge Chief

Fun For Leaders

Because we don't say it enough, Thank you! Camp Barnhardt realizes that without leaders like yourself, there would not be scouts attending summer camp. Therefore, we have developed recreational and social programs for leaders that are fun and relaxing. The next section of the leader's guide will provide you with information that is "Just for Leaders." Please note that all of these opportunities are optional, but we recommend that each troop send at least one leader to the Commissioner Check Up on Tuesday morning so that you catch any important mid-week announcements.

The Crank Start

Every morning our Ranger will stop by your campsite bright and early with a smile and coffee to crank start your engine. This will also be when you have a chance to restock on daily needs (T.P. and trash bags). **If your troop would like to do a service project, this would be an excellent opportunity to speak with the Ranger.**

Adult Archery Shoot

Join the archery staff at the range on Monday at 10:30 and shoot a few rounds with Camp Barnhardt's new archery equipment. Experts and beginners are both welcome to enjoy this opportunity and if the group is interested, the staff will facilitate a competition between leaders.

SM/Staff Softball Game

Don't let the youth of the staff intimidate your experience and wisdom. We challenge the competitive spirit in each of you and hope you join the other scoutmasters for a fun filled game of softball. The tournament will be played on Monday evening during the Sports Clash. So don't forget your glove for this seven inning classic and if you can't play, come and support the scoutmasters as a cheering section.

Commsstoner Check Up

Come meet with the camp management team and share your camp experiences with us and fellow Scoutmasters over a snack and some horse shoes. Meet at the Commissioner Area Tuesday morning at 9:00.

Scoutmaster Cate Night at the Pool

Come take a dip in the pool while your scouts enjoy a movie in the dining hall. Take advantage of this rare opportunity to have a little leader only time with our aquatics staff on Tuesday night at 8:30pm.

Pig Pickin'

In appreciation of the hard work and leadership the Scoutmaster and Senior Patrol Leader provide for the troop, we want to invite these two leaders from each unit to a Pig Pickin' on Tuesday evening during the supper hour at the OA Lodge. It will be a time for the Scoutmaster and Senior Patrol Leader to share a meal away from the busy pace of the camp. Two tickets will be available for each unit on Sunday evening.

Kayak X-perience

Take our new kayaks out for a ride down at the waterfront on Wednesday at 9:30am. Our kayaks are a lot of fun but have a tendency to tip over so wear your suit and be prepared to go for a dip and cool off.

Scoutmasters Special Breakfast

On Thursday morning, the Central N.C. Council will recognize all leaders for their commitment to the scouting program with a special breakfast. All leaders in camp can attend the breakfast at no charge. This is our way of saying thank you for the time each leader gives to Scouting. The breakfast will be held in the O.A. Lodge right after flag raising. A leader from each troop should verify the number of leaders who will be at the breakfast at the Sunday Leader's Meeting.

Black Powder Turkey Shoot

You only get one shot to out do all the other Scoutmasters in Camp Barnhardt's black powder classic. One shot per troop will count in the competition and the closest shot wins a tasty treat. This event will be hosted by the Shooting Sports Director on Thursday evening at 7:30pm.

SM Golf Tournament

A fun and entertaining event awaits all scoutmasters who choose to participate in the 5th Annual Greater Camp Barnhardt Open. Scoutmasters can challenge other leaders, the Program Director and the Camp Director on Friday morning at 10:00am. There is no need to bring your Taylor Made clubs from home because the GCBO only uses clubs made from natural materials. Tee off is at the Leaders' Lodge beginning at 10:00am.



Leaders Event Schedule

Crank Start	Every Morning	
Archery Shoot	Monday	10:30am
SM v Staff Softball	Monday	7:30pm
Commissioner Check Up	Tuesday	9:00am
Pig Pickin'	Tuesday	6:00pm
SM Open Swim	Tuesday	8:30pm
Kayak X-perience	Wednesday	9:30am
Scoutmaster Breakfast	Thursday	7:20am
Turkey Shoot	Thursday	7:30pm
SM Golf Tournament	Friday	10:00am



Adult Training Opportunities

It is clear that the success of a Boy Scout unit is dependent on having well trained leaders. That is why Camp Barnhardt offers a variety of training programs for leaders. No matter how experienced the leader, there is always more to learn and new skills to master.

This is Scouting

For those leaders who are new to Scouting and for those parents who are interested in taking a bigger role in helping with their son's troop, Camp John J Barnhardt will offer "This is Scouting" and Fast Start Training on Tuesdays at 3:30pm. These courses will provide an introduction into the Scouting method in addition to qualifying leaders to attend more advanced training courses

Climb on Safely Training

Climb on Safely is the basic level certification (comparable to Safe Swim Defense) for unit leaders. Every unit must have one 21 year old adult with this training to conduct unit level climbing/rappelling programs. If you are interested in taking your troop or crew on unit climbing trips, the Lead Climbing Instructor course can make it happen. This course is designed to give leaders the tools and knowledge to run climbing and rappelling towers as well as natural locations. Leaders must hold this certificate to use camp climbing facilities and equipment. Meet the High Adventure Staff at 8:30 on Monday morning to begin learning the skills that can help your troop get a bigger rush from scouting!



Leave No Trace/ Trek On Safely

Conservation is at the foundation of Scouting and is important to continue our program for generations to come. Join our Commissioner, who has been trained to offer LNT courses, on Thursday at 3:30 to learn about low impact camping and the outdoor code. Participants will also be able to complete the Trek Safely course if the group chooses. This program will cover properly planning and leading a variety of Treks for your unit. Both of these courses will provide you with great information that can be used to improve your unit. These courses are available for leaders and older scouts.



Safe Swim Defense & Safety Afloat

This program offers leaders the basic information and certification they will need to supervise troop aquatic outings and trips. Safety precautions are covered in detail for both swimming and boating activities. This class will meet Monday at 1:30 in Montgomery Lodge. Be sure to check out the Aquatic Supervision classes from more in depth training.



Aquatic Supervision

Camp Barnhardt is offering a new class, Aquatics Supervision, for those leaders looking for a little more of a challenge and those who need help preparing for troop aquatic outings. The class has been scheduled so that participants can take both parts of this program. Participants will complete Safe Swim Defense and Safety Afloat on Monday at Montgomery Lodge at 1:30. Paddle Craft Safety will meet Tuesday through Friday at 1:30 to 3:30 at the waterfront and Swimming and Water Rescue will meet Tuesday through Friday at 9:30 to 11:30 at the pool. Participants will not be certified as lifeguards, but should be thoroughly prepared to lead their troop on safe and exciting aquatic trips. We recommend that leaders purchase a copy of the book *Aquatics Supervision* and read it prior to coming to camp.

Swimming and Water Rescue

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. The course takes approximately eight hours and is valid for three years.

Although the training is consistent with training provided professional lifeguards, the Swimming & Water Rescue course is not a lifeguard training course and is not a substitute for BSA Lifeguard training for summer camp aquatics staff. On the other hand, this course addresses important information that may not be covered in generic lifeguard training programs such as: preventative measures, including the buddy system and swim classification tests; how to set up a safe swim area in diverse situations; the use of non-standard rescue equipment; and emergency action plans in remote settings. Therefore, BSA leaders with lifeguard training from other agencies are encouraged to complete this course prior to supervising unit swim activities in remote settings. Prerequisites: Be age 16 or older prior to training; Submit written evidence of physical fitness (Physical fitness form 34605); successfully complete the BSA swimmer test; recover a 10 pound object from 8 feet of water.

Paddle Craft Safety

Float trips are popular Boy Scout and Venturing activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to assess their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. The training takes roughly eight hours and is valid for three years. Prerequisites: Be age 16 or older prior to training; Submit written evidence of physical fitness (Physical fitness form 34605); successfully complete the BSA swimmer test.

****Adult and youth first aid training, including CPR, is an important safety consideration for all Scouting activities, not just swimming or boating activities. First aid training is not included in the Swimming & Water Rescue or Paddle Craft Safety courses with the expectation the leader has addressed this need separately, as noted in the course material and on the training card.**

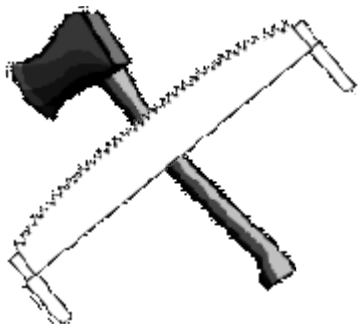


Scoutmaster Merit Badge

Introduced several years ago, the Scoutmaster Merit Badge, has been an active part of a leaders week at Camp Barnhardt. Designed as a way to get leaders involved in camp, the Scoutmaster Merit Badge has been tremendously beneficial to the camp program. Please pay special attention to the requirements and don't forget that each year the patch design changes. Don't miss out, earn your Scoutmaster Merit Badge. Simply fill out the checklist in the appendix and return it to the Camp Commissioner who is available to answer any questions.

Calling All Leaders!

Camp Barnhardt asks that in the spirit of Scouting, those leaders in camp with experience in a special field or with training in a particular area volunteer to help our camp program. We offer a wide array of merit badge classes, but with your help scouts could have even more options. Adults in camp with special knowledge or skills are invited to teach a merit badge related to their talents. There are numerous merit badges that could be offered with scoutmaster involvement including Animal Science, Crime Prevention, Medicine, Public Speaking, and any of the other merit badges not offered at camp. Our staff may be able to assist or help obtain supplies that would be needed. If you are interested in teaching a merit badge, please e-mail Jon Seibert (barnhardtprogram@gmail.com), Program Director at least one week before the Program Planning Meeting so that the badge you are teaching could be added to the general schedule for campers that week and scouts in other troops may register for it. If any leader would like to assist with a merit badge already offered or join a class, please see the Program Director at the Program Planning Meeting. We appreciate any assistance that leaders give and realize that volunteers are Camp Barnhardt's greatest resource.



Camp Barnhardt's Assistant Commissioners

We would like to offer those adults who truly enjoy spending time at Camp John J. Barnhardt an opportunity to make a difference in the camp program and be a part of the summer camp staff. Our newest program offers those adult volunteers who are retired or have a flexible schedule to serve camp at their leisure but as part of an organized program. We have several needs that occur on a daily basis and your help is appreciated. We hope to have ten to twelve adults serve as Assistant Commissioners at Camp Barnhardt in 2010. We ask that those who would like to serve as an Assistant Commissioner commit to spending five days (consecutive or non-consecutive) in camp during weeks when their troop is not attending. We ask that on these mornings they arrive during breakfast and stay until early afternoon. Assistant Commissioners may be asked to serve as chaperones on field trips with scouts or work with a staff member, to help with scoutmaster events, inspect campsites, fill in for program staff in case of emergency, act as campsite hosts, or help in some other manner. In order to thank those who serve camp in such a capacity, we will present each Assistant Commissioner with a staff shirt on the second day they volunteer and one of the very rare staff patches on the fifth day that they volunteer. There will be a training session at 6:00 pm on Thursday, June 17th in order to prepare the Assistant Commissioners for the summer and introduce them to the program staff. If you are interested in helping or would like more information please contact Bob Weatherman at (704) 796-5518 / bweather@bsamail.org or submit a staff application before May 15th.

Calling All Handymen/Women!

Camp Barnhardt appreciates all that leaders have done in the past to build and maintain its facilities. Much of our camp was built by volunteers and we hope that those scoutmasters who have a special knowledge or tools will be willing to help us. If you have experience or training in construction, plumbing, electrical work, roofing, landscaping, or any other valuable skill and would like to work with Ranger Red on camp improvements during your week at camp, please let us know in advance so we can "be prepared." You can contact Ranger Red Holscher directly at (704) 422-3837 or rangerred@ctc.net.

Registering for Camp

Our goal at Camp Barnhardt has always been to make registration as easy and efficient for everyone attending. The following pages can guide you through the process of registering and preparing for a week at camp. If after reviewing the Leader's Guide you still have questions, please contact the Central N.C. Council Office (704)982-0141 ext. 227.



Week and Site Reservations

In order to reserve the week of your choice a fee of \$175 should be remitted to the Central N.C. Council Office. **The \$175 reservation fee will hold your spot and is credited toward your final balance, however it is not refundable or transferable if you cancel your reservation after January 31, 2010.** Due to demand, you should reserve your week and site as quickly as possible to make sure your troop gets its choice. In addition, to reserve a specific site on the week of your choice, add an additional \$25 per sub-site. Our campsites are comprised of two sub-sites. The sites can be seen on the camp map. **The \$25 sub-site deposit will not be returned or credited to your final balance.** Campsite assignments may be altered according to your troop's final confirmed number of scouts and leaders (with appropriate number of deposits paid before May 9th). Every effort will be made to give your troop its 1st choice. **Your unit may be moved if you do not reserve enough space in the campsite or you may be moved or asked to share a sub-site if you do not bring enough scouts to fill up the site.** Note that our camp is kept at a manageable level of 250-270 scouts. We feel this gives our staff a better ratio of staff to campers in merit badge classes. The balance of camp fees is due after arrival at camp. Each troop will be asked to schedule a meeting with the Business Manager on Monday to make any final adjustments or payments. These fees include camp fees, registration fees for new scouts, leader fees, and program fees.

2010 Summer Camp Season

Week 1	June 20 - June 26
Week 2	June 27 - July 3
Week 3	July 4 - July 10
Week 4	July 11 - July 17
Week 5	July 18 - July 24

The numbers below are provided to give you an understanding of the maximum number of scouts and leaders that could fit into any campsite. Each week the staff will work hard to ensure that the campsite is set up to accommodate every unit. However, certain situations and limits on space may occur. In those extremely uncommon circumstances a unit may be moved to another site. We do have the potential of moving a tent and platform to accommodate your unit's numbers. If your unit is larger than 40, we will assign an additional sub-site that is close to the campsite that your unit is stationed in. Our goal is to make your experience at Camp Barnhardt the best summer camp week that your unit has ever participated in.

Campsite Capacities

Campsite	Max
1 - Iroquois Campsite	32
2 - Chippewa Campsite	32
3 - Cherokee Campsite	32
4 - Pawnee Campsite	32
5 - Sioux Campsite	40
6 - Creek Campsite	32
7 - Mohican Campsite	60
8 - Apache Campsite	32
9 - Chactaw Campsite	32
10 - Shawnee Campsite	26
11 - Black Foot Campsite	16
12 - Seminole Campsite	16
13 - Catawba Campsite	16

Camper Fees

Individual Camp Fees

The camp fees for this summer are listed in the table below. The camp fees include a scout's lodging, meals, and most program materials. Additional program costs may be incurred for certain merit badge classes and special program areas. You can refer to the individual merit badge descriptions.

2010 Camper Reservation Deposit

Every scout that comes to camp must pay a \$25 non-refundable deposit that is due by March 31st. This fee may be transferred to another scout in your unit in the case of a "no show" but the funds are non-refundable if the unit comes with less scouts than deposits or the unit fails to come to camp in 2010. The remaining balance for each scout is due upon arrival to Camp Barnhardt. Final settlement and adjustments can be made on Monday. Pre-payment will expedite the check-in. In addition to making a cash or check payment, fees may also be made using a Visa, MasterCard or Discover card.

Cancellations/Individual Scouts

The balance of fees paid may be refunded upon **written request received at the Central NC Council Office prior to May 14**, after which there will be no refunds. An exception will be made only in the case of sickness or death in the family. There will be no refund for a scout who does not stay in camp the full week.

William Boyce Troop (Provisional Scouts)

Scouts may come to camp during a week when their troop is not in camp. In many cases, these are scouts who enjoyed their first week so much that they wish to spend more of their summer at camp. In other cases, scheduling may have kept these scouts from attending with their troop. No matter the reason, we are happy to welcome these scouts to camp. They must register as a provisional scout by paying the appropriate fee to the Central N. C. Council at least one week prior to the week they wish to attend. The camp will place these scouts in a troop with appropriate and qualified leadership for these scouts during their stay with us. They will camp with a strong local troop attending camp that week.

Final Payment

The balance is due on all campers prior to or upon arrival to Camp Barnhardt. Final settlement and adjustments will be made by appointment with the Assistant Camp Director on Monday. Pre-payments will expedite the check in process.

Payment Options

In addition to making payments by check or cash you may also make summer camp payments by using either a Mastercard, Visa or Discover card. Any questions or concerns regarding your camp payments may be directed to Ellen Whitley ewhitley@bsamail.org or by calling 704-982-0141 ext. 227.

Summer Camp Fee Schedule

- n Basic Fee \$175 in Council and \$185 Out-of-Council
- n Provisional Scouts Add \$10 depending on criteria listed above
- n The Cannon Blast Add \$30 depending on criteria listed above
- n NightHawks (1st year camper) Add \$10 depending on criteria listed above

Leader Fees

Leaders in Camp

All units are required to have at least two adult leaders in camp at all times. This is required by the National Office of the Boy Scouts of America. All leaders regardless of time spent at camp must be a registered member of the BSA, and must meet the qualifications for the position they serve. At least one leader of each unit must be 21 years of age, and all additional leaders must be at least 18 years of age. Anyone accompanying the unit to camp must meet the above requirements. Under the troop system of camping, the leaders are in charge of the unit at all times.

A unit may need to rotate leaders throughout the week to meet the two leader National B.S.A. Policy. This is acceptable, however, it is encouraged for the sake of the boys, that each unit try to have consistent leadership during the week. A rotation of leaders may bring about situations that are not productive to the scout's week of summer camp.

Depending on the number of paid scouts attending camp, adult leaders may attend free according to the following fee schedule below. Additional leadership above the number of free leaders will cost the unit \$50 per leader. Each leader (paid or free) will receive lodging (tent), meals, and a camp patch. Only leaders who qualify as free or paid will receive a patch. **If you rotate leadership, you will need to purchase additional patches for those leaders.**

Each unit needs to pay for the maximum number of leaders staying at any one time. If you have leaders that can only stay for 1 to 3 days and they will not be replaced, they will be charged \$25.00.



Remember, all units must provide at least two adult leaders in camp at all times.

Correspondence

All summer camp correspondence and registration materials should be sent to the Central N.C. Council Office in Albemarle until June 12th. Starting on June 14th, all correspondence should be sent directly to camp. Below you will find both addresses for your convenience.

Please do not send any money or registration materials through regular postal service less than two weeks prior to your arrival at camp. You may fax or email all material 24 hours a day.

Scout Office & Summer Camp

Prior to June 12

Central N.C. Council, BSA
PO Box 250
Albemarle, NC 28002
(704)982-0141 ext. 227
Fax: (704)982-0262
Email: ewhitley@bsaemail.org

Starting June 14

Camp John J. Barnhardt
44184 Cannon Rd.
New London, NC 28127
(704)422-3025
Fax: (704)422-6365

Leader Fee Schedule

<u># of Scouts</u>	<u>#Free Adults</u>
Units with 1-17 Scouts	2 FREE
units with 18-28 scouts	3 FREE
units with 29-39 scouts	4 FREE
units with 40+ scouts	5 FREE
Add'l leaders over the above	\$50 each

Merit Badge Schedules & Program Planning

Merit Badge Registration Form

All troops should examine the program section of this guide to determine which merit badges and programs each scout wishes to take. We suggest using a troop meeting to allow each scout to look at this guide and plan his schedule and choose alternate classes. The Class Registration Form (located in the appendix) should be completed and returned to the Central N.C. Council Office by May 14, 2010. All forms received by the May 14th deadline will have equal opportunity for all classes. We use this system to keep merit badge sessions at manageable sizes, so that every camper has a chance to participate in activities, and so that we can prepare for large groups in advance. If a scout joins your troop or chooses to come to camp after the Class Registration Form is submitted, he may be added by submitting a letter or form with his desired classes. In addition, class schedule can be changed or updated at program planning meetings.

Confirmation of Program

Units will receive a confirmation of their schedules and a list of the classes that each scout has been assigned. This confirmation of class schedule will arrive at least ten days prior to your scheduled Program Planning Meeting providing it was received at the council office by the May 14th deadline. This will allow you an opportunity to review the schedule with our scouts and allow you a chance to note desired changes. Merit badge class rescheduling depends on availability and class size as some classes may have been filled. You will have an opportunity to adjust the schedule at the Program Planning Meeting.

Program Planning Meetings

This meeting will help with all of your last minute preparations for camp. It is a great opportunity for you to have the camp management team answer all of your questions as well as confirm schedule changes, add or drop scouts, and learn about recent program updates. Units will have an opportunity to sign up for a check-in time and any units not in attendance will be contacted directly to reserve the remaining check-in times. In order for the staff to best meet the needs of each unit, representation from the troop is strongly encouraged. Please plan to arrive at **5:45 PM** for dinner at the Dining Hall two weeks prior to your week at camp (exception Week 1 & 5). Immediately following dinner, the meeting will be conducted in the O.A. Lodge. Parking is in the main parking lot beside the Log Cabin. Please pay special attention to the Program Planning dates listed to the left.

Program Planning Meeting

Week 1	Monday	June 14
Week 2	Tuesday	June 15
Week 3	Monday	June 21
Week 4 & 5	Monday	June 28

Packing For Camp

Individual Equipment

- Complete scout uniform
- *T-shirts
- *Shorts or long pants
- Swim trunks
- *Sunscreen
- Underwear
- *Socks
- *Hat (if desired)
- Sweatshirt or jacket
- Extra shoes or boots
No Opened Toed Shoes
- Book bag or Day Pack
- *Poncho or rain gear
- *Notebook and pen/pencil
- *Scout Handbook
- *Merit badge pamphlets
- *Watch (important)
- Washcloth and Towels
- *Toiletries (soap, shampoo, tooth paste, etc. NO GLASS)
- *Flashlight w/batteries
- Sleeping bag and 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.

* sold in the CJJB Trading Post



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

Unit Equipment

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

Quartermaster Shed Equipment

Additional equipment that your unit may need during the week can be checked-out at the Quartermaster Shed which is located next to the Trading Post. These items include the following:

- 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 as well. In addition, 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.** In the event a service animal (seeing eye dog) is going to be on camp, please notify the Camp Director at least one week in advance with proof of inoculations. If the service animal becomes a nuisance, it will have to leave the camp. Finally, summer camp should be an experience like no other for leaders and scouts. In addition, please do not bring items such as personal video games, generators, televisions, radios, electric fans, air conditioners to Camp Barnhardt.

Arriving at Camp

Units will begin arriving at Camp Barnhardt at 2:00 pm on Sunday. Each unit is asked to sign-up at the Program Planning Meeting for a scheduled arrival time. Those units who are unable to come to Program Planning Meeting will be contacted to set an arrival time or they may call the Camp Office. Units are asked to not arrive early as the staff will not be ready to handle arrivals before 2 pm. Out-of-Council Troops arriving from outside of North Carolina should contact the Camp Director regarding early arrival needs. This should be avoided if possible due to camp operations maintenance that takes place between camp sessions. No food service is provided.

Check-In

Each unit should drive directly to the parking lot upon arrival at camp. Staff will be assisting with parking and all of the check-in procedures. A Campsite Ranger will meet your troop in the parking lot and guide you through all of the steps of check-in. Unless there is inclement weather, check-in will be conducted in the parking area. The Campsite Ranger will lead one leader to the check-in table where they will turn in one copy of the completed Troop Roster and a cell phone number of a leader who will be in camp. This way we can contact the campsite in case of emergencies.

Once you have officially been checked in to camp, your Campsite Ranger will guide your unit to the photographer for camp photos in full scout uniform. Troops will then proceed to the Health Lodge for a medical recheck. All medications and Health Forms **MUST** be brought to the Health Lodge at this time. After the medical rechecks are completed, the Campsite Ranger will then lead the troop on a tour of camp including a stop at the dining hall. At the dining hall, troops will learn the correct procedures for meals and assembly for flag ceremonies. It is important to pay special attention to the dining hall procedures as they will benefit everyone. Also in the dining hall, the troop will meet with the Shooting Sports Director for a discussion on camp safety.

The troop will then walk to their campsite while a troop vehicle shuttles the unit equipment. Vehicles must be moved to the assigned parking area immediately after unloading. Only one vehicle per unit is allowed in main camp at a time, so we suggest bringing most of your gear in one vehicle. On the way to the site, the Campsite Ranger will be sure to point out areas of interest to your scouts.

Items Needed at Check-In

2 Copies of the Completed Troop Roster
Swim Test Verification Form
Troop Emergency Cell Phone #
Health Forms for all Adults and Youth

Upon arriving at the campsite, scouts should unload their equipment. **Do not start setting up camp at this time.** All scouts and leaders should change into their bathing suits at this time to prepare for swim tests.

The Aquatics Director will give every member of the troop a simple explanation of the rules and allow you to enjoy a cool refreshing dip as you take your swim test. Even if your unit conducted pre-camp swim tests you will still visit the pool in swim suits to hear from the Aquatics Director. The Aquatics Director may need to test up to one-quarter of a unit to confirm pre-camp swim tests.

Troops will then proceed back to their campsite to continue unpacking, setting up camp, and changing into their uniforms for dinner. Troops should assemble at the flagpoles at 6:15 pm. Directly following dinner, scoutmasters should attend a meeting in the O.A. Lodge to meet with key staff members and complete any last minute program changes.

At 8:20 pm, troops will line up at the flagpoles in front of Montgomery Circle in order to march to the outdoor chapel for vespers. Directly following vespers a campfire will be presented by the 2010 staff and will welcome your troop to Camp Barnhardt. Taps will follow the campfire and leaders are asked to keep scouts quiet after taps.

Sunday Check-In

Sunday Schedule

2:00 - 4:00 PM	Troops arrive at camp and report to the check-in table.
6:15 PM	Assembly
6:20 PM	Dinner
7:10 PM	Leaders Meeting
8:30 PM	Vespers at the Chapel
9:00 PM	Opening Campfire
10:30 PM	Taps

Parking and Driving in Camp

Parking is restricted to the camp parking lots only. National Camp Standards require that **No unauthorized or personal vehicles be permitted to drive in camp.** Driving in camp is a safety hazard. The camp wide speed limit is 10 mph. Only official camp and designated authorized vehicles will be permitted on camping area roads. Troop trailers with camping equipment and gear may be kept in the campsite during the week. The transport of scouts in the back of open pickup trucks or trailers is a violation of national health and safety practices.

Medical Forms

Required Medical Forms

All scouts and leaders are required to have a physical examination before coming to camp and complete the appropriate medical form. Forms are available online at: www.centralnccouncilbsa.com

All scouts and leaders

Annual Health and Medical Record (no. 34605)
Parts A, B, & C

A certified Health Officer is present at Camp John J. Barnhardt 24 hours a day. The Health Lodge is equipped with all necessary supplies for emergencies that may occur. The Health Officer can be reached in the Health Lodge at (704) 422-6366 starting on June 15th.

All scouts and leaders attending Camp Barnhardt must have a physical examination before coming to camp, and must have the proper medical form completed. Scouts and leaders must have had a physical **within the last 12 months**. The examination must be by a physician licensed to practice medicine.

Youth participants and adults should use the *Personal Health and Medical Record—Parts A, B, & C (no 34605)*. These forms are available through your Council Service Center or you may download these forms at www.centralnccouncilbsa.com under the Forms section.

Each scout and leader will have a health recheck after their arrival as part of the check-in procedure. The troops' medical forms will be kept on file by the Medical Officer. They should be picked up by the unit leader at the end of the week. **Adult leaders who will be staying for less than 72 hours do not need a complete physical, however, a personal examination health history (Part A & C of the annual medical form) is still required.**

All Health Forms should be brought with you to camp on Sunday. Please bring all Health Forms to health rechecks including those of leaders who will arrive later in the week. You should also bring all medications to the Health Lodge at this point. **Do not send Health Forms prior to your arrival at camp.** It is recommended that you turn in a copied form and keep the original for your troop records.

All prescription medication should be reported and kept at the Health Lodge at check-in. If there is a special case, please refer to the Health Officer at check-in. It is our intent to keep camp as safe as possible. All medications held in the Health Lodge are refrigerated as needed, locked, and administered according to the instructions on the bottle. Drugs that are not in their original container or labeled inappropriately are considered unsafe and will be discarded.



All Scouts and leaders attending camp must have a physical examination prior to coming to camp, and must have the proper form completed

NEW HEALTH FORM ARE REQUIRED IN 2010.

YOU MUST USE THE NEW ANNUAL HEALTH FORM FOR 2010.

Check-out

The check-out procedure for Saturday is designed to give troops flexibility on their final day in camp. Troops may elect to checkout of their campsite first and then eat breakfast or eat breakfast and then later check out of the campsite.

Vehicles are allowed in the sites immediately after reveille, however, only those vehicles transporting gear should go to the site. Vehicles to transport scouts should be left in the parking areas.

Saturday morning breakfast will be served from 7:00 am until 8:30 am on the dining hall front porch and troops may elect to eat anytime during that window. We ask that each troop clean their own area after they finish eating.

The unit leader should set up an appointment to check out of the campsite with their Campsite Ranger. This staff member will inspect the site after all troop and personal gear has been packed in vehicles to ensure that no equipment has been misplaced and/or damaged. Excessive damage to a site, other than normal wear will result in the unit being charged for repairs.

Once the Campsite Ranger has cleared your unit from the site, both the unit leader and the Campsite Ranger sign the troop check-out form. A unit leader should then bring the checkout form to the Camp Office to receive the unit patches, merit badge cards, and any other materials earned during the week.

Any scout who lost an item during the week should look through the lost and found box stored in the office at this time.

Saturday Check-out

Saturday Schedule

6:45 am	Reveille
7:00-8:30 am	Breakfast
7:00-10:00 am	Campsite Cleanup Campsite Inspections Troop Check-out
10:00 am	Troops must have left

2011 Campsite Reservations


Units that attend Camp Barnhardt this summer will have the opportunity to reserve a site for next summer. Reservations for 2011 will be taken throughout the week by the Assistant Camp Director. For accounting purposes this should be done using a separate check.

In order for your troop to reserve the week of your choice a reservation fee equal to the 2010 camper fee will be needed. This fee will hold your reservation and is credited toward your final balance, but is not refundable or transferable if you cancel your reservation after November 1st.

In addition, to reserve a subsite there is a \$25 per 12-14 participants. This fee is a deposit and will not be returned or credited to your final balance and is due when reservations are made. **You must use a separate check for the reservation and site deposit.**

Troops that cancel their site reservations prior to November 1st can receive a full refund on their reservation fee. Units that do not cancel their site reservation prior to November the 1st will forfeit their reservation fee and site deposit. This is an effort to reduce the number of "no-show" units and it keeps room available for those units who are serious about attending our camp rather than those just simply holding a slot.

One of the toughest jobs a summer camp staff has is ensuring that from week to week, every unit has the accommodations that will provide them with a joyful week of summer camp. Your unit can help with this effort by providing an accurate estimate of scouts and leaders on the reservation form. As the staff prepares for your unit's arrival, it may be necessary to make adjustments to your site. An additional scout brought by your unit may mean the difference between enough tents and beds and not enough tents and beds. **Your unit may be moved if you do not reserve enough space in the campsite or you may be moved or asked to share a sub-site if you do not bring enough scouts to fill up the site.**



Don't forget, a separate check is required for all 2011 site reservations.



While we would like every scout attending Camp Barnhardt to have a fun and exciting week of camp, safety is always a top priority. Safety is also a major issue in your campsite and around camp. Please take the time to review the next section on policies and procedures. This will ensure that everyone has a fun, safe, and enjoyable experience at camp.

Medical Health and Safety

While you are attending camp, all precautions for the safety of scouts and leaders will be taken. Medical Staff are available in the Health Lodge 24 hours a day. In addition, Camp Barnhardt has an agreement with Stanly Memorial Hospital and local EMS in the event that additional medical treatment is necessary. **Leaders must be prepared to drive scouts to the hospital in order to allow the Health Officer to remain at camp to treat other potential injuries.**

At the health recheck on Sunday, Camp Barnhardt reserves the right to refuse admittance to any person who in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to themselves or others. **Troops should also bring a troop First Aid Kit for minor injuries that might occur in their campsite.**

Liquid Fuels

In accordance with the Boy Scouts of America policy, liquid fuels (Coleman fuel, white gas, etc.) may only be used with adult supervision and must be properly stored.

Policies & Procedures at Camp Barnhardt

Leader's Lodge

This is a place for leaders only and is off limits to all scouts. Located next to the camp office, the leader's lodge offers an opportunity to relax while enjoying air conditioning, coffee, restrooms, and a current newspaper for your reading pleasure. The camp's office manager will be available in the office next to the lounge throughout the majority of the day to answer questions and assist you with any problems that arise.

Fire and Emergencies

Camp Barnhardt has an emergency alarm system in the event of a serious emergency or fire. This system will be explained prior to dinner on Sunday night and a test of the system will be conducted within 24 hours of your arrival. Every campsite has a designated structure to report to in the case of a tornado or electrical storm. All scouts and leaders need to know where to go.

Alcohol & Drugs

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances on property owned or operated by the Boy Scouts of America or at any activity involving participation of youth members. Possession or being under the influence of alcohol and/or non-prescribed drugs on the reservation is prohibited. All prescribed medication brought to camp must be kept in the Health Lodge. These medications must be turned in during medical check-in on Sunday and will be placed under lock and key. This is in order to comply with B.S.A. National Standards.

All out-of-council units should arrive with their council or unit accident insurance policy number. Any unit without this info will be required to purchase insurance at a rate of \$0.30 per day per boy and adult payable upon check-in.

Fireworks, Firearms, and Ammo

These items are prohibited at camp and possession of them will result in expulsion from camp. The only firearms and ammunition allowed on camp are entrusted to our Shooting Sports Staff. Fireworks include but are not limited to: smoke/stink bombs, firecrackers, bottle rockets, etc.

Tobacco – Smoke Free Policy –

It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in our program. It is the policy of the Boy Scouts of America that leaders should not use tobacco products, in any form, in the presence of youth members. In addition, care should be exercised to provide a smoke-free environment for all scouting participants. All buildings or facilities under control of the Central NC Council are designated as non-smoking. Smoking outside entrance and exit doors is not permitted at any location.

Public Phones

The camp phone is for emergencies only. A public phone (credit card or collect calls only) is available at the office for use by adult leaders. This phone is off limits to scouts. An exception will only be made when **a scout is escorted by his leader**, and it is judged necessary for a scout to call home. Please respect the rights of others when using the phone. Notes from leaders will not be accepted by the camp office for phone use.

If a scout or leader is needed for an emergency, please use the phone number below. Keep in mind that the Camp Office is not open 24 hours a day and it may take some time for someone to return your call. Please let your scouts and families know about the camp phone policies.
704-422-3025 - Camp Office

Vandalism

Vandalism will not be tolerated and will result in immediate dismissal from camp with no camp fee refund and full restitution for damaged property. Cot replacement is \$50 per cot and tent replacement is \$225 per tent regardless of the extent of damage.

Cake Use

Caution should be used while fishing. Scouts should travel in buddy teams within sight of staff or adult leaders. There is no fishing allowed inside the beach of the waterfront area in order to limit hooks where scouts may walk barefoot. Fishing from boats by scouts is not allowed, however, leaders may fish from boats at any time they are not being used for classes. All fish taken from the lake fall under state law and should not be wasted. Anyone over the age of 16 is required by state law to have a fishing license.

Mail

A scout at camp loves getting mail from home. Just remember, when writing to your son, or spouse, please make sure to include their full name and unit number on the envelope. This will ensure that we know how to get the letter to them quickly and easily. The office manager will place all mail in the troop's mailbox as soon as it arrives. When sending mail to Camp Barnhardt, please use the following address:

Camper's Name & Troop #
Camp Barnhardt
44184 Cannon Rd.
New London, NC 28127

Meals

Meals are planned and prepared to please the majority of our campers and leaders. Meals will be provided through a serving line. Scouts will sit with their troop and assign waiters for each meal to help with set up and clean up. Please pay special attention to those scouts whose schedules conflict with waiter's duty. Scouts taking the cycling merit badge or who are participating in The Cannon Blast program will eat some meals outside of the dining hall. Guest meal tickets can be purchased at the Montgomery Lodge for \$5.00.

Dining Hall

Upon entering the dining hall, it is customary to remove all headwear. Everyone must enter wearing a shirt and shoes and should not enter the dining hall with a wet bathing suit. The William C. Cannon Dining Hall seats the entire camp at one time and is fully air conditioned. The restrooms in the dining hall are for adult and guest use and should only be used by scouts in an emergency. No youth and adults are allowed in restroom at the same time. Youth Protection Guidelines, established by the Boy Scouts of America will be enforced at all times. We ask that all guests at camp be familiar with and abide by these guidelines.

Pictures

Troop pictures will be taken upon your troop's arrival at Camp Barnhardt. Please be in uniform. Picture fees must be paid on Sunday. Pictures will be included in the Saturday morning check-out packet. Please check to make sure you receive what you ordered. If orders are made after Sunday of troop check-in, they may not be ready by Saturday and \$4.00 will be added to cover the price of postage.

Prices are as followed:

8 X 10	\$10.00
5 X 7	\$5.00
Mugs	\$10.00
Mouse Pads	\$9.00

Vehicles in Camp

For the safety of the scouts, no vehicles are allowed beyond the parking areas except during check-in and check-out periods. During these times, the troop may use one vehicle of its own to carry baggage. Remember that check-in starts in the parking lot and to meet your Campsite Ranger before entering camp. All vehicles must be removed immediately after unloading to allow other vehicles to unload and keep the roads clear for possible emergency vehicles.

Absolutely no vehicles will be allowed in a campsite without a vehicle pass assigned by the Camp Director. A vehicle pass may be assigned to those units with potential medical emergencies. The Camp Director must be contacted before camp if your troop may need to drive a vehicle on camp. A vehicle pass does not give anyone permission to drive through camp. All vehicles entering camp grounds must have a grounds guide. This is a National Camp Policy of the Boy Scouts of America and is in place for the safety of our scouts. Violation of this policy will not be tolerated and will be strictly enforced by the Camp Ranger.

The speed limit throughout camp is 10 mph. We ask that troops not forget that BSA policy prohibits anyone from riding on fenders, hoods, trunks of cars, or in the open beds of trucks or trailers. Please help us to maintain our high standard of safety by abiding by these rules.

Footwear

Except when at the waterfront or at the pool, footwear must be worn at all times. For safety reasons, open toed shoes are not to be worn at camp (i.e. sandals, flip flops, tevas, etc.).

Uniforms

In an effort to instill a sense of pride in the Scout uniform, we ask that each scout arrive at camp in the official boy scout field uniform. Being in uniform will speed up the check-in process as you will need your field uniform for pictures. Field uniforms should be worn properly (i.e. buttons buttoned, hats straight, socks pulled, etc) to all dinner meals.

We encourage each scoutmaster to make sure that each scout has an opportunity to earn his uniform if he does not have one. This will not only provide a uniform of which the scout will be immensely proud, but will also teach the scout that he can achieve anything he wants through effort and hard work. Various fundraisers can be done and the Central NC Council suggests the annual popcorn sale.

Please instruct scouts to refrain from wearing T-shirts that are contradictive to the aims and objectives of the BSA.

*Field uniform - BSA tan shirt, BSA pants/shorts, BSA belt, BSA socks, and brown shoes

*Activity uniform - scout related shirt, BSA pants/shorts, BSA belt

Your Camp Commissioner

The Camp Commissioner will work hard to provide service to your unit while you are at camp. Along with all of the staff, he works to ensure that your week at camp is relaxing and fun-filled. The Camp Commissioner will be in charge of campsite safety and inspections. He is available to help and answer questions about any needs you have while he is visiting your campsite.

Taps & Quiet Time

Taps will be played each evening at 10:30 p.m. Scouts will have from 9:00 - 10:30 p.m. to make final arrangements for the evening. All scouts and leaders should be in the campsite between the hours of 10:30 p.m. and 6:00 a.m. with the exception of an emergency. Leaders assume all responsibility for the actions of their scouts during this time. After taps, leaders must make sure the scouts are in bed, quiet, and resting for another busy day at camp.

Appendix

- .. **Sunday Schedule**
- .. **Monday Schedule**
- .. **Tuesday Schedule**
- .. **Wednesday Schedule**
- .. **Thursday Schedule**
- .. **Friday Schedule**
- .. **Troop Roster**
- .. **Troop Program Planning Form**
- .. **Swim Classification Procedures**
- .. **Unit Swim Classification Record**
- .. **Map to Camp**
- .. **Camp Map**
- .. **Camp Brochure**
- .. **Parent's Letter**
- .. **Consent Form**
- .. **Picture Order Form**
- .. **Handout for Merit Badge Preparation**
- .. **Health/Medical Record - Parts A, B, & C**
- .. **2010 Camp Staff Application**
- .. **SM Merit Badge Form**
- .. **Campsite Inspection Form**