

CAMP ARROWHEAD LEADERS GUIDE



JUNE 14 – JUNE 26 2026



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WELCOME LETTER

Dear Scouters,

As I write this, the weather is getting colder, and summer camp seems so far off in the future. But as the seasons change, the opportunity for Scouts to go to summer camp will once again be upon us. One of the biggest highlights in my youth as a Boy Scout was going to summer camp. And I suspect it was for my contemporaries as well. And I think I know why. Summer camp offers the “OUT” in Scouting! Young people don’t join Scouts to learn to be better citizens, to deepen their faith in God, or to develop good character which will help them grow to be the best, and the most they can be as adults. No, they join for fun, for the adventure, the excitement, and they find that in the great outdoors.

So are we doing everything we can to make sure they get to camp? I ask you to commit yourself to do just that. Make sure that every Scout within your sphere of influence gets to camp. Wonderful things will happen if you do so.

Scouts of all ages have some things in common. If they attend camp in the summer they are much, much more likely to stay in Scouting for another year. And studies have shown us that Scouts learn all kinds of wonderful things when they attend camp. Things like learning to work as a team, learning to be good leaders, learning new skills and new hobbies. They learn to be more self-sufficient, have respect for nature, and have more confidence in themselves. And they have FUN!

Simply put, a Scout without a camping experience in the summer just is not getting his due. We call him a Scout, but he does not get the big prize. He does not get to participate in the biggest and most important event of Scouting.

Camp! It’s almost always the main reason they join Scouting, and it is the best Scouting has to offer. Let’s get them all to camp. I hope to see you there too.

Good Scouting to You and Yours,

Jeffrey L. Purdy

Scout Executive

GENERAL CAMP INFORMATION

2026 Summer Camp Schedule

Week 1

June 14 -20

Week 2

June 21 -27

Campsite Availability

You may select your campsite when you register for camp at <https://www.buckskin.org/camping/scoutsbsacamp/>. Select the week you want to camp and click the "campsites" tab it will show which sites already have a troop assigned. Some campsites can hold several troops so please contact the camp director if you need information. Youth and adults will tent separately and Youth Protection Guidelines must be followed.

Campsite Amenities

Each campsite has a shelter with picnic tables to allow your Troop an area to prepare meals or congregate out of the weather. Potable water is available in each site, along with latrine facilities but **electricity is not available**. We do not provide tents, cots or mattresses.

Camp Facilities

Air conditioned dining hall, a nature lodge, Cub World playground, swimming pool, shower house (individual locking stalls), trading post, climbing wall, shooting ranges, and two stocked lakes.

Directions

From I 64, take Exit 20 (Huntington Mall), proceed south to US Rt 60 and turn East at the light. Go 1 mile East on US Rt 60 to the second traffic light and turn left onto Blue Sulphur Road. Proceed 1.6 miles to Scout Camp Rd. It is marked with a Camp Arrowhead sign on the right. Turn right onto Scout Camp Rd and follow it to the entrance. At the entrance bear to the right, following the gravel road into the parking lot.

FEES AND DEADLINES

More information and registration can be found at: <https://www.buckskin.org/camping/scoutsbsacamp/>

UNITS MUST BE FULLY PAID BY

MAY 1ST 2026



\$15 per person late fee goes into effect May 2nd

Unless it's a new scout

Camper Type	Dining Hall	Self Sufficient
Scout	\$310	\$260
Adult	\$150	\$90

Free Leader Discount
Leaders who volunteer to teach a merit badge may receive \$50 off! Contact Camp Director ASAP!
A free leader for units with 5-10 scouts and a free leader for every additional 10 scouts
Camperships
Financial assistance is available for campers.
Applications are available at www.buckskin.org/wp-content/uploads/2026/01/2026-Scholarship-Application.pdf and can be submitted starting February 1 st and are due April 15 th .

Payments can be made:

Online

Mailed, in person or by calling

Buckskin Council offices in Charleston, Huntington or Parkersburg

Refund Policy

- All fees are refundable until May 1, 2026. A \$30 per person administrative fee will be assessed on all refunds.
- After May 1 2026, registration fees are NOT REFUNDABLE unless there are extenuating circumstances.

Extenuating Circumstances	Non-extenuating Circumstances
<ul style="list-style-type: none"> Death of immediate family member Sickness/Injury Military Transfer Summer School 	<ul style="list-style-type: none"> Vacation Schedule Sports Work Other Camps Change of mind
Unit must present documentation verifying the extenuating circumstances by a third party (i.e. doctor, military officer, school principal, etc) to receive a refund	

- A Refund Request Form must be filled out and turned into the Camp or Council Office by the end of your camp week.
- Refund checks will be issued to the Treasurer listed on the Refund Request Form within 30 days after the end of your camp week.

REGISTRATION INFORMATION

Registration / Payments

Unit registration will be completed online at <https://www.buckskin.org/camping/scoutsbsacamp/>

You may contact the scout office or Camp Director/Program Director (page 2) for assistance.

Click the Week you want to attend

Click “Register Online”

Camper spots purchased on or before the early bird deadline are charged at the early bird rate. Camper spots purchased after this deadline are charged at the regular rate. Camp Arrowhead will honor the early bird rate for Arrow of Light crossovers or new scouts for payments made on or before June 1st.

Adults remaining in camp must be registered with Scouting America.

Camper spots are non-refundable unless there is an extenuating circumstance; however, they may be transferred to another camper on a one-to-one basis

Merit Badge Registration

Merit Badge registration will open April 27th . REGISTER EARLY - Some class slots are limited.

Merit Badge Online Registration

- Access the Online system at <https://mycouncil.buckskin.org/>
- Click on Login and enter your userid and password
- Click the “Summer Camp Week” link under My Current Events that applies to your registration.
- Click on member
- Click “View” and “Populate” if the name isn’t entered
- If the name is populated, click “Activity”
- Click “Manage Activities”
- Select the Activity – The available activities will change as selections are made to avoid overbooking.
- Open merit badges may be offered during Twilight Activities – sign-ups are not required.

Pre-Camp Checklist completed at least two weeks before arrival

- Pay Reservation Deposit to reserve a camp session
- Apply for Campership if needed
- Distribute Scouting America Health Forms
- Inform families of the dates of camp
- Arrange for two adult leaders to be in camp at ALL times
- Arrange for adequate transportation of Scouts, Adults and gear to and from camp
- Pay camp registration fees
- Collect completed health forms and make copies to be submitted to camp
- Have copies of all camp related receipts and forms organized for arrival at camp
- Sign Scouts up for Merit Badges

SUNDAY CHECK-IN

- Arrival will be between 1 and 3 pm on Sunday. Please do not arrive before 1:00 pm.
- We encourage large units to arrive as early after 1:00 pm as possible to ensure there is adequate time to proceed through all presentations, including health care review and swim tests in a timely manner.
- All units and vehicles must check in at Meachem Lodge BEFORE going to your campsite.
- A Camp Guide will meet you in the parking lot and assist you through the check in process.
- All scouts will hike into camp from the main parking lot.
- Check in :
 - Ensure you bring:
 - Troop Roster Review – each name and gender will be confirmed.
 - Health Form Part A, B and C completed by physician. There will be a Medical Review (EVERYONE is required to have a health forms ready for the health officer)
 - Check or Cash for fee settlement – any additional fees must be paid during check-in.
 - Wristbands issued for everyone in camp – if it is lost, please visit the camp office.
 - Leaders Packet review.
 - Troop Photo - Please have your scout uniforms handy if you do not wear them for travel. Units will receive a digital copy of the photo after camp. A camp-wide photo will be taken at the opening campfire.
 - Dining Hall Procedures
 - Swim Checks
 - Camp Orientation
- Your unit may take 2 vehicles to the campsite to unload equipment. All vehicles must be returned to the parking lot. A troop trailer may be dropped in the campsite to assist the Troop but the tow vehicle must be moved to the parking lot. If you have special needs / requests, please contact the Camp Director at least 1 week prior to camp arrival to make arrangements.
- Swim Checks will be held on Sunday (weather permitting) and Buddy Tags will be issued for anyone wanting to use the aquatics programs. You may arrive in swim wear or change in your campsite. A non-swimmer Buddy Tag can be issued to anyone wanting to visit the aquatics areas but not enter the water. If there is a line a unit may be given a return time by the aquatics staff.
- Medical Checks will be held prior to swim checks. NO ONE is permitted to remain in camp without a medical check and a current, properly completed Scouting America Health form, part A, B and C signed by a medical professional, on file. Please inform the Health Officer or any, and all, medication conditions, medications, or special problems that your Scouts and Leaders may have.
- Late Arrivals will need to contact the Camp Director to arrange for medical checks, swim tests and other portions of the check-in process. No one may remain in camp without registration or completed health forms.
- Sunday evening at 5:45 pm all Scouts and Leaders will assemble at the dining hall for the opening meal. Dinner will be served to all registered Scouts and Leaders regardless of your food program choice.
- Following dinner is a Leader's Meeting to review camp activities and emergency procedures. The SPL should also attend this meeting.

SATURDAY CHECK-OUT

All Units are asked to check out no later than 9:00 am. If you are planning on leaving after that time please be aware that trash pickup will begin at 8:00 am and staff assistance will be needed elsewhere beginning at 9:00 am.

- Your Camp Guide will be present to complete the checkout process. Please have your SPL give them a check out time by Friday's SPL meeting.
- All Scouts should pack their personal gear and prepare it for transportation
- All fires must be out cold.
- Police the area for garbage. Leave it better than you found it.
- Garbage must be put out at the designated area for pick-up or transported to the dumpsters at the lower parking lot.
- Return tools to the proper area in campsite.
- The latrine facilities and shelter must be clean.
- Borrowed equipment must be returned.
- Camp Evaluations completed and turned in to your Camp Guide or Camp Director.
- Your Check-out list must be completed by your Camp Guide before your departure.

Pick up Health Forms, patches at the Camp Office on your way out of camp.

CAMP SCHEDULE

Subject to change - A weekly master schedule will be provided at check-in

Sunday

11:00 am	Staff Arrives
1 – 3	Troop check-in
5:45	Retreat
6 – 7	Dinner
7:15 – 8:00	Scoutmaster/SPL Meeting
8:30 – 9:30	Opening Campfire
10:00	Scouts in Campsites
	Quiet Hours Begin

Monday

6:50 am	Polar Bear Swim
7:00 am	Mile Swim Practice
7:55 am	Flag (Dining Hall)
8:00 am	Breakfast
9:00 – 11:45 am	Program Areas Open
12:00 pm	Lunch
	SPL Meeting (dining hall)
1:30 – 4:15 pm	Program Areas Open
4:15 – 5:45 pm	Troop Time
4:30 – 5:00 pm	Chaplain's Aide Training
4:30 – 5:15 pm	Troop Swim (sign up required)
5:45 pm	Retreat
6:00 – 7:00 pm	Dinner
7:15 – 7:45 pm	Chapel Service
8:00 – 9:30 pm	Twilight Activities
10:00 – 11:00 pm	Owl Prowl

Tuesday

6:50 am	Polar Bear Swim
7:00 am	Mile Swim Practice
7:55 am	Flag (Dining Hall)
8:00 am	Breakfast
9:00 – 11:45 am	Program Areas Open
12:00 pm	Lunch
1:30 – 4:15 pm	Program Areas Open
4:15 – 5:45 pm	Troop Time
4:30 – 5:15 pm	Troop Swim (sign up required)
5:45	Retreat
6:00 – 7:00 pm	Dinner
7:00 – 9:00 pm	Twilight Activities
9:00 pm	Sky Night

Wednesday

6:50 am	Polar Bear Swim
7:00 am	Mile Swim Practice
7:55 am	Flag (Dining Hall)
8:00 am	Breakfast
9:00 – 11:45 am	Program Areas Open
12:00 pm	Lunch
	SPL Meeting (dining hall)
1:30 – 4:15 pm	Program Areas Open
4:15 – 5:45 pm	Troop Time
4:30 – 5:15 pm	Troop Swim (sign up required)
5:45 pm	Retreat
6:00 – 7:00 pm	Dinner
7:00 – 9:00 pm	Twilight Activities
7:00 pm	Wilderness Survival
	Overnight Departure
9:00 pm	Leader's Cracker Barrel

THURSDAY

6:50 am	Polar Bear Swim
7:00 am	Mile Swim Practice
7:55 am	Flag (Dining Hall)
8:00 am	Breakfast
9:00 – 11:45 am	Program Areas Open
12:00 pm	Lunch
1:30 – 4:15 pm	Program Areas Open
4:15 – 5:45 pm	Troop Time
4:30 – 8:30 pm	Brownsea Island /First Year Camper Outpost
4:30 – 5:15 pm	Troop Swim (sign up required)
4:30 – 5:30 pm	OA Meeting
5:45	Retreat
6:00 – 7:00 pm	Dinner
7:00 – 9:00 pm	Twilight Activities
7:00 – 7:45 pm	Outdoor Ethics Guide Training

FRIDAY

6:00 am	Fantastic Fishing Friday
6:50 am	Polar Bear Swim
7:00 am	Mile Swim
7:55 am	Flag (Dining Hall)
8:00 am	Breakfast
9:00 – 11:45 am	Program Areas Open
12:00 pm	Lunch
	SPL Meeting (dining hall)
1:30 – 4:15 pm	Program Areas Open
4:15 – 5:45 pm	Troop Time
4:30 – 5:15 pm	Troop Swim (sign up required)
5:45	Retreat
6:00 – 7:00 pm	Dinner
8:30 pm	Closing Campfire
	OA Callout

SATURDAY

Checkout by 9:00 am

Thanks for a GREAT Week!

SAFE TRAVELS

While parents are allowed to visit camp at any time. Camp Arrowhead does not have a family night and they must check in at the administration building.

MERIT BADGES

Registration for merit badges should be completed as early as possible but no later than June 1st.

If you need assistance with the online system please contact the Scout Office or Program Director (page 2). The merit badge schedule is subject to change. Some merit badges require special supplies for each camp which need to be ordered prior to camp.

- Blue cards will not be used at Camp Arrowhead. Paper copies of progress will not be provided unless requested. We will use the online system, Councilware. Leaders may check on Scouts progress and attendance at any time. Sessions will be updated regularly by Camp Staff. Individual conferences can be arranged with counselors / directors.
- Each leader who needs to see attendance and progress while at camp or after should be added to the “Contact” section of the group. Please contact the Program Director or Scout Office (page 2) if you need assistance.
- Some merit badges have requirements that cannot be completed at camp. Please check the current requirements and come prepared. If the requirements are not met the scouts will receive a partial.
- Feel free to bring materials and tools for any merit badge work. Merit badge worksheets are a great tool that may be used, but cannot be required for completion of a merit badge.
- Remind scouts to bring paper, pen/pencil for class work and reports.
- It is not necessary for scouts to sign up for all four merit badge sessions. Leaders should remember that scouts need time for non-merit badge activities / rank advancement. Additional merit badges will be offered in the twilight sessions.
- Merit badge pamphlets are available for free online at <https://www.scouting.org/skills/merit-badges/all/>. Please have your scouts review the appropriate merit badge pamphlets before classes begin.
- Pilot Program – Camp Arrowhead will offer Scouts the opportunity to complete merit badges that are not on their schedule. If you have a Scout who needs requirements signed off please speak to the Program Director and get scheduled to meet with a Merit Badge Counselor.

It’s not all about the merit badges. We all know that Scouts and their parents will be caught up in how many merit badges their Scout is earning at camp. Let’s be honest a Scout can earn zero merit badges and still have a very productive and fun camp and year. The goal should never be quantity, but quality when it comes to their summer program plan. Remember that as unit leaders, you are always in charge of your scouts.

Core Merit Badges & Activities (Offered Every Year)			
Archery	Emergency Preparedness	Lifesaving	Sustainability
Basketry	Environmental Science	Photography	Swimming
Brownsea Island*	First Aid	Personal Fitness	Wilderness Survival
Camping	Fish and Wildlife	Pioneering	Wood Carving
Canoeing	Fishing	Rifle	
Citizenship in Nation	Instructional Swim*	Robotics	
Climbing	Kayaking	Shotgun	
Cooking	Leatherwork	Soil and Water Conservation	

Eagle Required Merit Badges

* Not a merit badge

Merit Badge 5 Year Rotation Schedule				
2026 MERIT BADGE ROTATION	2027 MERIT BADGE ROTATION	2028 MERIT BADGE ROTATION	2029 MERIT BADGE ROTATION	2030 MERIT BADGE ROTATION
Dual Merit Badge – Art and Sculpture <i>Evening Session</i>	Citizenship in World	Communication	Backpacking	Farm Mechanics
Dual Merit Badge - Athletics and Sports	Cycling - partial	DUAL Merit Badge - Electricity and Electronics	Bird Study	Cycling - partial
Astronomy	Fire Safety	Game Design	Citizenship in Society	Geocaching
Communication	Indian Lore	Geology	Forestry	Fire Safety
DUAL Merit Badge - Electricity and Electronics	Mammal Study Orienteering	Insect Study	Metalworking	Nature
Metalwork	Plant Science	Salesmanship	Space Exploration	Signs, Signals, and Codes
Weather	Rowing	Plumbing	Rowing	Reptile and Amphibian Study

Merit Badge Details, Prerequisites, Cost, etc

Merit Badge	Session Times	Class Size	Prerequisites / Not completed at Camp	Costs
Archery	All	16	Bring State laws if out of WV	
Art and Sculpture (Dual)	Twilight		Art - #6 Sculpture: 2c	
Athletics & Sports (Dual)	3:00		Athletics – 2a, 3a, 3d, 5, 6b Sports – 5a, 5b, 5g, 5h	
Astronomy	9:00	10	Sky Night required	
Basketry	9:00, 10:30		Supply kit available at trading post	\$20-30
Brownsea Island Part 1	9am or 10:30am		Scouts must attend one morning and one afternoon session to complete the course	
Brownsea Island Part 2	1:30 or 3pm		Scouts must attend one morning and one afternoon session to complete the course	
Camping	9:00, 3:00		4b, 5e, 8d, 9	
Canoeing	9:00, 10:30		MUST be able to pass Swimmer's Test	
Chess	Twilight			
Citizenship in Nation	1:30		5,7	
Climbing	1:30 - 4:15	12		
Communication	3:00		4,5,8	
Cooking	9-11:45 or 1:30 – 4:15		4d,4e,4f,6d,6e,6f	
Emergency Prep	10:30, 3:00		3a, 3b, 9	
Electricity and Electronics (Dual)	3:00		Electricity - 2	
Environmental Science	10:30, 1:30	10		
First Aid	9:00, 1:30			
Fish and Wildlife Mgt	3:00	10		
Fishing	9:00			
Instructional Swim*	1:30		Work on Swimming Skills	
Kayaking	1:30, 3:00		Able to pass Swimmer's Test	
Leatherwork	1:30, 3:00		Supply kit available at trading post	\$10-30
Lifesaving	10:30		2A and 2B	
Metalwork	10:30			
Personal Fitness	10:30, 1:30		1a, 1b, 8 (Partial)	
Photography	1:30			
Pioneering	1:30			
Rifle	9:00, 10:30	16	1g	
Robotics	3:00	6		
Shotgun	1:30, 3:00	16	1g	
Soil and Water Con	10:30	10	None	
Sustainability	9:00, 3:00	10		
Swimming	9:00, 3:00		Pass Swimmer's Test	
Weather	1:30	10		
Wilderness Survival	10:30, 1:30		Bring gear for overnight Wed night	
Wood Carving	10:30		2a	

* Not a merit badge

Merit Badge / Class Schedule

(PICK ONE CLASS FOR EACH SESSION)

Additional Merit Badges offered during evening programming

9:00 – 10:15 am	10:30 - 1145 am	1:30 – 2:45 pm	3:00 – 4:15 pm
AQUATICS / WATERFRONT			
Swimming	Lifesaving	Instructional Swim	Swimming
Canoeing	Canoeing	Kayaking	Kayaking
BROWNSEA ISLAND (Trail to First Class)			
BROWNSEA ISLAND Part 1	BROWNSEA ISLAND Part 1	BROWNSEA ISLAND Part 2	BROWNSEA ISLAND Part 2
ECOLOGY			
Sustainability	Environmental Science	Environmental Science	Sustainability
Astronomy	Soil/Water Conservation	Weather	Fish and Wildlife
HANDICRAFT			
Basketry	Basketry	Leatherwork	Leatherwork
	Woodcarving	Photography	
HIGH ADVENTURE			
		Climbing	
LIFE SKILLS			
First Aid	Emergency Preparedness	First Aid	Emergency Preparedness
		Citizenship in the Nation	Communications
OUTDOOR SKILLS			
Camping	Wilderness Survival	Wilderness Survival	Camping
		Pioneering	
Cooking		Cooking	
SHOOTING SPORTS			
Rifle	Rifle	Shotgun	Shotgun
Archery	Archery	Archery	Archery
SPORTS			
Fishing	Personal Fitness	Personal Fitness	Dual Merit Badge - Athletics and Sports
STEM			
	Metalworking	Dual Merit Badge - Electricity and Electronics	Robotics

CAMP ACTIVITIES

The Camp Arrowhead Staff has planned exciting activities for your unit. Below, find an outline of scheduled events and descriptions.

PLEASE NOTE: Schedule changes during camp will be announced at the daily Leader's meetings and/or mealtimes.

Overscheduling

Remember that the camp program offers many opportunities to meet the wide range of interests of campers. Any attempt to participate in all, or even most, of the program features will almost certainly result in frustration, fatigue and disappointment.

Twilight Activities

Fun activities reinforcing scout skills will be available every evening in the twilight sessions. These will include additional merit badges, Dutch Oven/Campfire Cooking classes, fishing and fly fishing lessons and tournaments, Totin and Fireman Chits, Pioneering Gadget building, conservation service hours opportunities and lots more. A schedule will be provided during check-in.

Monday:

Vespers All Scouts and Scouters should wear Field Uniform.

Open Archery and Rifle at the ranges

Open Swimming

Cornhole Tournament at the Dining Hall

Tuesday:

Open Archery and Shotgun

Open Boating

Dutch Oven Cook-off: Bring your troop's most famous or infamous entrée and/or dessert to the Pool Shelter. Each troop is expected to bring their own ingredients and may enter one entrée and one dessert. If entering both dishes – one must be entered by a youth and one by an adult.

Wednesday:

Water Carnival at the pool

Open Swimming after the water carnival

Open Archery and Rifle at the ranges

Thursday:

OA Social at the Dining Hall

Open Boating

Outdoor Guide Training - Must be First Class, limit 10

Friday:

Kardboard Kayak Races

Troops are invited to construct a boat using only the following materials: cardboard, duct tape and trash bags. Troops will be able to race their creations and see if they can float! There will be limited supplies at camp, so please plan ahead.

AQUATICS



Director: Jamie Wilcox

What began as volunteering as “just a Scout mom” quickly became a call to something more. I am now in my third year serving as a Scouting America Aquatics Instructor and Red Cross certified professional lifeguard. My focus is teaching water safety and supporting Scouts as they grow in confidence, leadership, and respect for aquatics activities. My goal is to ensure every Scout feels safe, capable and encouraged while participating in aquatics at camp.

Special Activities

Mile Swim: Daily training and conditioning are required for anyone wanting to complete the mile swim on Friday. The mile swim is completed without stopping.

Polar Bear Swim: Take a dip in the pool at least 4 mornings to earn your Polar Bear Patch!

Troop Aquatics Skills/Rank Advancement Opportunities: Sign your troop up with the Aquatics Director to complete aquatics skills or rank advancements. Available every day from 4:30 – 5:15pm.

Open Swimming: Time for Scouts and leaders to cool off after a hard day at camp. Come down and enjoy a little fun in the sun or maybe some rest and relaxation.

Open Boating Canoeing and Kayaking are available as open sessions and also as merit badges. You must pass a swim check to canoe or kayak.

Swim Checks

Swim checks will be scheduled on Sunday afternoon during check-in. In the case of severe weather, swim checks may be postponed. We will make every attempt to complete swim checks prior to the first merit badge session. Individuals not wanting to take part in aquatics activities (pool and boating) do not need to take the swim check. If a scout is uneasy in the water, please speak to our Aquatics Staff and they can arrange to work with the scouts during the week to acclimate to the water and help increase their swimming ability.

Lifesaving Merit Badge

Requirement 2a requires scouts to have Swimming Merit Badge BEFORE beginning Lifesaving Merit Badge. Scouts will be removed from Life Saving if they do not bring proof of swimming merit badge completion. Scouts must also be able to complete 2b on day 1. This merit badge has a high level of difficulty, it is recommended only for strong swimmers

Swimming Merit Badge

The Swimming Merit Badge has a moderate level of difficulty and is only offered to Scouts who pass the swim check on Sunday. First Year Campers need permission from the Aquatics Director before taking this badge.

Canoeing and Kayaking Merit Badges

High level of difficulty and requires strong swimmers. Must pass the swim check prior to starting the merit badge.

Adult Volunteers

Leaders are encouraged to lend a hand during Open Swim, please take Safe Swim Defence. Also we can always use help at the lake for Open Boating. Please volunteer to help with life jackets and boats anytime.

ECOLOGY



Director: Gerry Stover

A Certified West Virginia Master Naturalist and a graduate of the National Scouting America Ecology Director Course (2025). He served as an Insect Study Merit Badge Counselor and Conservation Staff member at the 2023 National Jamboree. As the Ecology Director for the 2024 Buckskin Council Summer Camp, his programs received high marks for their quality and engagement. Gerry has planned and executed numerous conservation projects that have enabled Scouts and Troops to earn conservation awards and fulfill rank advancement requirements. His leadership in ecology education emphasizes hands-on learning and environmental stewardship across Scouting programs.

“My Ecology staff and I are excited to work with your Scouts on everything related to ecology merit badges. Our programs are designed to learn by doing—using the EDGE method—while having a great time outdoors. If your Troop has a conservation idea or need that’s not already on our schedule, we’ll do our best to make it happen. At camp, we don’t just teach ecology—we live it!”

Special Activities

Owl Prowl - Scouts will dissect owl pellets, and go on an Owl Observation walk – Limit 10. Sign up with Ecology Director by 2pm Monday.

Sky Night – Gaze at the stars with telescopes. Open to anyone – required **to complete Astronomy Merit Badge**

Outdoor Ethics Guide Training Open to scouts and leaders. Scouts must be First Class, limit 10.

Conservation Service Projects available for rank advancement and conservation awards

Awards



Order of the Firefly

A unique award for scouts at Camp Arrowhead who demonstrate a commitment to conservation service and Scouting’s environmental ethics. The form is available in the appendix and at camp

- Complete at least one hour of conservation approved by the Ecology Director
- Demonstrate Knowledge of Scouting’s Conservation Awards
- Show Understanding of Leave No Trace Principles



World Conservation Award

Earn Citizenship of the World, and Environmental Science or Sustainability, and Fish & Wildlife Management or Soil & Water Conservation and Participate in an approved– conservation project (3 hours)

You do not have to complete the requirements at camp. This award is available any time.



Conservation Good Turn Award

Complete an approved conservation project – See the Ecology Director

CLIMBING



Director: Christopher Burk

Based out of Parkersburg, Christopher has been a dedicated Scouter for over 23 years, serving as Scoutmaster of Troop 12 for 14 years and District Commissioner for the Kootaga District for the last six. Additionally, he has been the Buckskin Council Climbing Director for the past six years, sharing his passion for adventure and outdoor leadership with countless Scouts.

Special Activities

Open Climbing: When it comes to combining physical strength, mental focus, and a sense of adventure, climbing stands in a league of its own. And you don't need to be young, old, tall, or short to excel. Whether climbing outside on a natural cliff face or hitting up Camp Arrowhead's tower, climbing is truly inclusive and enjoyable. COME TRY!

SHOOTING SPORTS



Director: Matthew Lookadoo

"Shooting Sports have been part of my life since a very young age. Yes, it *did* start with a Daisy Red Ryder BB Gun. I shot bb, small bore, and shot gun competitively as I grew up and found a joy/calling bringing the sport to youth while helping the range at camp. Now this will be my 3rd or 4th year running the range. I hope, no, my goal is that I can make the kids time at the range a memorable one and maybe even bring this sport to kids who otherwise who have never gotten the chance to experience them."

Special Activities

Open Archery – Scouts and Leaders - hone your skills, shoot for your points, etc.

Open Rifle – Scouts and Leaders - hone your skills, shoot for your points, etc.

Open Shotgun – Scouts and Leaders - hone your skills, shoot for your points, etc.

Awards

- Top Shot
 - Archery
 - Rifle
 - Shotgun

OUTDOOR SKILLS



Director: Andrew Murphy

Hello! My name is Andrew Murphy, and I'll be your director-with-many-hats this summer! I'll be leading Outdoor Skills, and Brownsea Island, our first-year camper program. You'll most often find me at River Bend, home to our Outdoor Skills and Brownsea Island areas. I learned a great deal from leading Brownsea Island last year, and I'm especially passionate about helping new Scouts feel welcomed, supported, and excited about camp and Scouting.

Please feel free to reach out if you have questions about program flow, advancement, or how best to support your Scouts while you're here. I try to lead with organization, approachability, and a supportive mindset. When I'm not running around camp, I love talking about the ways games, technology, and the outdoors intersect — so feel free to stop me and say hello anytime!

Special Activities

Brownsea Island/First Year Camper Outpost Thursday 4:15 – 8:15 PM

Registration required in Camp Office by Monday 2:00 pm.

An in-camp outpost for all first year campers. Campers do not have to be in the Brownsea Island program to attend. Enjoy building a fire, cooking a hot meal and meeting fellow new scouts. Also, learn new skills to continue working on your Tenderfoot and Second Class requirements. Our experienced staff will lead the evening's activities. Dinner is included.

Adult Leadership Requirements: At least one leader from each troop attending is strongly recommended to assist with instructions and supervision.

Fantastic Fishing Friday Starts at 6am! Head to the lower lake to catch the big one! To take home the Biggest Catch prize you must have a photo of the fish with measurements.

Ultimate Outdoor Skills Challenge a hands-on, patrol-based program designed to strengthen core outdoor skills, leadership, and decision-making. Scouts rotate through four primary skill categories: Fire craft, First Aid, Knotwork, and Survival. Each category emphasizes different aspects of Outdoor Skills.

Patrols may enter at any station and rotate through the categories in any order, though it is highly encouraged that groups attempt all challenges. Each category is scored. Each patrol is allowed one (1) do-over total across all four challenges. That do-over may be used on only one challenge and may not be used again on any other station. Final scores are based on the patrol's best attempt.

Will your patrol demonstrate the skill, teamwork, and spirit needed to be the Ultimate Outdoor Skills Champions?.

Wilderness Survival Overnighter – required for completion of Wilderness Survival Merit Badge

Awards

Biggest Fish caught during Fantastic Fishing Friday

First Year Camper Patch – All scouts who attend Brownsea Island will receive the First Year Camper Patch.

Ultimate Outdoor Skills Challenge Award

Brownsea Island – First Year Camper Program

The Brownsea Island program is designed to help Scouts learn skills for Tenderfoot through First Class. Scouts will attend one morning session and one afternoon session each day and can also sign up for one morning and one afternoon merit badge.

Scouts not in the Brownsea Island program can take advantage of the skills they need to work on by going to the days those skills are covered.

This program will be led by the Scoutcraft Staff. The Scoutcraft Program Area will be the headquarters, but the activities may take you to other locations in camp. Troop Guides and Assistant Scoutmasters should accompany your first- and second-year campers to assist them in skills development. Although instruction is provided by the camp staff, requirements are tested and signed off by unit leadership.

A. DAY 1 (Monday): Flags (AM) and Sharps (PM)

Scout: 5 Tell what you need to know about using a pocketknife safely and responsibly.

Tenderfoot: 3d Demonstrate proper care, sharpening, and use of the knife, saw, and ax.
Describe when each should be used.

7a Demonstrate how to display, raise, lower, and fold the U.S. flag

2nd Class: 8a Participate in a flag ceremony

8b Respect due to the US Flag

Twilight Activity Earn Totin' Chip

B. DAY 2 (Tuesday): Rope Skills 1 (AM) and First Aid 1 (PM)

Scout: 4a Square Knot, two half-hitch, and taut-line hitch

Tenderfoot: 3a, b, c Usage of square knot, two half-hitch, taut-line hitch

4a Show first aid: simple cuts, blisters, burns, bites, nosebleed, frostbite, choking, etc

4b Common poisonous plants, identification and treatment

4c Prevent or reduce injuries of 4a and 4b

4d Assemble a first aid kit and how it would be used

8 Teach the square knot with EDGE method

Twilight Activity: 7b Service Project

C. DAY 3 (Wednesday): Fire 1 (AM) and Rope 2 (PM)

Scout: 4b Care of rope – whipping and fusing

2nd Class: 2a Appropriate Fire Use

2b Prepare Fuel for Cooking Fire

2f Sheet bend

2g Bowline

1st Class: 3a When to and not to lash

3b Timber hitch and clove hitch

Twilight Activity: Fireman Chit

Brownsea Island Continued

DAY 4 (Thursday): First Aid 2 and Ropes 3

2nd Class 6a First aid injuries
 6b Hurry cases
 6c Prevention of 6a & 6b
 6d Emergency cases
 6e Vehicular Accident

1st Class 3c Square, Shear, and Diagonal Lashings
 3d Camp Gadgets

Twilight Activity Outpost 4-8pm Description on Outdoor Skills Page

D. DAY 5 (Friday): First Aid 3 and Navigation 1

2nd Class: 3a Compass and Map
 3c Hazards or injuries on hike and prevention
 3d Demonstrate directions during day and night without a compass / device

1st Class: 4a Orienteering course
 7a Sprained Ankle, Head Injuries, Upper Arm, and Collarbone
 7b Transporting others
 7c Heart attack signs, CPR
 7d Utilities and associated hazards

Special Notes: Twilight activities are optional but highly encouraged.



LEADERS PROGRAMS

Leaders Meetings Get info on upcoming events during the week and have an opportunity to talk with the camp leadership.

Paddle Craft Safety Training provides an in-depth look in Safe Swim Defense and Safety Afloat principles along with basic swimming, boating, & rescue skills. Situations requiring more advanced skills are reviewed with sources for such trainings.

Safe Swim Defense and Safety Afloat Needed for any Troop doing swimming and boating activities outside of summer camp.

CLIMB ON SAFELY provides adult leaders with a framework to help plan a safe climbing and rappelling program for their unit. Climb On Safely does NOT teach the technical skills of climbing and rappelling, nor does it prepare unit leaders to instruct Scouts in these skills. Teaching climbing and rappelling skills requires a trained climbing instructor who meets the criteria under “Qualified Supervision” in Climb On Safely. Needed for any Troop doing rappelling and climbing activities outside of summer camp.

Leaders Coffee Social Host one or join another Troop in their campsite for coffee, snacks, and fellowship with other troops and the camp leadership.

Nap on Safely Learn the basic safety measures of napping and advanced napping skills; then practice, practice, practice!

Scoutmaster Merit Badge

The Scoutmaster Merit Badge is a program that allows Scoutmasters to experience various areas of camp and maximize their stay at camp. Scoutmasters will receive a Scoutmaster Merit Badge Award upon completion. Requirements can be found in the appendix.

CAMP LIFE / RULES / POLICIES ETC.

Alcoholic Beverages/Substances

No alcoholic beverages, controlled substances, or any other unlawful drugs are allowed on camp property, there are NO exceptions to this policy. You will be asked to leave the property

Adult Leadership

Each troop must have 2 registered adults with Youth Protection Training in camp. Two Deep Leadership is the policy of Scouting America, at least two leaders must be 21 years of age or older. If you have female scouts – you must have an adult female leader.

Buddy System

The Buddy System is in effect for all areas of camp property. Do not travel around camp alone.

Camp Office

The Camp Office is open daily from 7:00 AM to 10:00 PM.. The following are important things to know about the Camp Office:

- All Scouts and leaders must check in and out with the Camp Office when coming to or leaving camp during office hours. After office hours check-in and -out is via the Camp Office.
- Report any emergencies to the Camp Office immediately. If Emergency Services are required please call 911 and then notify the Camp Office.

Campsites

Your campsite is your Troop's home for the week. Remember, be a courteous Scout and know that going through another campsite is not a shortcut! Your campsite is equipped with the following: Campfire Ring, Shelter, Water Hose, Broom, Rake, Shovel, Picnic Table, Latrine, and Hand Wash Sink. The size and number of Troops attending in any given week has a significant bearing on Campsite assignments.

Campsite Inspections

Each campsite will be inspected daily for cleanliness by the Camp Commissioner Staff. Points earned from inspection scores count toward the Honor Troop Award (see appendix). Inspection results will be written on the inspection sheet (see appendix) provided at check-in and will be posted on the bulletin board in each site. Note: Unauthorized vehicles left at the campsite will result in a **failing** score for that day's campsite inspection.

Camp Quartermaster

Located near the Ecology area, and available during program time, the Quartermaster is the place to go if you need to check out any tools. All items must be signed for and returned in the allotted time. A broom, shovel, and rake are available at each campsite. A fee will be assessed for each broken or not-returned tool. For some tools, this is a repair cost and not a replacement cost. **PLEASE RETURN ALL BORROWED TOOLS BY 4 PM ON FRIDAY**

Dress Code

- All scouts and leaders are to be appropriately dressed for scout camp.
- Swim wear for males must be board style shorts and females must wear a one-piece suit (or a tankini that covers the belly).
- No revealing clothing or offensive logos/words.
- Closed toe shoes must be worn at all times. Flip-flops are only allowed in the showers or around the pool.

Emergency Procedures

Camp Arrowhead uses a siren to initiate emergency procedures. The siren will sound a series of blasts during an emergency. Your responsibility is for YOUR unit. When the siren is sounded all campers should report to the dining hall immediately. Scoutmasters / SPLs should take a headcount and report to the staff member in charge that the unit is all accounted for, or report any missing or unaccounted for Scouts and Adults.

Camp will not proceed until all units / campers have been accounted for, so please do not delay!

Each unit should be prepared to participate in an emergency drill during their stay at camp.

Procedures for specific types of emergencies will be reviewed at the opening leader meeting and can be found at <https://www.buckskin.org/camping/scoutsbsacamp/>

Flag Assemblies

Flag raising occurs at 7:55 AM daily (prior to breakfast) and flag lowering is at 5:45 PM daily (prior to dinner). *All units are encouraged to be present for all assemblies.* Self-Sufficient units should have a presence to bring information back to your units. If your unit is not already on the Flag Mall at the precise time flags are being raised or lowered, pedestrian traffic should stop, come to attention and salute as appropriate. You are also welcome to fly your own flags on the flagpole located in your campsite. Uniforms are not required for flag raising.

Food Service

Dining Hall

Under this plan, the camp fee includes 16 meals starting with Sunday evening DINNER and ending with Friday dinner. A continental breakfast is provided for Saturday morning. This can be picked up early on Saturday morning and taken to the campsite.

The Sunday evening meal is a camp-wide meal in the dining hall regardless of your meal plan.

Dietary Restrictions

Please inform the Camp Director of any special dietary needs as soon as possible to allow the purchase of necessary food.

Self Sufficient Units

Units may choose to cook in camp. All coolers must have a temperature gauge and a “Keep it Cold” chart must be posted near the cooler with recorded morning, noon and night temperatures. Ice is available for purchase.

- Cooking equipment and eating utensils are provided by the unit.
- Charcoal and propane An adult leader must
- be present in the campsite and must supervise the lighting and use of propane. This is a mandatory safety rule and must be followed without fail. Please oversee the use of charcoal.

Garbage Pickup/Recycling

- Place your tied, filled bags by the nearest post that has a campsite name on it by 8:00 pm to be picked up by the camp rangers. Do not overfill the bags. You may also deposit trash in the bins located at the lower parking lot.
- If you see trash on the ground, please pick it up and help us to keep camp clean!
- Additional bags may be obtained (free) in either the Trading Post or the Camp Office.

Hammocks

Hammocks may be used as an alternative to tent camping if guidelines are followed. Hammocks must hang in secure locations, such as on trees or the solid hammock posts erected in some campsites. Hammocks should never be hung from pavilions or buildings. Please do not stack hammocks one above another. Hammocks should not be hung such that the lowest point is more than 3 feet above the ground. Camp Arrowhead requires the use of a “tree strap” or other band wider than 2 inches for securing your hammock to trees.

Ice

Ice is available for purchase. Tickets are available in the Trading Post and then taken to the dining hall. Please do not ask for ice during meal hours.

Internet Access

Camp Arrowhead has cellular service available in camp

Laundry

Facilities are not available in camp but a laundromat is available within 15 minutes (Milton).

Mail

Please encourage parents to write and send packages. It can make your scouts day! For parents sending packages, please send mail by Monday of the week at camp to ensure timely delivery. Mail Received before a Scout's week at camp will be held and delivered once their Troop arrives. Mail received after a Scout has left camp will be returned to sender when possible.

Please address mail to:

Name, Troop ____

Camp Arrowhead

506 Boy Scout Road

Ona, WV 25545

Letters and postcards can be mailed from the Camp Office with appropriate postage affixed.

Meal Times

Breakfast: 8:00 – 9:00 am

Lunch: 12:15 – 1:15 pm

Dinner: 6:00 – 7:00 pm

Medical Treatment

Units should be familiar with basic first aid. It is important that each unit be prepared with a stocked first aid kit to treat minor cuts, scrapes and abrasions.

Prescription Medications

- Units may keep both prescription and over-the-counter medications with the unit as long as they are secured. All medications should be kept in their original containers.
- Medications dispensed by the Camp Health Officer must be in their original containers with visible directions.
- Cold storage is available at the Health Lodge for medications.
- Medications must be administered and/or dispensed as follows:
 - For prescription medications, in accordance with the prescribing health care providers directions.

Prescription Medication Cont.

- For over-the-counter (OTC) or non-prescription medications, in accordance with the original labels.
- An exception may be made for a limited amount of medication to be carried by a camper, leader, parent or staff member for life-threatening conditions, including epinephrine injector, diabetes and heart medications and inhalers
- All administration / dispensing of medication must be recorded on a medication dispensing log provided by the camp Health Officer.

Tick Borne Disease: Anyone participating in outdoor activities should take steps to prevent exposure to tick bites. The camp recommends that any ticks removed be kept in a plastic baggy for a few days while monitoring the site.

Motor Vehicles

In accordance with motor vehicle provisions of Scouting America's National Camping Standards and Camp Arrowhead policy, roads through campsites and program areas are restricted to authorized vehicles only.

The following rules will apply to the Camp Arrowhead Summer Camping Program

- Two vehicles per campsite will be allowed into camp on Sunday for set-up and Friday evening and/or Saturday morning for pack up. The Camp Director will determine the times vehicles are allowed in and out of camp.
- The designated parking lot shall be the lower lot with overflow parking in the left side of Riverbend campsite. Parking at the Dining Hall, Trading Post/ Shower house, cabins, program areas, etc are for Authorized Vehicles only.
- The Camp Director or their designee may issue special parking / driving permits for medical reasons, special needs, etc. These permits must be obtained from the Camp Office after arriving to camp.
- All visitors, volunteer merit badge counselors, leaders, family members, etc., must park in the designated parking lots.
- Golf carts / UTVs are not allowed.
- All vehicles in camp must be driven by a licensed driver at least 21 years old.
- Safety belts / equipment must be used.
- **NO ONE is permitted to ride in the bed of a truck or on a tailgate, in a trailer or a camper.**
- Trailers are permitted in campsites, but the tow vehicle must be moved to the parking lot.
- The speed limit in camp is 10 mph. Roads are Scout walkways during camp season.
- Please inform anyone that may be visiting camp of these rules and the requirement to walk into camp and carry items they wish to bring.

Personal Items

All personal items and spending money should be kept in a secure camp box while at camp. Personal items and clothing should be clearly marked with your full name and unit number.

Restricted Areas

Certain areas are off limits to participants. The Staff Area is restricted to staff only. Program areas, specifically the ranges, pool and aquatics areas are off limits when unstaffed.

Shower/Restrooms

At the pool there are private toilets and shower rooms for the campers to use. Each day troops will rotate responsibility for cleaning the shower house facility. Some troops will have morning shift and the others will have the afternoon shift. All cleaning supplies will be provided by the camp. A Camp Duty Roster will be available for sign up during the Scoutmaster and SPL Meeting. Meeting your responsibilities when it is your Troop's turn will have a bearing on Honor Troop Awards. Your help in keeping the bathrooms and shower houses as clean as possible is greatly appreciated.

Sign In / Out Of Camp

- The sign in and out log is on the wall outside of the camp office.
- Adult leaders must use this log if leaving camp, so we may know the whereabouts of the Unit Leadership.
- Scouts are not permitted to leave camp unless they are signed out by their adult leader at the Camp Office in the presence of a parent or guardian, or authorized individual.
- Please use the permission slip located in the appendix or available at the Camp Office.

Special Needs:

Requests for participants with special needs should be submitted in our Online Registration System at least 2 weeks prior to your arrival at camp.

Tentage

Camp Arrowhead does not provide tents or cots.

Units should plan appropriately using Safeguarding Youth Guidelines.

- No members of the opposite sex are allowed together inside tents, cabins, bathrooms, etc.
- National youth protection guidelines will be followed in all situations. This includes a 2 year age difference.

Tobacco Use

The use of tobacco by anyone under the age of 18 is strictly prohibited. Adults are encouraged not to partake of tobacco products at camp. This includes electronic cigarettes and personal vaporizers. Use of tobacco products, electronic cigarettes, or personal vaporizers will not be used where it can be seen by youth. For those adults that must smoke, the designated area is behind the dining hall out of sight of campers.

Troop Gateway

Units are welcome to bring materials for gateways and other campsite improvements for use during their week at Camp. The unit must take all of the materials with them when they leave. "Gifting" of unwanted materials to the Camp must be approved by our Camp Ranger. Please plan to take these items back home.

Visitors In Camp

Visitors should contact the camp director upon arrival for check in. Vehicles are not allowed in the campsites, so be prepared to walk from the parking lot to the campsites. Bring a flashlight in case you stay after dark – it's really dark! Camp Arrowhead requires visitors to wear closed toed shoes. Pets are not allowed.

Weapons / Ammunition

No firearms, bows and arrows, ammunition or weapons of any kind are allowed at camp. If brought onto camp property, they will be confiscated for the duration of your week at camp. No fireworks, sparklers, or firecrackers of any kind are allowed.

Weather Impact On Program Activities

Camper safety is our first priority. Occasionally, camp program and activities, particularly Aquatics and Climbing are often the first to be impacted. Thunder and Lightning in the vicinity of camp can cause us to “delay” or “cancel” activities

Wildlife

Treat all wildlife with respect, give them space so they do not feel threatened. When an animal feels frightened, threatened, or trapped it may react by scratching, biting or even attacking. In the event you are injured by a wild animal seek medical treatment quickly at the Camp Health Office even if the injury is minor.

Do not feed the wildlife. Most conflicts between people and wildlife are related to the careless handling of food and garbage. Secure all food and garbage in campsites.

There is an abundance of wildlife that can be observed while visiting Camp Arrowhead. Remember that you are in their home. Do not approach, pick up or touch the wildlife. Contact a staff member if you have concerns regarding wildlife.

TRADING POST

SUNDAY	1:00-5:00 pm 7:15 – 8:00 After campfire – 10pm	<i>*Hours are subject to change and will be posted.</i>
MONDAY	8:45-12:00 pm 1:30-5:30 pm 8:00-9:45 pm	<i>The Trading Post reserves the right to close early to allow time for meals and events.</i>
TUESDAY-THURSDAY	8:45 am-12:00 pm 1:30-5:30 pm 7:15-9:45 pm	<i>The Trading Post will be closed for ALL camp-wide events, including Campfires, Chapel Services, camp-wide photos and Emergency Procedure Drills.</i>
FRIDAY	8:45-12:00 pm 1:30-5:30 pm 7:15-8:00 pm After campfire – 10:15 pm	

SPENDING MONEY

The amount of spending money needed depends on the Scout's own circumstances and is at the discretion of the Scout and their parents. Typical amounts brought by Scouts vary from \$20 - \$150; however, a Scout can have a very enjoyable week without any extra spending money. The Trading Post is well stocked and provides a variety of equipment, literature, souvenir items, and snacks. It is important to remember that each Scout is responsible for their own money.

GENERAL SUPPLIES AND ICE

Scoutmasters or SPLs can pick up toilet paper and garbage bags from the Trading Post. Ice tickets can be purchased for \$1 per bag and ice is picked up from the dining hall – however, please do not ask for ice during meal times. Please be courteous and only take as much ice as needed to keep food and water cold.

ELECTRONIC DEVICE CHARGING

Have a camera, laptop, or other electronic device and need to charge it? Just stop by the Trading Post and we will charge it for you. Drop-off/pick-up of devices is during normal posted hours. Please have your name on both the charger and device. A receipt will be issued and only the person named on the receipt may pick up the device.

LOST AND FOUND

Lost and found items can be dropped off and picked up at the Trading Post during normal business hours. Items of high value such as wallets, phones, and other similar devices will be sent for holding in the office safe.

TROOP Photos

The camp-wide photo will be taken at campfire on Day 1. Copies of the photo will be emailed to the unit leader. All units are encouraged to wear Field uniforms or Troop T-Shirts.

CAMP STAFF

Camp Staff Opportunities

Individuals 15 years of age and older are eligible to apply for a camp staff position. If you know an exceptional person who loves camp, please encourage them to apply. Camp staff can be a rewarding and memorable experience for many. If you have anyone that is considering camp staff, please let our Program Director know so they may have a conversation with them before they leave camp. Applications can be acquired at check out from the Program Director or apply online at www.psrweb.org/staffapp.

Counselor In Training (CIT) Program

Many of our current staff members have been trained through our CIT Program. The CIT Program is open to Scouts/Venturers who are 14 years of age or older. The same staff applications may be used. While at camp, they will spend time in each of the program areas to get an overall view of the camp's operations. Over the course of their week, their performance will be evaluated, and they may be invited back for a second week. There is no fee involved in this program, and they may earn Merit Badges while in this role.

Volunteer Staff

Consider joining our camp staff for a week or more as a volunteer. We are always looking for volunteers to help out for anywhere from a week to the whole Summer. Areas include program, kitchen/commissary, ranger staff, and more. please email the Camp Director at bill.bryant@scouting.org for more info.

Share Staff Praise

If you have a positive comment or experience, please share them with our staff by completing a staff praise card. We offer staff praise cards at the dining hall, Camp office and they are also available from the camp commissioner. Feel free to also inform specific staff members of any positive praise

APPENDIX

Buckskin Council Summer Camp Page <https://www.buckskin.org/camping/scoutsbsacamp/>

Camper Scholarship Form www.buckskin.org/wp-content/uploads/2026/01/2026-Scholarship-Application.pdf

Health Form https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Complete Angler (for Youth) https://www.scouting.org/wp-content/uploads/2021/08/Complete_Angler_Recognition-2021.pdf

Conservation Good Turn Award <https://www.scouting.org/awards/awards-central/conservation-good-turn-award>

Paul Bunyan <https://www.scouting.org/awards/awards-central/paul-bunyan/>

HONOR TROOP AWARD

Troop # : _____

*To be recognized as an Honor Troop for your week at camp, your unit must complete 10 items. The 4 starred are required. This worksheet is due to the Program Director by **the end of lunch Friday**. Late sheets will not be accepted*

The Program Director reserves final authority to determine the eligibility of units to earn the status of Honor Troop.

1. Your Senior Patrol Leader or designee must attend all of the lunch SPL Meetings.*
2. Volunteer to do a skit or song for the Closing Night Campfire.*
3. 75% of your troop must have perfect attendance for their merit badge sessions.*
4. Show improvement in your campsite inspection scores for the week.*
5. Adult volunteer at pool/waterfront as Safety Lookouts.
6. Participate in an Open Program.
7. Build a gateway for your campsite.
8. Volunteer to assist the ranger.
10. Perform a Troop Yell or Cheer during a meal in the Dining Hall or your camp (Self-Sufficient).
11. Enter the Dutch Oven Cook Off.
12. Complete a service project approved by the Ecology Director or Camp Ranger.
13. Volunteer in the Kitchen.
14. Clean the Shower House 3 times.

Scoutmaster Merit Badge

Name: _____

Unit Number: _____

*Below you will find the requirements for the Scoutmaster's Merit Badge. You must complete 10 requirements, including the 5 starred items to qualify for the recognition. You may start working on the Merit Badge as soon as you arrive in camp. This sheet must be turned in to the Program Director with all the requirements initialed by **the end of lunch Friday**. Late sheets will not be accepted. Each item may only be completed once for credit.*

1. Attend three leaders' meetings during your week at camp. *
2. Participate in one Adult Leader Training Session. *
3. Volunteer in the Brownsea Island Program for one session. *
4. Serve as a volunteer lookout at the pool during free swim. *
5. Take a nap in a camp chair. *
6. Climb the Tower
7. Complete the Mile Swim.
8. Attend an Evening Program.
9. Help your Scouts compete in one of the competitions throughout the week.
10. Introduce yourself to someone you don't know at the Trading Post and buy them a slushie or ice cream.
11. Take a Scout fishing.
12. Bribe the Camp Director or Program Director (Creativity Counts).
13. Invite a staff member to eat a meal with your troop.
14. Help a Scout complete a craft project at Handicraft.
15. Sit in on one merit badge session and assist with "crowd control."
16. Enter the Dutch Oven Cook off.

Individual Equipment Checklist

CAMP IS A **7-DAY** EXPERIENCE, and each scout and adult leader should pack accordingly.

All items should be scouting appropriate.

Clothing

- Hat
- Jacket
- OA Sash (if applicable)
- Pants, Long
- Raingear / Poncho
- Shirt(s)
 - Scout Uniform
 - T-shirts
 - Long sleeve/Hoodie
- Shoes (closed toe)
 - Boots or sturdy shoes
 - Extra pair of shoes
 - Shower Shoes
- Water shoes (closed toe)
- Shorts (Scout Appropriate)
- Sleepwear
- Socks
- Swim Suit
 - Board style shorts
 - One Piece or tankini
 - No speedo / bikinis

Bedding

- Cot
- Pillow
- Sleeping Bag or
- Sheets/Blanket

Optional Items

- Alarm Clock
- Camera
- Clothesline with Pins
- Compass
- Daypack/Bag
- Fishing Gear
- Games
- Hangers (Plastic)
- Mosquito Netting
- Musical Instrument
- Religious Literature
- Sewing Kit
- Snacks

Personal Items

- Completed Health Form (Part A B and C)
- Bug Spray
- First Aid Kit
- Flashlight with extra batteries
- Glasses/Sunglasses
- Medications in original container
- Merit Badge Pre-requisites
- Notebook/Pen/Pencil
- Pocket knife (must have Totin' Chip)
- Spending Money
- Sunscreen
- Toiletries
 - Body Wash
 - Comb/Brush
 - Deodorant
 - Shampoo
 - Towel (2)
 - Toothbrush
 - Toothpaste
 - Washrag
- Tote / Footlocker
- Water Bottle

Electronic Devices

We ask that Scouts use electronics at appropriate times while at camp. While Camp Arrowhead does not discourage their use, please ensure that you are fully participating in the program.

Items to leave at HOME

Ammunition, Bows, Candles, Fireworks, Guns, Lighters, Open-Toed Shoes, Pets, Radios, Sheath Knives, Tobacco Products, Valuable Items