ADVANCEMENT
Kick start your climb to Eagle!
We offer many traditional as well as unique merit badges and other awards to help get you to your next rank. Our “First Year” Program, taught by experienced Scouts, is a must for any Webelos “cross-overs” and other first-time summer campers.

COMPETITION
Does your Patrol have what it takes to win?
Our yearly Patrol competition is one of a kind, Aye, Aye Captain, The Great Race, Buffalo Hunt, Battleship, Wild Wednesday, Human Curling... A mix of leadership challenges, team building exercises, Scouting skill and knowledge contests and thrilling games will test your Patrol’s mind, body and spirit.

LEADERSHIP
The lessons learned are priceless.
Our unique program gives Patrol and Troop boy leaders an opportunity to test their knowledge and abilities. For high school and college aged Scouts, join our Buffalo Boy Staff and be a part of running the entire camp. Real life practical leadership experience to round out your Scouting leadership development. Be a Leader!

FUN
Oh Yeah!
Scouting spirit with a positive attitude! Camp is more than just earning badges. School’s over... time for games, skills, songs, kissing the buffalo, and much more. Resource Camp provides an opportunity for a Scout to truly enjoy a week of camp and have some good old fashioned FUN!

Life without adventure would be deadly dull.
-Robert Baden Powell, Founder of Scouting
The Patrol System is the one essential feature in which Scout training differs from that of all other organizations, and where the System is properly applied, it is absolutely bound to bring success. It cannot help itself!

~Lord Baden Powell
From I-69 N:

1. Take the IN-56 E/IN-61 S EXIT 46 (Jasper/Petersburg)
2. Merge onto N State Rd 61 / IN-61/IN-56 (Jasper)
3. Turn left onto E State Rd 56 / IN-56 (Pike Central High School on corner)
4. Turn left onto N Co Rd 550 E and follow signs to camp
5. Slight right turn onto Old Ben Access Rd
Dear Scout Leader:

**SCOUT CAMP IS THE CENTRAL MOST IMPORTANT EXPERIENCE OF A SCOUT’S YEAR.**

As a seasoned Scouter, I can say from experience that all of the boys in my unit had a different set of needs and expectations for the summer camping experience. Often, units make their “traditional” summer camp decisions based on the perceived need to entertain or offer exotic programs for the older Scouts in order to retain them in the unit.

Old Ben Scout Reservation Resource Camp is built with a different approach...an “old school” approach that is as rare as it is exceptional.

- Young Scouts thrive at Old Ben in the first year programs. Resource Camp teaches fundamental Scouting skills and reinforces these skills through the various camp-wide patrol method programming.

- Second Class, First Class, and Star Scouts can refine their fundamental Scout skills, but they also can step up to the plate in their leadership ability through the various patrol competitions and patrol interactions.

- Resource Camp teaches young Scouts the patrol method, critical thinking, problem solving, and it does so through the patrol flag, patrol cheer, and patrol competition.

- **BUFFALO BOYS & ARROWMEN:** Scouts and Arrowmen ages 14 and older! This is your council camp. You own it. Through leadership, honor camaraderie, and ownership, the Buffalo Boys are the heart and soul of camp. Buffalo Boys RUN OLD BEN SCOUT RESERVATION and design and implement the various aspects of camp life. Even if your unit goes to another camp, **YOU CAN STILL SEND US YOUR BUFFALO BOYS DURING THIS WEEK!** They will have plenty of adult supervision.

Here’s our challenge to you and your older Scouts: **BRING YOUR WHOLE UNIT TO CAMP.** First year Scouts can participate in the first year programs and your 6th, 7th, and 8th graders can develop and hone their leadership ability. Your high school aged Scouts can work on staff as teachers and/or program aides OR as a member of the BUFFALO BOYS.

Your older Scouts pass on the knowledge they have by being on the Resource Camp staff while camping and staying in your unit. We are looking for troops who want to come to camp and build the camp up by teaching and training the newer units and the units with younger Scouts.

Enclosed is an updated DVD to share with your Scouts to give them a taste of some of the activities we do.

We hope that your unit can join us in 2019!

**Mike & Jay**

Mike Eppler and Jay Coy
Camp Directors, OBSR Resource Camp
DATES OF CAMP (All times listed are Central Daylight)
Old Ben Scout Reservation June 2-6, 2019.

RESERVING YOUR TROOP SITE
Troops can reserve a troop site at Old Ben by completing the Troop Reservation for Boy Scout Summer Camp (enclosed) and submitting it to the Eykamp Scout Center. Site selection is first-come, first-served and troops may have to “double up” in particular sites.

SCOUT FEES
This year’s fee for Boy Scouts and Venturers to attend Old Ben Scout Reservation is $215. There is an Early Bird price of $185 if fees are paid by MONDAY, MAY 6, 2019. Limited financial assistance is available on an individual basis for Scouts who would not be able to attend camp otherwise. Contact the Eykamp Scout Center for campership information.

ADULT FEES
Bring 8 paid Scouts to camp and receive one FREE adult. The fee for each adult leader attending Old Ben Scout Reservation is $80. There is an Early Bird price of $65 if fees are paid by MONDAY, MAY 6, 2019.

COUNCIL REFUND POLICY
⇒ All activities offered by Buffalo Trace Council require significant planning and purchasing of materials well in advance.
⇒ Reservations canceled at least 30 days prior to the first day of an event will receive a 100% refund. Cancellations within the 30 days, but prior to two weeks before the event, will receive a 50% refund. No refunds will be made for cancellations made after two weeks before the event.
⇒ All cancellations must be made directly to the Eykamp Scout Center in writing or by calling (812) 423-5246 or toll-free (800) 264-5246 and then confirmed in writing.

TROOP LEADERSHIP WHILE AT CAMP
In accordance with “The Guide to Safe Scouting” every troop in camp must be under the supervision of its own two-deep leadership. One adult leader must be at least 21 years of age and registered with the Boy Scouts of America. The second adult must be at least 18 years of age and must be registered with the Boy Scouts or be a parent/guardian of a participant. Adult leaders may be male or female.

NOTE: If your troop/crew is unable to provide two-deep leadership, you are encouraged to buddy up with another unit to share leadership. Please make these arrangements with another unit prior to your arrival.

ARRIVAL
Plan your arrival on Sunday between 1-3 PM CT. When you arrive at Old Ben, you must check in at the Welcome Center before unloading anything for camp. A staff guide will be assigned to help you with your check in procedures. Once your vehicles are unloaded, please move them immediately to the parking lot – vehicles are not allowed to remain in troop sites.

Once you unload your vehicles ask your Scouts to change into swim wear (make sure they wear shoes!) and bring their Annual Health and Medical Forms to the Camp Office / Health Lodge for a medical recheck. Now is the time your camp leader can also complete check-in. Next it’s off to the Waterfront for Swim Check. When you are all done, return to your troop site to finish moving in! A camp wide flag ceremony will be conducted at 5:45 PM on the north side of the Hassee Dining Center. Be sure to wear your full uniform and bring your appetite!

DEPARTURE
Camp is officially over at the completion of the OA Call-out Ceremony Thursday evening. Your troop/crew may depart any time after the conclusion of the ceremony or you may stay until Friday with departure no later than 10:00 AM.

PROVISIONAL TROOP
For troops that are not attending Resource Camp, but have youth who are interested in being part of this exciting event, we will offer those individual youth the opportunity to participate by allowing them to register and become part of a provisional troop for the week of Resource Camp. For more information, contact Jay Coy at 812.457.8216.

Registration: $230
Early Bird Special: $195
TRADING POST
The Trading Post, located in the Hassee Dining Center, is the place to purchase craft supplies, merit badge needs, souvenirs, T-shirts, and snacks.

HASSEE DINING CENTER
Every morning and evening the whole camp will gather for breakfast and supper at the Hassee Dining Center. Both meals will be served family-style, with troops sitting together at their own tables. Each troop will detail two Scouts to clean up your tables. There will be program in the dining hall after the meals. Look out for Susie!!

MEALS

HASSEE DINING CENTER TRADITIONS
When entering the Hassee Dining Center, all Scouts and leaders should be clean, and for supper everyone should wear their Scout Field Uniform. Please remove your hat! When the Scout Sign is raised, please become and stay silent, important messages or entertainment are about to begin. WAIT to start cleaning up your table until after all messages have been given. A staff member will dismiss you.

PATROL MEALS
Lunch will feature full trail meals. Lunches are to be picked up at the Commissary, by troop, after breakfast.

DIETARY RESTRICTIONS
Scouts who have dietary restrictions may request substitutes by notifying the Eykamp Scout Center at least one week prior to camp.
**PARKING**

ONLY CAMP VEHICLES ARE PERMITTED BEYOND THE PARKING LOT ON THE CAMP SERVICE ROADS EXCEPT WHEN MOVING GEAR IN OR OUT OF CAMP OR AT THE CAMP DIRECTOR’S DISCRETION.

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**FAMILY NIGHT**

**FAMILY NIGHT SCHEDULE**

We recommend that parents/guests arrive around 5:00 PM on Thursday night. Staff will be waiting at the Welcome Center near the parking lot to check in guests. All guests must check in and wear a wristband. Maps will be provided, plus those troops having a pitch-in dinner will be allowed to transport the meal back at this time.

The campfire program begins at 8:30pm. The Order of the Arrow Call Out Ceremony begins after the campfire program and lasts about 30 minutes.

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**GUIDELINES FOR VISITORS**

Since camp abounds with wildlife, pets of any type, are not allowed at OBSR, including pets that can be carried. Smoking is prohibited in any buildings or program area. Be sure to bring insect repellent, a flashlight, and wear comfortable shoes. Old Ben’s roads and trails are not paved and can be rough – take care and Be Prepared.

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**FAMILY NIGHT DINING**

The Hassee Dining Center will be open for Scouts and leaders camping at Old Ben only. No meals will be sold for Family Night. If you choose to feed your guests, the best method is to arrange for a family style pitch-in in your troop site. However, parents/guests are welcome to view the after dinner program in the dining hall.
**SAFE SCOUTING AT CAMP**

**CAMPER INSURANCE**
Primary accident and sickness insurance is the responsibility of the parent/guardian. Secondary insurance is provided for all registered members of Buffalo Trace Council.

**ANNUAL HEALTH & MEDICAL RECORD (available at my.scouting.org)**
All campers, staff, and adults staying overnight must have this health form Parts A, B and C. The appropriate heath care professional and the appropriate parent/guardian must sign the form.

**RELEASE OF CAMPER FORM (enclosed)**
The Release of Camper Form must be completed by the parent/guardian of a Scout needing to leave camp during the week. Campers may be released to adult members of their unit, adult staff of Old Ben Scout Reservation or those individuals listed on the Annual Health and Medical Form.

**PRESCRIPTION MEDICATION FORM (enclosed)**
The Prescription Medication Form is to be completed by the parent/guardian of the Scout needing to receive medications during camp. This form allows troop leaders to dispense medication to Scouts at the times designated by the parent/guardian. Please have the parent/guardian fill out one form for each medication sent to camp.

**HEALTH LODGE**
Old Ben Scout Reservation has on site a fully qualified HCP to assist individuals needing medical assistance during camp. Furthermore, the Health Lodge is under the direction of a licensed physician who reviews and gives leadership in the implementation of Health Lodge practices and policies.

**SECURITY AT CAMP**

**IDENTIFICATION OF CAMPERS, LEADERS, VISITORS, & STAFF**
Upon arrival at Old Ben everyone must be checked into the Camp Office and assigned a wristband. Wristbands must be worn at all times - no exceptions. If a wristband is lost a new one can be issued at the Camp Office.

**FIRE GUARD PLAN**
During the Sunday Leaders’ Meeting, each troop will be given a Fireguard Plan. It is the responsibility of each troop to read and review the procedures for safely using fires in their troop site. Remember: NO FIRE SHOULD BE LEFT UNATTENDED.

**INTRUDERS**
In the event that anyone without a wristband is seen in camp, a leader or staff member should approach the individual and ask the person to check-in at the Camp Office. The leader or staff member should then report this sighting to the Camp Office. If the individual does not reach the Camp Office within a few minutes of being alerted, the Camp Director or his designee will confront the unknown person who is trespassing on Scout property.

**ARRIVING & DEPARTING OLD BEN**
During the course of the week, if a Scout must leave camp, he can only be checked out by the Scout’s parent, leader, or by an individual designated on the Camper Release Form. Before final departure the unit leader will check out all Scouts and leaders by taking possession of their health forms. All visitors must check in and check out at the Camp Office. The exception to this rule is during Thursday from 4:00 PM to 6:00 PM; check in will take place at the Welcome Center.

**SECURITY OF YOUR TROOP SITE**
Old Ben is not responsible for broken, lost, or stolen items. Valuables should not be brought to camp. It is recommended that a troop always has an adult leader in the troop site. However, if the troop site is left unobserved, then all valuables should be secured in a lockable storage container such as a troop trailer. If you do not have a lockable storage container, please see the Camp Office to check one out.

**BUDDY SYSTEM**
Every Scout in your troop should have a “Buddy.” The buddy system is a way to keep every Scout paired with another from your troop; this way he is never alone in camp.
**CAMP POLICIES**

The principles of the Scout Oath and Law are the guiding principles of Buffalo Trace Council. Old Ben Scout Reservation operates under and follows all policies set by the National Health & Safety Committee (BSA), the Council Executive Board, and Indiana statutes concerning youth camps. The following rules have been established for the health, safety, and protection of all Scouts and leaders attending camp:

- All controlled substances are strictly prohibited. Anyone found to be using or in possession of such substances will be required to leave camp and may be subject to prosecution under law.

- **Vehicles must be kept only in the camp parking lot with the exception of Sunday check in and Thursday check out.** Otherwise, the use of vehicles inside the “Main Camp” is at the discretion of the Camp Director or his designee.

- No rifles, shotguns, ammunition, or bows and arrows may be brought to camp.

- Footwear must be worn at all times – NO open toe shoes or sandals.

- Anyone leaving camp must sign out at the Camp Office and sign in upon return.

- All guests must register at the Camp Office, with the exception of Thursday night, when they must register at the Welcome Center. Registration requires that guests receive and wear wristbands.

- Times designated as quiet hours are to be observed as such.

- Scouts, men, and women must use only their respective sides of the shower house. It is advisable for an adult leader to accompany Scouts to the shower house.

- Fires are to be built only in designated areas and under proper supervision. **LIQUID OR PROPANE FUELS ARE TO BE USED ONLY UNDER ADULT SUPERVISION. PROPANE CYLINDERS AND CANS OF LIQUID FUEL MUST BE STORED UNDER LOCK AND KEY.** Flammable fuels are considered a controlled substance and may be used for lanterns, stoves, etc., not for starting fires! Fuels must be handled by adults only and must be kept secure at all times in the camp fuel box. Units are required to operate under the Troop Fireguard Plan. Under NO circumstances are they to be left unsecured in troop site. Liquid fuels cannot be used on open fires or to start a fire. Empty cylinders and cans must be taken home for disposal. The Camp Quartermaster can store your fuel.

- Theft will not be tolerated. Anyone found to be stealing or assisting in a theft will be required to leave camp and may be subject to prosecution under law.

- Damages to facilities and equipment are unacceptable. Troops will be billed for such damages at repair or replacement costs (to be determined by the Camp Director). Intentional damage to buildings, equipment or other facilities, including the natural surroundings, will result in expulsion from camp.

- The instructional schedule is included in this Leader’s Guide. However, as this is a “Resource Camp” changes in the schedule will occur and it is our aim to provide (within reason) as flexible a schedule as possible. The volunteer staff will do its utmost in planning to meet your needs.
Each day Scouts will work together using the Patrol Method. This tried and true strategy established by Lord Baden-Powell over 100 years ago is still a lot of fun today. We want to emphasize the elements that Scouts will use to work together while camping. The summer camp experience is a laboratory for everything that Scouts have learned over the year (and at Old Ben Scout Reservation, Scouts can test themselves and their skills using this method). Patrols can compete against other patrols for prizes and recognition. The competitions are based on a variety of skills and challenges so that even small Patrols (with young Scouts) can have an advantage.

Here are some of the ways that we will emphasize the Patrol Method:

**PATROL STAVES**
Each Patrol will be given a stave on Sunday Night. As Patrols compete during the week in various individual and team events, they will be awarded prizes, medals, and icons that they will be able to put on their Patrol Stave.

**PATROL LEADERS MEETING**
Each day Patrol Leaders will attend a meeting in the Hassee Dining Hall to go over various activities in camp and learn what will happen next.

**GREAT RACE**
The premier Patrol based competition will take place on Monday night. This Patrol challenge will test Scouts knowledge, skills, and teamwork. Patrols should have with them a Scout Handbook, pocketknife, compass, and other Scout gear that could assist them in this challenge. **REMEMBER EVERY PATROL WILL NEED TO BRING A DIGITAL CAMERA!**

**DESSERT CONTEST**
Each patrol can compete in this unique contest. Bring your own supplies and utensils. We’ll bring the plate and fork!

**WILD WEDNESDAY**
There is a special camp wide event planned for Wednesday night where Patrols can test themselves and their Patrol Spirit against all of the other Patrols in camp.

**AFTERNOON SPECIALS – AYE! AYE! CAP’N!**
Always a favorite...each afternoon Patrols gather for competitive and non-competitive games. The games are meant to be messy, high energy, and lots of fun! You will get wet!
**PATROL MEALS**
Lunch will be distributed through the Commissary to each Patrol in camp each morning following breakfast in the dining hall. This meal will be prepared in camp or at a program site and eaten together. This year, hot breakfast and supper will be served dining hall with specially prepared meals and old fashioned Scout programming (which most likely includes Mike & Jay kissing Susie the Buffalo, this year multiple times.)

**TOP SHOT**
As a part of the Patrol Method, individual Scouts can help their Patrol earn points by participating in the best shot competition for archery, rifle, and shotgun. First place certificates in each category for youth and adults will be presented at closing campfire. Winning Patrols will receive a streamer for their stave.

**WATER CARNIVAL**
Patrols will again compete in a Water Carnival on Thursday afternoon. Based on swimming skills, each Patrol will be able to field a Scout in competitions with other Patrols.

**Be a Buffalo Boy**
Perhaps one of the best opportunities around for your older Scouts to complete their leadership development, this program has been designed especially for high school and college-aged Scouts to provide them with practical experience in leadership and service. These Scouts serve on staff in a variety of areas. If you have an older Scout with the interest to join our team for the week, contact Jay Coy at 812.457.8216.

**“ON YOUR OWN” CHALLENGES**
A variety of tasks await the Patrols willing to invest a little time and effort to receive bonus points!

**NATURE**
Points will be awarded for nature related challenges. Go to Nature Area for details.

**CITIZENSHIP**
Points will be awarded for attendance at flag ceremonies. Bonus points will be awarded for patrols that volunteer to lead a flag ceremony.

**UNIFORMING**
Patrols that arrive in full uniform for evening flag ceremonies and for supper will receive bonus points.
ORDER OF THE ARROW

The OA is the Scout Honor Camper organization of the Boy Scouts of America. It is a youth led movement based in traditional summer camp and Native American Lore. More importantly, it is the older Scout’s program for the Boy Scouts of America and a very important method to keep your older youth in Scouting.

The leadership of the Resource Camp has put together a group of Arrowmen who spend their week at Old Ben serving as members of a Service Patrol. These Arrowmen do not participate in the merit badge programs, but help with the “behind the scenes” goings on of camp. If you or someone you know is interested in serving with this Patrol, please contact Jay Coy at 812.457.8216.

W.W.W. What about S.S.S? Service, Social, Spirit. The leadership of the Resource Camp and the leadership of the Kiondaga Lodge is supporting a day of honor and service for all Arrowmen at camp. Arrowmen will be encouraged to wear their sashes all day and will perform service projects around Old Ben Scout Reservation. At the conclusion of this day there will be a special meeting of Arrowmen in the dining hall. **Only troops attending Old Ben can participate in the Order of the Arrow Call Out on Thursday evening.**

CHAPLAINCY

Scouting is centered on total growth of a young person. Duty to God is the first duty mentioned in our Scout Oath. A Scout is Reverent is the 12th point of the Scout Law. The first and last subjects of growth in Oath and Law are the need for an awareness of God in our life. The camping experience should be a constant reminder of God’s existence in our lives. We camp in God’s creation. We rest and work in His constant presence, within the camping environment.

To help us recall the importance and need for God and each other, the Resource Camp chaplaincy program offers the following as methods to focus on our duty to God and each other. There will be a short devotional thought after dinner in the dining hall. On Monday evening, following dinner, there will be a non-denominational chapel service offered. For those Scouts or leaders who want to work toward a religious emblem in a particular church there will be an opportunity to meet with the Chaplain to find out how to proceed to reach that goal. Chaplain Aides will be given the duty of leading the camp in meal prayers. Homesick Scouts are the concern of the Chaplain.
ADVANCEMENT AT CAMP

ADVANCEMENT REGISTRATION
Scouts will register for merit badges and other programs immediately following supper on Sunday night. At that time they will meet their Merit Badge Counselors and complete their personal camp schedule.

MERIT BADGE BOOKS
Every Scout needs to have a copy of the merit badge book prior to coming to camp. Merit badge books may be purchased at the Eykamp Scout Center’s Gaither Scout Shop. A very limited supply will be available at the Trading Post at camp.

MERIT BADGE PRE-REQUISITES
Some merit badges have pre-requisites that must be completed prior to camp. If a Scout does not complete each pre-requisite, he will only be able to receive a partial for that badge. See offered merit badges for pre-requisites.

RED AND GREEN CARDS
At Old Ben we use a Red and Green Card system to indicate if a Scout has completed a merit badge. A Green Card with the Scout’s name, troop number, and the merit badge listed will indicate that the Scout has completed the merit badge. A Red Card with the Scout’s name, troop number, and the merit badge listed will indicate that the Scout has earned a partial merit badge. The requirements that are left to complete are listed on the back of the Red Card. Out-of-council troops that need to use the standard Blue MB application should bring a supply with them.

CAMPING AND COOKING MERIT BADGES
Most of the requirements for the Camping and Cooking merit badges can be covered during Resource Camp. A number of the requirements cannot be completed during Resource Camp, either due to the time or resources involved.

Examples:
Camping requirement 9a. Camp at least a total of 20 days and 20 nights. Sleep each night under the sky or in a tent. The 20 days and 20 nights must be a designated Scouting activity or event. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you don’t need to pitch your own tent.

Camping requirement 5e. Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout.

For the Camping merit badge, these requirements cannot be fulfilled in the time available at Resource Camp: Requirements 4, 5, 7, and 9.

For the Cooking merit badge, these requirements cannot be fulfilled in the time available at Resource Camp: Requirements 6, 7, and 8.

PHOTOGRAPHY MERIT BADGE
Take dramatically better photos by learning the basic principles of light, exposure, composition, and more to master your DSLR camera. Learn how to move off the Auto Setting and take creative control of your camera.

Bring your DSLR camera and join the tradition. If you have a laptop with photo viewing software and PowerPoint, you may bring that also and we will turn your week at camp into a slide show
(laptop not required).
Old Ben’s most precious resource is its ecosystem. Our Environmental Learning Center is home to everything that walks, crawls, slithers, flies, or hops (besides the Scouts). Resource Camp is a great opportunity to earn nature based merit badges. However, they require time, both for observation and instruction.

Resource Camp offers non Eagle-required Merit Badges...Nature, Geology, Insect Study, Reptile Study, Soil & Water Conservation, and Mammal Study. Because many of these badges have similar requirements and can be taught in an “individual” or “group” setting, we have designated both morning and afternoon “Nature Mix” times in which Scouts can come to work on one or multiple Nature Badges as they choose. It’s an individual program opportunity for those who may want a more relaxed instructional approach or are just looking for an additional badge or two to fill in their day.

We, of course, offer both Nature Eagle-required badges too. Sustainability is offered in the mornings and Environmental Science in the afternoons. For the Environmental Science session, this class attempts to bring the information home with many hands on activities. To complete the merit badge a Scout must come with the following Prerequisites:
- Req #2; bring report to camp.
- Req #3e; bring report to camp.

### Environmental Science Merit Badge Schedule

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<th>Monday 2-4</th>
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<th>Wednesday 2-4</th>
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<td>Intro to Env</td>
<td>Land Pollution Hike</td>
<td>Reduce Reuse Recycle</td>
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<tr>
<td>Adaptation</td>
<td>Endangered Species</td>
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<tr>
<td>Oil Spill</td>
<td>Environmental Impact</td>
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<tr>
<td>Scavenger Hunt</td>
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To complete the Sustainability Merit Badge a Scout must come to camp with a “family signed” note stating the completion of the following requirements: #2—Water, A: Community, B; Energy, B & C; and Stuff, A.

All nature programs require Scouts to come prepared with notebooks, pencils, and merit badge books.

**New at Resource Camp is our adventurous “Mountain Man” Program.**

The “Mountain Man” program is a new program aimed to challenge the skills and knowledge of older Scouts. All activities are inspired by the way of the Mountain Man, which leads to tasks that Scouts may not have had an opportunity to try or learn otherwise. Activities include; Tomahawk Throwing, Wood Carving, Branding, Mapmaking, Wilderness Training, Extreme Fishing and Cooking, and more. You can even make your own Mountain Man Clothing. We provide awards for the various levels of achievement, too.

Do you have what it takes to be a Mountain Man?
**AQUATICS**

“A Every Scout a Swimmer, Every Swimmer a Lifesaver”

The Waterfront at Crawford Lake is one of the most popular areas in camp and is a great opportunity for your Scouts and you to learn all about the fun and safety of aquatic activities. Our goal is to make sure every Scout can swim and every leader knows the Safe Swim Defense and Safety Afloat plans before leaving camp.

Canoeing, kayaking, and row boating are the different types of watercraft that your Scouts can experience. For some Scouts this may be their first opportunity to slice across the water in a canoe, kayak, or boat.

**BSA Aquatics Supervision Swimming and Rescue**

BSA Swimming & Water Rescue provides 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 be present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any adult leader, Scout, Venturer, or Explorer who is age 16 or older (youth have to have earned the Lifesaving merit badge). The training is valid for 3 years.

Adult and youth first aid training, including CPR, is an important safety consideration for all Scouting activities, not just swimming. **First aid training is not included in the Swimming & Water Rescue course, as noted on the training card.**

**SNORKELING**

Scouts also have the opportunity earn their Snorkeling and Mile Swim Awards.

**FISHING**

Early morning fishing is offered to all campers. Open fishing for fun or for a merit badge will be featured Monday through Thursday, from 6 to 7 AM. If the Scout wishes to earn the Fishing Merit Badge, all of the requirements must be met. Counseling will be flexible to meet the individual Scout’s needs. However, the merit badge counselor, as much as possible, will schedule requirements, such as cleaning and cooking the fish as a group activity. Scouts intending to work on the merit badge need to declare this on Sunday evening during sign up time. Scouts are asked to bring their own fishing gear when possible. The Resource Camp will have limited fishing equipment and bait available for those needing them. Fishing outside of the scheduled time is to be an arrangement and agreement within the Scout’s troop. All fishing activities follow any and all BSA policies applied to health and safety including adult supervision. Be sure to work on your required knots before coming to camp!

**HANDICRAFT**

A number of hands-on crafts will be offered to first year campers and older campers as well. These are all non-required badges that should be able to be completed at camp. In order to complete the merit badge, this must be done at home rather than in camp. A variety of handicraft merit badges will be offered throughout the week.

**KITS MAY BE PURCHASED AT THE TRADING POST.**
SCOUTCRAFT & 1st YEAR CAMPER

Scoutcraft is at the heart of Scouting. Teaching Scouts the traditional skills of cooking and pioneering, as well as new philosophies of low-impact camping, make this a must visit area for every Scout and Scouter in camp.

Old Ben offers a unique program for Scouts who have just begun their Scouting journey. The program is only offered to new Scouts. Taught by older (high school), well seasoned Scouts, these First Year’s have the opportunity to work on and earn several of the camping based requirements they will need for the ranks of Tenderfoot, Second Class, and First Class. Camping, cooking, pioneering, fire building, and first aid skills are taught with Scouting Spirit mixed in for fun. Scouts work in designated groups for the week as they learn the skills by the Patrol Method. This program is a great boost for any new Scout.

WILDERNESS SURVIVAL

This merit badge is open to 2nd year or older Scouts. Scouts attending this merit badge are expected to bring their survival pack (req 5) to the 1st session. Req 9 Scouts need to provide their own tarp and ground cover.

Overnight for both sessions will be on Tuesday night. All Scouts taking Wilderness Survival Merit Badge must participate.

SHOOTING SPORTS

Old Ben has one of the top Boy Scout Shooting Sports ranges in the country. At the Rifle Range, Scouts fire Savage Mark I, .22 caliber single shot bolt action rifles, that feature adjustable trigger pull, front aperture and rear peep sights. Safety is the first rule on the range. Scouts are instructed in the care, handling, shooting and cleaning of the guns as they work toward earning the merit badge.

The Shotgun Range features Beretta 3901 and Remington 1100, 12 gauge, semi-automatic shotguns. The Shotgun range, as well as the Archery and Rifle Ranges, are lighted for night shooting. The range features a two position enclosed shooting area with various sizes of right- or left-hand shooting vests. As with the Rifle Range, safety is the first rule on the Shotgun Range.

Rifle merit badge pre-requisites: 1f and i
Shotgun merit badge pre-requisites: 1f (1-2) and i

THERE ARE EXTRA FEES INVOLVED WITH THE SHOTGUN MERIT BADGE.

BRING EXTRA MONEY FOR OPEN SHOOTING.

Scouts working toward the Archery Merit Badge or just shooting for fun will find the archery equipment and facilities unequaled at any Scout camp. Scouts shoot Genesis Compound bows from the 20x40 foot covered range house.
GEARING UP FOR CAMP

CAMP EQUIPMENT PROVIDED IN YOUR TROOP SITE

The camp will provide the following items:

- Picnic Table
- Shovel
- Rake
- Hose
- Broom
- Fire Buckets
- Trash Bags
- Fire Barrel
- Dining Fly
- *Wash Bucket
- *Toilet Paper

*check out from the Quartermaster

Although, we encourage troops to bring their own tents, Old Ben can supply troops with canvas wall tents, if necessary. You must make arrangements with the Eykamp Scout Center by May 15.

WHAT YOUR TROOP SHOULD BRING

Your Troop is urged to bring its own equipment to enable you to have an independent operation in your Troop site. The following is a recommended list of equipment for your Troop to bring:

<table>
<thead>
<tr>
<th>Troop Advancement Materials</th>
<th>Handbooks &amp; Other Literature</th>
<th>Rope &amp; Supplies for Gateway</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compass, etc.</td>
<td>Basic Cooking &amp; Clean-up Gear</td>
<td>1 digital camera for each patrol</td>
</tr>
<tr>
<td>U.S. Flag</td>
<td>Troop Flag</td>
<td>Patrol Flags</td>
</tr>
<tr>
<td>Lantern</td>
<td>First Aid Kit</td>
<td></td>
</tr>
</tbody>
</table>

WHAT A SCOUT SHOULD BRING

Clothes

- Scout Uniform (worn every evening)
- Activity Uniform
- Scout Socks
- Socks
- T-Shirts
- Light Jacket
- Scout Hat
- Jeans and/or Long Pants
- Scout Belt
- Poncho/Rain Gear
- Swim Trunks
- Underwear
- Order of the Arrow Sash

Bedding

- Pillow
- Sleeping Bag or Blankets & Sheet
- Tent (if not using OBSR equipment)

Must Haves

- Annual Health and Medical Record, Parts A, B, C
- Prescription Medications, if needed

Note: Items such as video games, CD/DVD/MP3 players, expensive electronics or watches, etc. should be left at home. Don’t forget your Dutch oven for the Dessert Contest & other food supplies!

REPRODUCE THIS PAGE FOR PARENTS
<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check In</td>
<td>Flag Raising (7:45am)</td>
<td>Hot breakfast in the Dining Hall (8:00am)</td>
<td>Leader's Breakfast</td>
<td>Patrol Leader's Meeting</td>
</tr>
<tr>
<td>OA Call Out</td>
<td>Family Campfire/</td>
<td>Wild Wednesday</td>
<td>Camp Wide Game</td>
<td>Camp Wide Game</td>
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<tr>
<td>Leader's Meeting</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>Patrol Leader's Meeting</td>
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<td></td>
<td></td>
<td>MB Registration (after supper)</td>
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<td></td>
<td>Camp Wide Afternoon Specials</td>
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<td>Retire Colors (5:45pm)</td>
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<td>Water Carnival</td>
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</table>

**2019 Program Schedule**

Schedule subject to change.

11/29/2018
# 2019 Merit Badge Advancement Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
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<tbody>
<tr>
<td>5:30-7:30am</td>
<td>Fishing</td>
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<td>Sustainability (till 11)</td>
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<td>Sustainability (till 11)</td>
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<tr>
<td></td>
<td>Shotgun 1 or Rifle 1 (till 12)</td>
<td>Shotgun 1 or Rifle 1 (till 12)</td>
<td>Archery 1 or Rifle 3 (till 12)</td>
<td>Archery 1 or Rifle 3 (till 12)</td>
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<tr>
<td></td>
<td>First Aid 1 (till 12)</td>
<td>First Aid 1 (till 12)</td>
<td>Emergency Prep 2</td>
<td>Emergency Prep 2</td>
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<tr>
<td></td>
<td>1st Year Camper (till 12)</td>
<td>1st Year Camper (till 12)</td>
<td>1st Year Camper (till 12)</td>
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<tr>
<td></td>
<td>Swimming 1 (till 12)</td>
<td>Snorkeling Patch (till 12)</td>
<td>Lifesaving 1 (till 12)</td>
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<tr>
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<td>Rowing (till 12)</td>
<td>Rowing (till 12)</td>
<td>Kayaking 2 (till 12)</td>
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<td>Pioneering 1 (till 11)</td>
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<td>Wilderness Survival 1 (till 12)</td>
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<td>Geocaching</td>
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<td>Public Speaking</td>
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<td>Digital Technology</td>
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<tr>
<td></td>
<td>Motor Boating</td>
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<td>2:00pm</td>
<td>Orienteering (till 4)</td>
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<td>Archery 2 (till 5)</td>
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<td>Shotgun 2 (till 5)</td>
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<td>Rifle 2 (till 5)</td>
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<td>Emergency Prep 1</td>
<td>Emergency Prep 1</td>
<td>First Aid 2 (till 5)</td>
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<td>3:00pm</td>
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<td></td>
<td>Motor Boating</td>
<td>Motor Boating</td>
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<tr>
<td>4:00pm</td>
<td>Open Swimming &amp; Boating</td>
<td>Open Swimming &amp; Boating</td>
<td>Open Swimming &amp; Boating</td>
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</tbody>
</table>

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