



**NEW MERIT BADGES!**

- INVENTING
- SCULPTURE
- ARCHAEOLOGY
- CIT. IN THE WORLD

**2019  
LEADER'S GUIDE**



**Dear Leader,**

We are excited to get the 2019 Summer Camp Season started at Ingersoll Scout Reservation! Summer Camp is a wonderful time for Scouts that provides an opportunity to instill the values of Scouting all while providing excitement and adventure. Scouting values are more important today than ever, so encourage your Scouts to participate and take advantage of all that Ingersoll Scout Reservation has to offer!

The traditions of ISR began in 1965 as Camp Wilderness, a place where Scouts camping and survival skills would be tested, a place where Scout's could go for fishing, swimming, boating, access to the creek, a place that could be "wild" enough that deer and other animals could roam freely. The Camp was renamed in 1973 to posthumously honor William P. Ingersoll, a local philanthropist who helped in the camp's initial purchase.

We are excited that your unit has chosen to take part in the Ingersoll experience. The Area Directors and other key leaders of camp are starting to get busy to continue the tradition of Ingersoll Scout Reservation to provide Scouts the Values of Scouting all in a fun, exciting, and "wild" environment.

The information needed to prepare a Troop for summer camp is included in this Leader's Guide. Please read through the guidebook to prepare your Troop for a adventure at camp!

Thank you for choosing Ingersoll Scout Reservation and we look forward to seeing you at camp!

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## 2018 Ingersoll Improvements

2018 brought plenty of new additions to ISR as we always strive to improve the facilities and program opportunities for the Scouts. Here are some of the improvements that were completed in 2018!

- Improved Water filling stations and building more for 2019!
- Water Softeners added in the Dining Hall.
- Charging Stations added through out camp.
- Addition of Adult Leader programs such as Adult Shoot, and Adult Climb after Leaders Meetings.
- Building the new year round lodge—RMS Lodge.
- A new Campsite Pavilion at Arrowhead Campsite.
- Brought back Tubing on the Cedar Creek and Crawdad Outpost Programs.
- New sound systems added to the Dining Hall and at the Chapel.
- Brought the STEM Classroom to the Wilderness Training Center to be closer to the STEM Pavilion.
- Addition of Mountain Boarding Outpost Program down Dining Hall Hill.



## 2019 Improvements

As 2018 is coming to an end, we are working on developing new programs to continue the “wild” tradition of Ingersoll.

The Merit Badge Schedule is changing up for 2019 with the additions of Inventing Merit Badge at STEM and Citizenship in the World at Brownsea Island. And bringing back Sculpture and Archeology to Scoutcraft! See the 2019 Merit Badge Schedule on page 23.

More Open Areas will be open in the afternoon to allow time for Scouts to explore around camp, try ISR Geo Cache Course, work on finishing up Merit Badges, try new program areas, play Frisbee Golf, Gaga Ball, or CarpetBall.

Also the Trailblazer Program, our first year camper program, will now be split up into three, one hour rank specific sessions. Scouts can sign up for just the rank they are working on or sign up for all three hours of the full Trailblazer program! A list of requirements that will be covered for each rank is on page 25.



## Summer Camp Fee Schedule

All fees must be paid in full by May 17, 2019. Fees can be paid in person at the Peoria or Bloomington Scout Service Centers, mailing a check, or online. Please include a filled out Unit Payment Form (Page 41) with all payments made by your Troop.

### 2019 Early Bird Fees

Youth Fee = \$300.00

Adult Fee = \$ 155.00

### 2019 Camp Registration Fees

Early Bird Youth Fee = \$315.00

Early Bird Adult Fee = \$ 175.00

**Early Bird Fees are due by April 26, 2019. Fees paid after April 26th will be charged the regular price.**

**Visitor Fees:** \$30.00 per day

**Individual Meal Tickets:** \$10.00 per meal (Please pay for meals when you check-in at the Camp Office)

**Family Night Meal Ticket:** Dinner for Wednesday Family Night Dinner \$8

### Debit/ Credit Card Fee

A 3% service fee will be added to all Scout, BSA Summer Camp Fees if the Troop pays with Debit or Credit Cards both online and in person at one of the Scout Service Centers. No additional fees for payments with Checks or Cash.



### Financial Assistance

Registered youth members who cannot pay the total cost of attending Summer Camp may apply for partial financial assistance. The fund assists deserving Scouts to attend local council events with a percentage of the cost based on need, it is not intended to provide the total fee.

To apply for financial assistance please fill out the Financial Assistance Application (Page 39). The information requested is confidential and necessary to help determine the percentage of need for each applicant. Please print legibly. Applicants must be currently registered members of the W. D. Boyce Council of the Boy Scouts of America. Applications for unregistered persons and applications without signatures will be returned to the Unit Committee Chair.

Mail or drop off completed and signed applications to the Peoria Scout Service Center. For full consideration, the Financial Assistance Applications must be received by March 29, 2019.



## Refund Policy

The W. D. Boyce Council Refund Policy is intended to cover emergencies beyond your control while protecting the council's pre-paid program expenses based on registration numbers.

The transfer of fees, without penalty, to another Scout or Scouter attending the same program may be requested.

If an emergency, beyond your control occurs, write or call the Peoria Council Service Center immediately – (309) 673-6136 ext 128. All emergencies will be considered on an individual basis and given the highest consideration when appropriate documentation is provided.

All refund requests will be reviewed by the Volunteer Program Committee after Summer Camp. All such requests are subject to a 15% service charge. All program fees collected on-site are non-refundable. Refund Request forms are available through the W. D. Boyce Council Service Center or online at [www.wdboyce.org](http://www.wdboyce.org). Refund Request forms received less than 7 days prior to the start of your week at camp or after your week will not be considered.

## Campsite Reservation

To reserve a campsite for the summer, fill out a 2019 ISR Summer Camp Reservation form and submit it to the Peoria Scout Service Center along with a \$250 campsite deposit. Troops that make a deposit but do not attend camp forfeit their \$250 deposit. All summer camp correspondence and registration materials should be sent to the Peoria Scout Service Center (614 NE Madison Ave, Peoria, IL, 61603).

Smaller units will be asked to share a campsite with another unit if necessary to accommodate all units attending that week of camp.



Find the 2019 ISR Reservation Form at [isrsummercamp.org/registration](http://isrsummercamp.org/registration).



## Campsites

At Ingersoll we offer a variety of campsite options to suit your Troop's needs. A Ridge Commissioner will live nearby to answer any questions and make sure your Troop feels at home. All campsites include a latrine, bulletin board, flag pole, dining fly(s), picnic tables, fire ring, and are located in close proximity to one of the three shower houses all with individual shower stalls and hot water. For campsites without cabins or platform tents, Troops are encouraged to bring their own tents. Ingersoll does have a limited supply of dome tents that must be requested in advance.

### North Ridge

Located on hillier terrain, North Ridge campsites overlook Lake Roberts and are close to Shooting Sports and Eco-Con program areas. All North Ridge Campsites include platform tents, with (2) Folding cots in each.

Powderhorn - 38 (includes 19 platform tents)

Arrowhead - 32 (includes 16 platform tents & large pavilion)

Gunflint - 22 (includes 11 platform tents)

Diamond Hitch - 32 (includes 16 platform tents)

### South Ridge

Situated in the center of camp, South Ridge campsites are located near Scoutcraft, STEM, Fish Shack, and the Lakefront program areas.

Conestoga -34

Musket - 24

Tomahawk - 40

Doublebit - 24 (includes 12 platform tents)

Buckskin - 24 (Includes 6 four-person cabins)

### West Ridge

The closest to the Dining Hall and Scoutcraft program areas, West Ridge campsites offer large open areas for tent camping.

Kickapoo - 32

Sauk - 36 (includes large pavilion)

Tonkawa - 20

Kaskaskia - 38 (includes large pavilion)

Winnebago - 40

Illini - 32 (includes large pavilion, and 3 platform tents)





## Registration

**Step 1:** Fill out and submit 2019 ISR Summer Camp Reservation form along with a \$250 campsite deposit to the Peoria Scout Service Center. (614 NE Madison Ave. Peoria, IL 61603)

**Step 2:** An email will be sent with a username and password to the unit contact written on the 2019 ISR Summer Camp Reservation Form. The online registration site will open on April 3rd. On this date, the Unit Contact may log on to the system to enter the number of youth and adults coming to camp, enter in the names of who is attending camp, and select merit badges and Outpost Programs for everyone in the troop.

**Step 3:** Please submit the Payment Form (Page 41) including payments by mail or bring it to the Peoria or Bloomington Scout Service Centers. The Early Bird Date is April 19<sup>th</sup> and all payments are due by May 17<sup>th</sup>.

**Step 4:** The registration process is completed when you check in on Sunday after arriving at Camp. If you conducted your swim checks prior to camp, bring the Unit Swim Classification with you to camp. Also, when you check in to camp we will update any schedules, settle any remaining payments, and complete any missing paperwork.



## Key Dates

Pre-Camp Leaders Meeting Peru - TBD  
Pre-Camp Leaders Meeting East Peoria - TBD  
Pre-Camp Leaders Meeting Bloomington - TBD  
Financial Aid Forms Due – March 29  
Online Merit Badge Selection – April 3 @ 6pm  
Early Bird Deadline – April 26  
All Fees are Due – May 17

## 2019 Scouts, BSA Summer Camp Weeks

Week 1: June 9 – 15  
Week 2: June 16 – 22  
Week 3: June 23 – 29  
Week 4: July 7 - 13

## 10 Day Leader Meeting

On Thursday, 10 days prior to your Troop's arrival at ISR, join us for the 10 Day Leader Meeting. The meeting starts at 7pm at the Peoria Scout Service Center (614 NE Madison Ave, Peoria, IL 61603). All Troops in attendance will receive their outpost schedules and a packet of camp information. This is also an opportunity to turn in any last-minute paperwork in preparation for summer camp and ask the camp staff questions.

Week 1 – May 30  
Week 2 – June 6  
Week 3 – June 13  
Week 4—June 27



## What to Bring to Camp

Every Troop should take a few minutes to determine if they have everything necessary for a quality week at summer camp. Remember there is no electricity at your campsite. The following is a suggested list of items to take to camp. Consult the Scoutmaster's Handbook for a more detailed list.

The Scout uniform builds individual and unit pride. The Scoutmaster's attitude towards wearing the Scout uniform will be reflected in the dress of his or her Troop. Scouts should wear their Field Uniform to and from camp with pride! Scouts and Scouters must wear it to camp-wide flag ceremonies and campfires.

### Equipment and Supplies Everyone Should Bring

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Bedding or sleeping bag  | <input type="checkbox"/> Pajamas                                       | <input type="checkbox"/> Flashlight                       |
| <input type="checkbox"/> BSA Uniform              | <input type="checkbox"/> Insect Repellent                              | <input type="checkbox"/> Scout Handbook                   |
| <input type="checkbox"/> T-shirt or casual shirts | <input type="checkbox"/> Sunscreen                                     | <input type="checkbox"/> Merit Badge Books                |
| <input type="checkbox"/> Jeans/Long pants         | <input type="checkbox"/> Underwear                                     | <input type="checkbox"/> Personal hygiene gear            |
| <input type="checkbox"/> Sweater or sweatshirt    | <input type="checkbox"/> Socks   | <input type="checkbox"/> Medical form (Parts A, B, and C) |
| <input type="checkbox"/> Heavy shoes or boots     | <input type="checkbox"/> Towels  | <input type="checkbox"/> Paper, pencil, and pens          |
| <input type="checkbox"/> Sneakers or moccasins    | <input type="checkbox"/> 2 Swimming suits (one for lake, one for pool) | <input type="checkbox"/> Old Shoes (which can get wet)    |
| <input type="checkbox"/> Raincoat or poncho       | <input type="checkbox"/> Wrist watch                                   | <input type="checkbox"/> Canteen or water                 |
- 

### Optional Equipment

- |                                      |   |   |
|--------------------------------------|---|---|
| <input type="checkbox"/> Work Gloves | <input type="checkbox"/> Hat                  | <input type="checkbox"/> Bible or prayer book |
| <input type="checkbox"/> Compass     | <input type="checkbox"/> Sunglasses           | <input type="checkbox"/> Pack or duffel       |
| <input type="checkbox"/> Camera      | <input type="checkbox"/> Musical Instrument   | <input type="checkbox"/> Foot powder          |
| <input type="checkbox"/> Sewing Kit  | <input type="checkbox"/> Stamps and Envelopes |   |
- 

### Troop Equipment

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Troop Flags and Pole                   | <input type="checkbox"/> Lashing Rope                | <input type="checkbox"/> Merit Badge Pamphlets            |
| <input type="checkbox"/> Lanterns                               | <input type="checkbox"/> Alarm Clock                 | <input type="checkbox"/> Props for campfire               |
| <input type="checkbox"/> First Aid Kit                          | <input type="checkbox"/> Trash Bags                  | <input type="checkbox"/> Water Containers (3 to 5 Gallon) |
| <input type="checkbox"/> Locked Medication Dispenser & Log Book | <input type="checkbox"/> Program Reference Materials |   |
| <input type="checkbox"/> Axe yard equipment                     | <input type="checkbox"/> Games                       |   |



## Lost & Found

Clothing and equipment should be clearly marked with your last name and troop number. The W. D. Boyce Council is not responsible for security or loss of personal items. During camp, Lost and Found items are kept at the Camp Office for people to claim. If anything is missing after your departure from camp contact the ISR Camp Office at (309) 486-3398. At the end of August, all items in the Lost and Found will be donated to a local charity or thrown away.

There is lockable storage at the pool shower house for Troops to keep valuables. Please provide your own lock. The lock can be left on the locker throughout the week. Any locks left behind on Saturday Checkout will be removed by camp staff with the contents placed in the Lost and Found.

## Arrival Information

### Arriving at Camp

Please plan to arrive at Ingersoll between 12pm and 2pm. Troops that are going to arrive after 2pm should notify the Camp Administration by calling (309) 486-3398. No Staff will be available to handle early arrivals so please do not plan to arrive before noon.



## Transportation & Parking

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or Adults in the bed of a pickup truck or trailer (whether it is covered or uncovered) is against the policy of the Boy Scouts of America.

Parking is provided at the camp only in the main parking lot near check-in.

Vehicles are not to be parked in the campsite during your stay. Trailers can be dropped off in your campsite during the check-in process for the week and returned to the parking lot during check-out.

To maximize safety and keep traffic in camp to a minimum, only camp vehicles will be allowed to operate within camp during the week.



## Check-In

Upon arrival at Ingersoll, you will be greeted by an ISR Staff member at the front gate of camp, welcoming you to camp and showing you the way to the parking lot. At the parking lot you will meet your Site Guide, who will guide your Troop through the Check-In process. The Unit Leader must go check-in with Camp Administration, where they will finalize paper work including payment, Health Forms, update last minute program changes, and schedule time for Aquatics, Dining Hall or Commissary orientations.

As the Unit Leader is checking in, the rest of the troop will be working on getting their gear to the campsite. For gear in a trailer, it can either be pulled by your own truck with an ISR Staff member riding along to make sure the roads are clear, or an ISR Staff member can pull your trailer to your campsite with a camp truck. If you don't have a trailer, the ISR staff can use the camp truck to transport gear from the parking lot to your campsite.

Once you are checked-in and your gear is in the campsite, the site guide will help the troop setup and take you on a camp tour if requested by your troop.

## Aquatics Orientation

Even if the Scouts have completed their swim checks prior to camp (page 35), they still must visit the Aquatics Staff for the Aquatics Safety Orientation and get buddy tags made at the Pool. This is also the time that Scouts can complete their Swim Check if needed. Remember that a shirt and shoes with a cover heel and toe, must be worn at all times in camp.

## Fee Payment at Camp

All fees should be paid before May 17<sup>th</sup> at the Peoria or Bloomington Scout Service Center. At check-in, the camp staff will review the unit's camp roster entered online, and collect any extra fees for additional Scouts or Adults.





## While at Camp

### Commissioner Service

After your Site Guide finishes helping you check-in, a Ridge Commissioner will be your main resource for campsite needs. The Ridge Commissioner will stop by your campsite each day to see how things are going and to make sure you have all the supplies you need. If there is something broken or missing in your site, they will see that it is taken care of.



### Unit Leadership in Camp

Each Unit is required to have at least 2 adult leaders in camp at all times during the entire week. Small troops may camp in the same site, each providing one adult. Per policy of the Boy Scouts of America all adults staying in camp longer than 72 hours must be registered members of the Boy Scouts of America and have completed Youth Protection Training. Two registered adult leaders 21 or older must be with the unit at camp, There must be one registered female

adult 21 years of age or older for every unit serving females.

Under the troop system of camping, the Unit Leader is in charge of the troop at all times. Organization and discipline are the responsibilities of the unit leader. The camp staff will work with the unit leadership as advisors. Discipline of Scouts is to be reported to the Camp Director. Should a call need to be made to parents to pick up a Scout, the Unit Leader must first consult with the Camp Director.

Ingersoll fully enforces the youth protection policies set by the Boy Scouts of America. Violations of this policy will not be tolerated. Offenders will be asked to leave the property and the appropriate authorities may be notified.

### Unit Leader Meetings

A meeting with all Adult Leaders and Senior Patrol Leaders will be held after the evening meal on Sunday. At this meeting, the staff will give an overview of camp policies, procedures, and special program activities that will be offered during the week. Also, this is an opportunity to have questions answered about your Unit's week at camp.

In addition, each weekday at 1:15pm a Leaders Meeting will be held at the Wilderness Training Center (WTC). Unit Leaders will get the opportunity to ask questions and get updates on special events going on in camp.

A Senior Patrol Leader meeting will also be held each weekday after Breakfast (8:30am) at the Wilderness Training Center.



## Day Visitors

Day visitors should park in the parking lot and check-in at the Camp Office. Please note that the camp wide speed limit is 15 MPH.

If a day visitor wants to eat in the Dining Hall, a meal ticket must be purchased from the Camp Office, for \$10.00 per meal.

Day visitors must check-in upon arrival and check-out during departure at the Camp Office. There are no facilities at Ingersoll Scout Reservation to allow day visitors to stay overnight.

## Family Night

We are excited to invite all parents and family members of participating Scouts to come out to camp on Wednesday evening. This is the perfect opportunity to spend time visiting with Scouts in your Troop and enjoy an evening of the Ingersoll experience.

Activities will begin at 5:15pm on Wednesday with dinner. Families visiting camp can purchase meal tickets at the Trading Post or at the Dining Hall for \$8 per meal. Following dinner, the Troops will participate in a Ridge Campfire at 7pm. Please bring a blanket or lawn chairs for seating. Family activities will conclude by 8pm and the OA Call out ceremony will start at 8:30pm which family may stay for if would like too.

Please do not plan on taking your Scout home with you as it is important they complete summer camp with their troop.



## Wireless Internet

Ingersoll has 2 hotspots which are open for adults to use. The hotspots are located at the Wilderness Training Center and the Dining Hall. We ask that adults share internet access and prioritize those who need to take care of business while at camp.

## Cell Phone Service

There is limited cellphone service at camp. With that said, Verizon is the cellphone provider with the most service available throughout camp.



## Postal Mail

Scouts may receive mail while at camp. The address to send mail to a Scout is:

Ingersoll Scout Reservation  
Unit(#), (Scout's Name)  
33 Knox Rd. 650 E  
London Mills, IL 61544

Please be sure to include the Unit Number on all mail, as this will make it much easier to route the mail to the proper participant.

All mail can be sent or picked up by Adult Leaders in the Camp Office.

## Trading Post

Ingersoll operates a Trading Post that stocks many items such as camp souvenirs, craft kits, pocket knives, toiletries, ice cream, and other snacks. We recommend that Scouts bring \$30 - \$50 to spend in the Trading Post. This would generally pay for Merit Badge kit cards, Ingersoll souvenirs, and some snacks throughout the week. The Trading Post accepts cash, check, and credit cards.

One Unit Leader from each troop will be allowed to open a charge account at the Trading Post. The Unit must provide a check at Sunday registration to open the account. All accounts must be closed out by the 1:15pm Leaders Meeting on Friday. Advancement Information will not be available until the Troop's account has been settled.

## Flag Ceremonies

The camp will assemble for Flag Ceremonies in the morning and evening. Scouts and Leaders are expected to attend the flag ceremonies in full BSA Uniform. Units will have the opportunity to show off cheers and run-ons during Roll Call. Scouts are encouraged to be creative, but longer skits and songs are better suited for meals or Ridge/ Closing Campfire





## Special Dietary Needs

At Ingersoll, our first priority is the safety and well being of our campers. We have systems in place to ensure that all Scouts and Leaders who have special dietary needs or food allergies are accommodated at Camp.

We can store supplemental food in our Dining Hall kitchen, prepare a modified menu, or work with Scouts, Parent(s), or Leaders to provide alternatives.



Please make the Camp Director and Food Service Director aware of any specific dietary needs or allergies prior to or during your 10 Day Leader Meeting. This can be done by filling out the special dietary needs form (page 33) and bringing it to the 10 Day Leader Meeting or emailing it to [info@isrsummercamp.org](mailto:info@isrsummercamp.org). This will facilitate preparations for the Scout or Leader with special dietary needs and allow contact with the Scout's Parents before camp if necessary.

## Health and Safety

We want every Scout to have a fun and exciting stay at Ingersoll. Safety is a top priority in our program areas, campsites, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

A few helpful tips for a safe camping experience:

- No riding in the back of trucks or trailers.
- Wear closed-toed shoes.
- Carry a Water Bottle with you at all times.
- Always use the buddy system: 2 or more Scouts go everywhere together.
- Fires should be completely extinguished before leaving the campsite: do not create new fire rings.
- Follow Totin Chip procedures when using knives and axes.
- Use insect repellents containing DEET, Diluted Vanilla, or Permethrin.
- Carry flashlights when walking at night.
- Shake out clothing and shoes before wearing them.
- Keep food out of tents.
- Check for ticks and tick bites daily. (Ticks bites treated within 12 hours rarely have any long-term effects)



## **In Case of Accident or Emergency**

Ingersoll has a Health Lodge that is open 24 hours a day and managed by staff members trained in handling accidents and illnesses. There are also local hospitals and clinics nearby. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such trip is required, we ask that a Scout's leader drives the Scout to the hospital. This way the Health Officer will still be in camp to treat any other potential injuries. If necessary the Camp Office will call emergency services.

Camp emergency procedures will be covered at the opening leader's meeting and during the Camp Tour on Check-in Day.

## **Heat Alert**

Hiking, Camp Wilderness, Climbing, COPE, Mountain Biking/Boarding, along with any other activities deemed strenuous will be limited or canceled on days when temperatures reach or exceed the high 90's coupled with high humidity. During these times Scouts, Leaders, Staff, and Visitors are reminded to drink plenty of water, which is available at campsites, program areas, and activity areas. Anyone feeling the effects of too much heat should go immediately to the Health Office for a check-up.

## **Check-Out**

On Saturday as you wake up, an Ingersoll staff member will deliver to your campsite breakfast and your Troop's check out packet. The check out packet will have the Troop's Advancement Report, Scouts individual advancement report, health forms, and patches. Please review the Advancement report to check that everything is correct. If there are any issues, bring them to the Camp Office to get fixed before you leave camp. Your Site Guide will join the Troop to assist in the rest of the Check-out process on Saturday morning.





## Merit Badges

### Scoutcraft



**Archaeology** - Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.



**Basketry** – Each Scout will learn to weave their own basket that they can take home! This is a great merit badge for young scouts to participate in. Scouts will need to get a kit card from the Trading Post for \$12.



**Camping\*** – Scouts will be taught the basic skills of both campsite and backcountry camping. They will be taught the importance of Leave-No-Trace. Scouts are welcome to bring some of their own gear, but it is not required. Requirements 4b, 5e, 7a-b, 8c-d, and 9a-b should be done before coming to camp.



**Cooking\*** – The Cooking Merit Badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, methods of food preparation, and will review the variety of culinary careers available. Kit Card \$10. (Pre-req: 4)



**Emergency Preparedness\*** – Scouts will learn how to recognize, prevent, prepare for, and respond to a wide variety of emergency situations. They will need to bring pen and paper with them to class. The First Aid Merit Badge is a pre-requisite. (Pre-req: 1, 2c, 6c, 8b)



**First Aid\*** – Scouts will learn what to do first when a medical emergency strikes. They should come with pen and paper so they can take notes about skills such as splints, bandages, and CPR. The skills they learn here might save someone's life. (Pre-req: 1, 5)



**Indian Lore** – Far different from the stereotypes or common images that are portrayed on film and in many books, this merit badge will involve the study of various American Indian Tribes, their culture, and their history. Scouts will need to buy a kit card from the Trading Post for \$10



**Leatherwork** – Scouts will learn to make useful leather items using the same types of raw materials that our ancestors used. This is another excellent merit badge for young scouts. Scouts will need to get a kit card from the Trading Post for \$5.



**Metalwork** – Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. Kit Card \$12.

\* includes prerequisites to be completed before arriving at camp



**Orienteering\*** – Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. (Pre-req: 7a-b)



**Pioneering** – Learn the rustic construction techniques used by the pioneers of old. Scouts will learn a wide variety of knots, lashings, and splices. They will then use these skills to make camp gadgets such as tables or a bridge. They will be amazed by the awesome power of rope! It is recommended that Scouts have completed the 1<sup>st</sup> Class Rank for this Badge.



**Sculpture** - This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he or she sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.



**Welding** – More goes into welding than just sticking two pieces of metal together! In this 3-hour session Scouts will learn all about the different types of welding machines and will learn several different types of welds. Suggested age 13+ and 1st Class Rank.



**Wilderness Survival\*** – What would you do if you were lost and stranded in the woods or desert? Learn the skills of self-reliance and how to build shelters and start fires from nothing. This merit badge requires an overnight camping trip while at camp. Requirement 5 requires putting together a personal survival kit. This should be done before coming to camp. Suggested age 13+ (Pre-req: 5)



**Woodcarving** – Great for first-year Scouts! Whether it's carving an elaborate piece or just whittling around the campfire, Scouts will always be using the skills they learn here. Scouts will need their Totin' Chip which may be earned during open Scoutcraft. Knives are available for Scouts to use or Scouts may use their personal carving knives. Pocket knives do not work well for this badge. Scouts will need to buy a kit card from the Trading Post for \$8.

## Eco-Con



**Environmental Science** – This badge is required for Eagle. It requires daily hikes, field notes, and experiments. This badge is recommended for older scouts (age 13+) as it requires a great deal of writing. Scouts will need to bring a notebook and pen.



**Fish and Wildlife & Soil and Water Conservation** – In this double merit badge session, Scouts will learn to conserve and manage the world's natural resources. They will learn also about the importance water plays in our environment. They will do an in-depth study on the conservation of soil and how soil plays an important role in environmental protection.



**Forestry & Plant Science** – In this double badge session, Scouts will learn how Plant Scientists use their curiosity and knowledge to develop questions about the world of plants. Also, we will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle.



**Geology & Mining in Society** – This is a double merit badge as one session will cover both badges. If it is not grown it is mined. Explore the status of mining in the 21<sup>st</sup> century and the all-important topic of mining safety. You cannot mine without studying the materials that make up the Earth. Human civilization depends on natural material from the Earth for existence.



**Insect Study\* & Mammal Study** – This is a double merit badge where Scouts will meet creatures with tremendous strength and speed, and learn how they see, hear, taste, smell, and feel the world around them. The session will examine small insects to large mammals including a 150-ton blue whale. (Insect Study Pre-req: 5, 9)



**Nature** – There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



**Oceanography** – The oceans cover more than 70% of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study the Earth itself.



**Reptile and Amphibian Study\*** – Scouts have always been interested in snakes, turtles, lizards, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. (Pre-req: 8)



**Weather** - Meteorology is the study of Earth's atmosphere, its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

## Fish Shack



**Fishing** – “Every Scout ought to be able to fish in order to get food for himself. A Tenderfoot who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch a fish.” Robert Baden-Powell in *Scouting for Boys*.



**Fly Fishing** – Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

\* includes prerequisites to be completed before arriving at camp



## Pool



**Lifesaving\*** – This badge is required for Eagle (with alternatives). It is a challenging merit badge that requires physical strength and stamina. Bring long pants, long-sleeved button-down shirt, and shoes that can get wet. Second Class requirements 5a-5d and First Class requirements 6a-b, 6e should be completed prior to camp (Pre-req: 1a). Recommended age 13+ and have completed Swimming Merit Badge.



**Stand-Up-Paddleboarding & Snorkeling Activity badges** – Scouts will spend half a week on Lake Roberts Stand-up-Paddleboarding and the other half Snorkeling in the Pool. They will be introduced to the skills, equipment, and safety precautions associated with both activities. Meet at the Pool Pavilion for first session of the badge on Monday.



**Swimming\*** – This life skill is the gateway to many hobbies and experiences. This is a good entry-level aquatics badge and is required for Eagle (with alternatives). It is strongly suggested that Scouts take this before other Aquatic merit badges. Scouts must pass the BSA swimmer test in order to take this badge.

## Lake Roberts



**Canoeing** – This is a classic Scouting activity. Scouts will learn the strokes, swamp their boat, and paddle the lake!



**Kayaking** – This merit badge will introduce you to recreational kayaking and help prepare you for advance paddle sports such as touring/sea and whitewater kayaking. This is a great way to prepare for more adventurous paddling trips!



**Rowing** – In this one-hour session, Scouts will learn this unique skill that can turn into a hobby, or even competitive sport. Come row on Lake Roberts!



**Small Boat Sailing** – Have your Scouts climb aboard and set sail in this merit badge! Your small sailors will learn the necessary skills to command sailing vessels, including knots and rigging. This badge is not for land lubbers! It's big fun in small boats! (recommended age 13+)

## Shooting Sports



**Archery** – A classic summer camp activity, Scouts learn to shoot on compound bows. With a steady hand and a calm eye, a Scout may be able to even split an arrow! Scouts will also learn how to make a bowstring and fletch an arrow.

\* includes prerequisites to be completed before arriving at camp



**Rifle Shooting** – Accurate rifle shooting requires discipline and control. Scouts will learn firearm safety, the mechanics of a rifle, and how to accurately fire a .22 caliber rifle. There is an accuracy requirement that may require Scouts to come to open rifle if they need more practice. (Pre-Req: 1f)



**Shotgun Shooting** – This program will teach Scouts the basic of handling and shooting a shotgun as well as safety precautions for firearms. They will have the chance to shoot trap and practice to sharpen their skills. Scouts in this Merit Badge session will need to purchase Shotgun Cards from the Trading Post for \$7 per 25 shells. (Pre-Req: 1f)

## STEM



**Astronomy\*** – In learning about astronomy, Scouts study how activities in space affect our planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and dazzling array of stars. (Pre-req: 5b)



**Aviation\*** – For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird. Learn how we float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher. (Pre-req: 4)



**Chemistry** – Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen, but proven to exist, and you become a chemist.



**Chess** – Scouts will learn the classic game of Chess. Going beyond the basic, they will learn different tactics, strategies, and moves to emerge victorious with a checkmate. A great way to begin the journey towards becoming a Chess International Grandmaster!



**Composite Materials** – Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.



**Electronics** – Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a rapidly-changing and exciting field. This is recommended for older Scouts because they will be soldering and building their own circuits.

\* includes prerequisites to be completed before arriving at camp



**Engineering\*** – Engineers use both science and technology to turn ideas into reality. Scouts will learn about a career that is central to modern society. If you or another adult in your unit is an engineer and would like to talk to Scouts about your work, please see the STEM Director. (Pre-req: 1, 2, 4)



**Exploration** – Expeditions are widely variable. You do not have to climb Mount Everest or go to a jungle to be an explorer. For this badge, an expedition should be viewed like a field trip or science project. While you cannot just hike some place and call it an expedition, you can hike to a location and study an aspect that interested you. Suggested age 13+.



**Inventing\*** - Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness. (Pre-Req: 8)



**Space Exploration** – Ready for lift off? Scouts should prepare themselves for an epic journey through the cosmos. Scouts will design, construct, launch, and recover a model rocket!

## Harness and Helmet



**Climbing** – Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice these throughout the week on our 50 foot climbing tower! Suggested age 13+.



**Cycling\*** – Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge (Eagle required alternative). Whether you just got your first bicycle or have been cycling for years, you will learn more about bikes and what they can do by working on the requirements for this badge. Suggested age 13+. Cannot complete requirements 7Bc & 7Bd while at camp.

## Brownsea Island



**Communication\*** – Communication focuses on how people use messages to generate meanings within and across various context, cultures, channels, and media. Requirement 8 involves planning and hosting a campfire program which can be completed at camp in your campsite or at one of the Ridge Campfires.



**Citizenship in the World** – Scouts who earn this badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries. (Pre-req: 3a-b, 4b, 7)

\* includes prerequisites to be completed before arriving at camp



## Merit Badge Schedule

<b>2019 ISR Merit Badge Schedule</b>						
	<b>Session 1</b>	<b>Session 2</b>	<b>Session 3</b>	<b>Session 4</b>	<b>Session 5</b>	<b>Session 6</b>
<b>Brownsea Island</b>	Tenderfoot	2nd Class	1st Class	Communication	Cit. in the World	
<b>Helmet and Harness</b>		Climbing			Cycling	Open Bike
<b>Pool</b>	Lifesaving	Snorkel & SUP	Swimming	Swimming	Instructional Swim	Open Pool
<b>Lake Roberts</b>	Rowing Kayaking	Canoeing	Kayaking	Small Boat Sailing	Canoeing	Open Boating
<b>Greg's Fish Shack</b>	Fly Fishing	Fishing	Fishing			Open Fishing
<b>Shooting Sports</b>	Shotgun Archery	Rifle Open Archery	Shotgun Open Rifle Archery	Open Shotgun Rifle	Open Rifle Archery	Open Shotgun Open Archery
<b>STEM</b>	Space Exploration Electronics	Composite Materials Aviation	Chemistry Engineering	Chess Inventing	Exploration Astronomy	Open STEM
<b>Eco-Con</b>	Environmental Science Weather	Geology & Mining in Society Reptile and Amph Study	Forestry & Plant Science Oceanography	Fish and Wildlife & Soil and Water conservation Nature	Insect & Mammal Study Environmental Science	Open Eco-Con
<b>Scoutcraft</b>	Camping Pioneering First Aid	Archaeology Orienteering Emergency Prep	Wilderness Survival Cooking	Metalwork Indian Lore Leatherwork	First Aid Woodcarving Basketry	Sculpture Open Scoutcraft

**Lunch**



## Prerequisites

Not all merit badges can be completed in a week at camp. Some of the Merit Badges have pre-requisites that should be completed before arrival at camp. The Scout should bring proof that they completed the requirement before camp, so the merit badge instructor can sign off on the individual requirement. If the Scout does not have proof of completing the requirement, they will leave camp with a partial completion. They can finish the badge with a registered merit badge counselor after camp. The Doubleknot Advancement Report provided will list all the requirements that the Scout completed at camp.

Below is a list of Pre-requisites that need to be completed before camp with a brief description of the requirement. Please consult the actual merit badge books for the official wording of the requirement.

Merit Badge	Pre-REQ	Brief Description
Astronomy	5b	List most visible plants and write a chart when they will be observable.
Aviation	4	Visit an Aviation facility and report on your visit.
Camping	4b, 5e, 7a-b, 8c-d, 9a-b	Help patrol prepare for a campout. Cook one breakfast, one lunch, and one dinner. Camp 20 days/nights. Half of 9b can be completed by rappelling at the climbing tower.
Citizenship in the World	3 a-b, 4b, 7	3a-b - research before camp and bring info to discuss at camp. 4b - collect recourses to bring to camp. 7 - complete 2 items and bring to share at camp.
Communication	5, 8	Attend a public meeting. Plan and host a Court of Honor, Campfire Program, or Interfaith Worship Service
Cooking	4	Perform certain cooking skills in your home kitchen.
Cycling	7Bc & 7Bd	Two trail rides of 8 miles and one trail ride of 22 miles
Emergency Preparedness	1, 2c, 6c, 8b	Complete the First Aid Merit Badge. Teach family how to make an emergency kit and create a family emergency plan. Make a personal emergency service pack and a family emergency pack.
Engineering	1, 2, 4	Research and engineering achievement and find out about the engineers that made it possible and how the achievement influenced the world today.
First Aid	1, 2d	Complete all the First Aid requirements for Tenderfoot, 2nd Class, and 1st Class. Prepare a First Aid kit for home, bring your kit to camp.
Insect Study	5	You can make your scrapbook before camp to share with your counselor
Inventing	8	Participate with a club or team that builds useful items, or visit a museum of exhibit dedicated to an invention or inventor



Merit Badge	Pre-REQ	Brief Description
Lifesaving	1a	Must be a Swimmer. Complete Second Class requirements 5a-5c & First Class requirements 6a-b, 6e
Orienteering	7a & b	Take part in 3 orienteering events. Write a report after each event.
Reptile & Amphibian	8	Keep a reptile/amphibian for 1 month or observe one for 3 months.
Rifle Shooting	1f	Complete Hunter Education Course or Obtain a copy of State Hunting Laws and bring to camp.
Shotgun Shooting	1f	Complete Hunter Education Course or Obtain a copy of State Hunting Laws and bring to camp.
Swimming	2	Must be a Swimmer.
Wilderness Survival	5	Put together a personal survival kit. Bring your kit to camp.

## Trailblazer Program at Brownsea Island

This summer Brownsea Island is updating it's Trailblazer program. It will have 3 rank specific hours for Tenderfoot, Second Class, and First Class. Sign up for just the rank your working on or sign up for all 3 hours for the full Trailblazer program.

Trailblazer Program gives 1<sup>st</sup> year Scouts an introduction to Scouting Methods and Camp. Scouts will work as a model Troop with every day imitating a Troop meeting. The focus of this program is not on rank requirements, but on the basic skills of the patrol method, orienteering, knots, first aid, and nature.



Over the course of the program, Scouts will complete some advancement requirements. The camp staff will not sign off on the Scout's book but will provide a list of all requirements they went over during the week for the Scoutmaster to review with the Scout and sign off.

The Requirements that will be covered during this program are:

Tenderfoot: 3a-d, 4a-d, 5a-c, 7a, 8

Second Class: 1b, 2f-g, 3a-d, 4, 5a-d, 6a-e, 8a-b, 9a-b

First Class: 3a-d, 4a-b, 5a-d, 6a-e, 7a-c



## Outpost Programs

Outpost Programs are an opportunity for your troop to enjoy a meal at one of the program areas and then enjoy exclusive program activities.

Sign up for these meal time programs online at the same time as signing up for Merit Badges. Select your Troop's top 5 choices during registration. At the 10-day leader meeting, the staff will provide you your schedule for the week. We target 3 outpost programs for each Troop throughout the week.

**Mountain Board Lunch** – A great program for small troops (5-10 Scouts) after eating lunch, a staff member will guide you through riding on Dining Hall Hill. This is a fun and exciting program for Older Scouts to participate in and have the thrill and adrenalin of riding down the Hill! Troops meet at Scoutcraft for Lunch.

**Troop Swim** - Enjoy lunch before a swim in the pool! Two Lifeguards are provided. Note the troop must provide a leader (at least 21 years of age) certified in Safe Swim Defense. Troops meet at the Pool Pavilion for Lunch.

**Troop Climb** - Eat Lunch at the Climbing Tower then enjoy some time climbing, rappelling, ziplining, or compete in a Milk Crate Stacking competition. Troops will meet at the Climbing Tower Pavilion for Lunch.



**Lake Lunch** - Enjoy lunch then get out on the lake to kayak, canoe, stand-up-paddleboard, or have some fun going down the waterslide! Troops participating in Lake Lunch must have an adult leader (at least 21 years or age) certified in Safety Afloat. Troops meet at Eco-Con for Lunch.



**Troop Shoot** - Troops may choose between shooting at the rifle, shotgun, or archery ranges for some target practice. Troops are responsible for paying for shotgun ammo from the Trading Post. Troops meet at the Rifle Range for lunch.



**Mountain Bike Lunch** - Enjoy Lunch at the Mountain Bike Program Building then take a ride on the 2-mile-long Mountain Bike Trail or ride along the Cedar Creek Trail! This Lunch Time program has a limit of 10 riders.

**Tubing the Creek/Crawdad** - Now moved to be an evening Outpost Program. Scouts will enjoy dinner at Scoutcraft before choosing between tubing on the Cedar Creek or sliding down the Crawdad Mudslide. This program is dependent on the water level of the Cedar Creek. If the creek is too high or low then an alternate program will be available.

**Night Fishing** - Troops will spend an evening fishing and cooking their own meal on the grill. Scouts and Leaders will use the Fish Shack for cleaning and cooking fish. A staff member will assist with the fishing equipment. Ingersoll has some rods, reels, and tackle, but feel free to bring your own!

**Chuckwagon Dinner at Horseshoe Bend** - Take a step into the Western Frontier at Horseshoe Bend where the old west comes alive. Enjoy a Chuckwagon Dinner and activities such as horseshoes, lassoing, branding, and blacksmithing. Gather at the Fish Shack at 5:15pm where a staff member will meet you and take you to the old west at Horseshoe Bend.

**Axe Yard Breakfast at Paul Bunyan** - Travel back to a 19<sup>th</sup> century logging camp, where its residents will bring the era to life. Spar pole climbing, branding irons, cross cut saws, logging games, tomahawks, and a Paul Bunyan sized breakfast will fill up the morning activities. Adults Leaders are asked to assist the logging camp residents with activities. Long pants and sturdy shoes are required for spar pole climbing. Meets at the Paul Bunyan Arch at 6:45am.





## Campwide Programs

**SCUBA BSA Activity Patch** – Tuesday 5:15pm – 8pm at the pool. Register the same way as you sign up for Merit Badges online. The cost is \$35 to be paid at the Trading Post. Dinner will be provided for participants during the SCUBA orientation at the Pool Pavilion. **A separate waiver MUST be filled out and signed by a parent for all youth under 18.** Waiver can be found at [jsrsummercamp.org/forms](http://jsrsummercamp.org/forms).

Group size is limited to 12 participants – Youth participants get first priority but if spots are available adults may participate as well. Must be a Swimmer & Pre-registered online by having your Unit leader sign you up the same way as they sign up for Merit Badges.



**Night Zip** – Come to the Climbing Tower to zip down the line after it gets dark. With the lights, you will get the feeling you are an airplane landing on a runway. Space to participate in this program is limited; sign up at the Trading Post during camp.



**Cowboy Action & Chalkball Shooting** – Help Pecos Pete and his sidekick Cookie fend off claim jumpers from their silver mine. Participants (13 and older) will shoot a .22 single action revolver, a .22 lever action rifle, and a 20-gauge double barrel shotgun. Scouts under 13 years old can participate shooting Chalkball markers. Participants must have a Cowboy Action Shoot waiver filled out by their parents. The waiver can be found at [jsrsummercamp.org/forms](http://jsrsummercamp.org/forms). Space to participate in this program is limited; sign up at the Trading Post during camp.

**BSA Mile Swim** – Practice is Monday—Thursday at 6am. Scouts and Adults will put their practice to work swimming a mile in the pool on Friday morning. No need to sign up, just show up at the pool. It is required that Scouts & Adults attend all 4 practice sessions and swim the mile on Friday to earn the BSA Mile Swim Award.





## WENASA QUENHOTAN LODGE ORDER OF THE ARROW

The Order of the Arrow — the National Honor Society of the Boy Scouts of America — is active and visible all summer at Ingersoll Scout Reservation. From weekly call-outs and fun activities for all Scouts, to a special Summer Ordeal opportunity and Summer Camp Participation Award, Wenasa Quenhotan #23 lodge brings fun, ceremony, service, and lasting memories to each week of camp. *This summary will be supplemented by detailed information available from the OA Camp Chief during each week of camp.*

### Weekly Call-Out Ceremony

- Wednesdays, June 12, 19, 26, July 10
- All family members and Family Night guests are invited to stay for this exciting, memorable ceremony as Scouts and Scouters begin their journey on the path to Brotherhood, Cheerfulness, and Service.
- Ceremony begins at approximately 8:30 p.m. at the bottom of Dining Hall hill.

### Summer Ordeal, July 10-11

Following the July 10 call-out ceremony, all Scouts and adults who have been called out since the first week of camp (including that night) can complete their Ordeal.

- Ordeal begins AFTER the July 10 call-out.
- Candidates spend the night at ISR, perform service during the day, and are released to go home (or back to their troop site) after dinner July 11.
- Cost is \$30 per candidate, payable at the Camp Office (does not include 2019 dues)

Get the latest updates at  
[www.wq23.org](http://www.wq23.org).  
Follow us on  
[facebook.com/wq23oa](https://facebook.com/wq23oa).

### Brotherhood Ceremony

- Members who have been an Ordeal member for 10 months or more and meet other requirements will have the opportunity to seal their membership in the OA at weekly Brotherhood ceremonies.
- Brotherhood dates: Thursday, June 13, 20, 27, July 11
- Cost is \$18 per candidate (does not include annual dues), payable at the Camp Office

### OA Summer Camp Participation Award

- Units with OA members will have the opportunity to receive a special OA Summer Camp Participation Award. Requirements will be posted on the lodge website and available from the OA Camp Chief.

### Annual Dues

To participate in OA activities, you must be current on your annual dues. 2019 dues of \$13.00 can be paid at the Camp Office, or online at [www.wq23.org](http://www.wq23.org).

### Trading Post

- A selection of WQ23 apparel, gear, patches, and collectibles will be available for purchase at camp.

### Out-of-Council Participation

- We welcome our brothers from other lodges and invite them to participate fully in OA activities.
- Brotherhood and Vigil members may attend all ceremonies; Ordeal members may only attend the call-out and Ordeal ceremony.
- Out of council candidates may be called out at ISR if an out-of-council letter is presented to the Camp Chief at the beginning of camp.





## Camp Staff

Serving as a member of the summer camp staff can be a fantastic learning and growing experience for a young man or woman. Summer camp staff members have the responsibility for working with the units to provide a high quality, safe, and fun experience for hundreds of campers over the course of the summer.

Staff members must be at least 16 years old prior to employment and must display talent, patience, Scouting values, and enthusiasm. Applications are to be completed online at [www.isrsummercamp.org/staff](http://www.isrsummercamp.org/staff).

## Counselor-in-Training Program

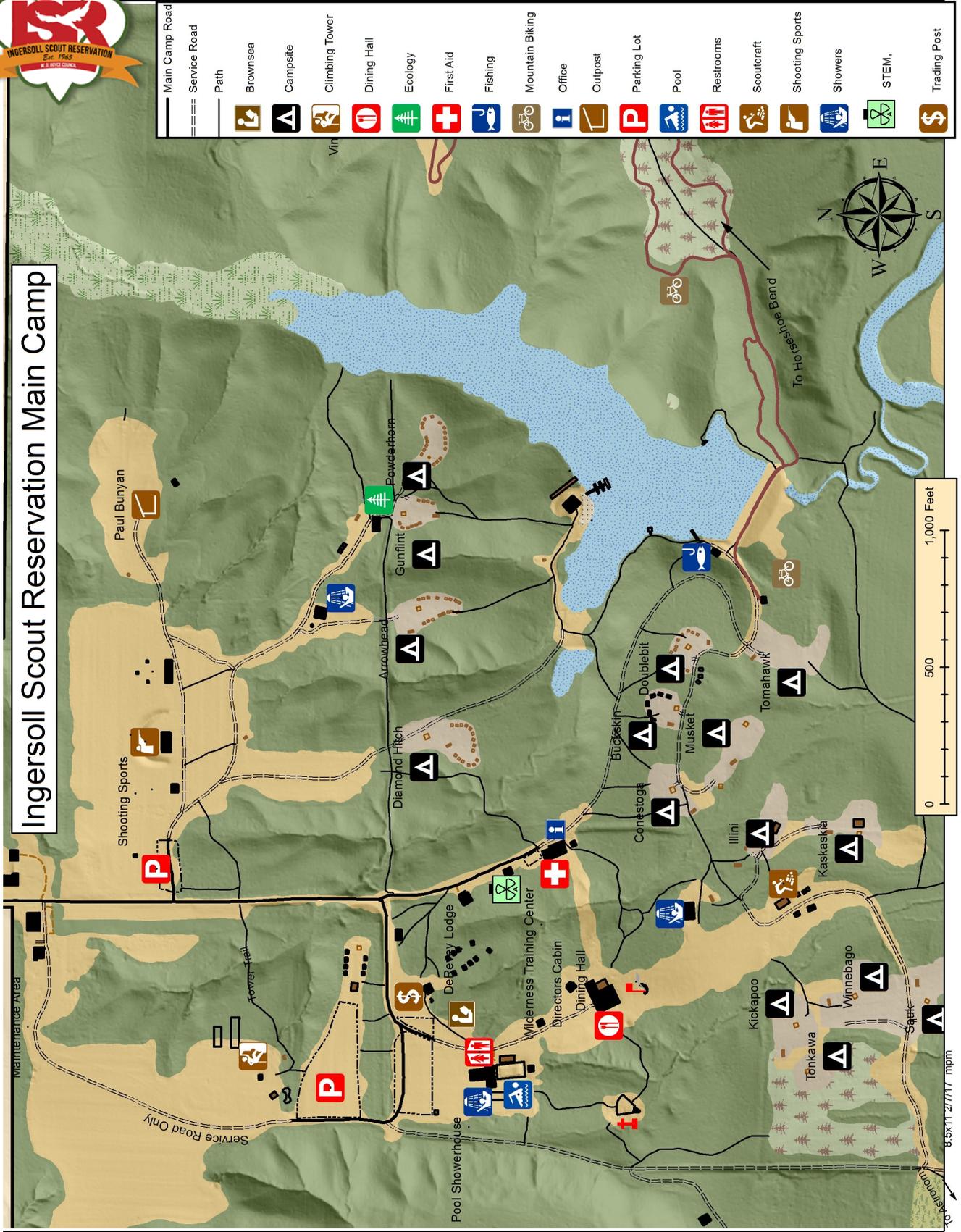
A Counselor-in-Training (CIT) program is available to Scouts that are 14 or 15 years of age. CIT's will be assigned to assist in various program areas where they will gain experience and skills. Weekly rotation will allow them to have a better understanding of all facets of camp staff duties and responsibilities. The CIT program is a vital part of the camp staff; these counselors are the future summer camp staff. CIT training and supervision is provided by the Camp Commissioner, and other administrators. Staff application, interview, and recommendations are necessary before considering acceptance. To apply for a CIT position go to [www.isrsummercamp.org/staff](http://www.isrsummercamp.org/staff).

## Adult Volunteer Camp Staff

Open to registered adults 18 years or older who would enjoy sharing their talents and skills for the betterment of the Scout camper. Adult volunteers will come to camp for the week(s) they have been assigned and will live and work at camp as a staff member for their assigned program area. These AVCS members will assist the Directors to ensure our Scouts are receiving all benefits the program area has to offer. All meals and lodging will be provided. Contact Mindy Miller, Camp Director, with any questions at [ISRCampDirectorM.Miller@outlook.com](mailto:ISRCampDirectorM.Miller@outlook.com).



# Camp Map





## Final Checklist

This Checklist will be helpful in assisting Unit Leaders to make a final recap before embarking for camp.

- \_\_\_\_\_ Current BSA Health and Medical Record forms completely filled out and signed
- \_\_\_\_\_ Roster of Scouts/Adults with addresses and phone numbers
- \_\_\_\_\_ Transportation coordinated
- \_\_\_\_\_ All fees paid
- \_\_\_\_\_ Unit Camping Equipment
- \_\_\_\_\_ Unit Program Equipment
- \_\_\_\_\_ Unit Records as needed
- \_\_\_\_\_ Sufficient Adult Leadership
- \_\_\_\_\_ Parents aware of all plans
- \_\_\_\_\_ Emergency phone numbers with the unit at camp, and emergency numbers of camp at homes

## Preparing for 2019 Summer Camp

Planning for Summer Camp should start several months before your unit arrives at camp. As a Scoutmaster, it is your responsibility to ensure your Scouts are prepared to set and accomplish their personal goals.

**Find out what your Scouts want to do**—Schedule a few minutes at your troop meeting to talk about camp. If most of your Scouts are first years campers you could show slides of your troop's previous trips to camp. Keep a list of each Scout's personal goals and help guide them to have the best camp experience.

**Meet with Patrol Leader' Council**—Ask the Scouts to discuss what to do at camp as a Patrol or Troop. Encourage them to be creative and prepare in advance for roll call, skits, and songs to perform and what Outpost Programs they would like to do as a Troop while at camp.

**Meet with your Troop Committee**—They can help you and the Troop be successful. Discuss such items as transportation, equipment, and finances. Identify which adults will be staying for the whole week and which will be there part of the time. Make sure you have two deep leadership at all times.

### For Further information contact:

W. D. Boyce Scout Service Center  
614 N. E. Madison Ave  
Peoria, IL 61603  
Phone: 309-673-6136  
[www.isrsummercamp.org](http://www.isrsummercamp.org)

### ISR Camp Director:

Mindy Miller  
[ISRCampDirectorM.Miller@outlook.com](mailto:ISRCampDirectorM.Miller@outlook.com)

### ISR Program Director:

Josh Wray  
[eagle12scout@gmail.com](mailto:eagle12scout@gmail.com)

### Council Camping Executive:

Austin St. George  
[Austin.st.george@scouting.org](mailto:Austin.st.george@scouting.org)  
309-673-6136 ext. 128

### Council Program Assistant:

Diann Taghan  
[Diann.taghan@scouting.org](mailto:Diann.taghan@scouting.org)  
309-673-6136 ext. 111

# Special Dietary Request Form



## Ingersoll Scout Reservation Summer Camp

The following form must be filled out and returned at least ten days prior to arriving at summer camp, or the troop will be responsible for any food outside our regular menu. Forms may either be turned in at the Scout Service Center, or scanned and emailed to [info@isrsummercamp.org](mailto:info@isrsummercamp.org)

**Please be as specific as possible.**

Unit Number: \_\_\_\_\_ Camp Week: \_\_\_\_\_

Name: \_\_\_\_\_ Youth/Adult: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Food Allergies: (Be specific – i.e. allergic to peanuts and food prepared around them)

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Special Dietary Needs: (Be Specific – i.e. vegetarian, vegan, religious needs, etc.)

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**RETURN AT 10 DAY LEADER'S MEETING**



# Swim Classification Procedures



The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification criteria have been structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum of 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

## ADMINISTRATION OF SWIM CLASSIFICATION TEST

### OPTION A (at camp):

The swim classification test is completed the first day of camp by Camp Aquatics personnel.

### OPTION B (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted and recorded on this form by one of the following council approved resource people: Aquatics instructor, BSA; Aquatics Supervisor; BSA Lifeguard; certified lifeguard; swimming instructor; or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp.

### To the Test Administrator

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

#### SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

#### BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

# Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test by the Camp Aquatics' Staff.

**NOTE:**

The Aquatics Staff shall at all times reserve the right to review or re-test participants during aquatics activities to ensure that standards have been maintained.

Unit Number \_\_\_\_\_

Date of Swim Test \_\_\_\_\_

	Youth /	Full Name	Non-swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

**Name of certified person conducting swim test:**

\_\_\_\_\_

PRINT NAME

\_\_\_\_\_

SIGNATURE

\_\_\_\_\_

Qualification

\_\_\_\_\_

Council/Agency (Red Cross, YMCA, Etc.)

**Unit Leader:**

\_\_\_\_\_

PRINT NAME

\_\_\_\_\_

SIGNATURE



## Scout Release from Camp Request

### Instructions

Scouts desiring to leave camp prior to the unit's departure or not as part of the unit must have a release signed by their parents and approved by the unit leader. Scouts will normally be permitted to leave only when accompanied by their parents. The form below must be used in handling all such departures. In an emergency, it may not be possible for a parent or guardian to sign the release. In that situation sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout and give detailed reasons for the requested release.

Scout Requested to be Released: \_\_\_\_\_

Home Address: \_\_\_\_\_

Home Council: \_\_\_\_\_ Unit: \_\_\_\_\_ Campsite: \_\_\_\_\_

Reason for request to Leave: \_\_\_\_\_

Date of Release: \_\_\_\_\_ Time: \_\_\_\_\_ Method of Travel: \_\_\_\_\_

Adult Accompanied By: \_\_\_\_\_

Date of Return: \_\_\_\_\_ Time: \_\_\_\_\_

In signing this request for release the BSA, the W. D. Boyce Council, the unit leaders, and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee: and that the BSA or its representatives shall not be held liable for any loss to the Scout's person or property

The request s made by (parent or guardians' signature except noted for emergency departure request)

Parent or Guardian Signature: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ Request made (Date & Time): \_\_\_\_\_

Unit Leader Approval: \_\_\_\_\_

### ON-SITE RELEASE

Before leaving the campsite or troop, scouts must check-out with their unit leader and the camp office.

Signed by Unit Leader: \_\_\_\_\_ Unit: \_\_\_\_\_ Date: \_\_\_\_\_





### Application for Financial Assistance

For full consideration, submit by March 29, 2019.

Both sides of form must be filled out completely or it will not be considered!

Financial assistance is available for Cub Scouts, Boy Scouts, Ventures, and Explorers who wish to attend W. D. Boyce Council summer programs. The Council Program Committee will make every effort to honor requests, however, funds are limited.

Financial Assistance Guidelines:

1. The youth must be a registered member of the Boy Scouts of America and reside in the jurisdiction of the W. D. Boyce Council.
2. There must be a demonstrated need for assistance. Reasons why this camp fee can not be afforded must be stated.
3. The youth's family and/or unit must be prepared to pay at least 50% of the fee.
4. This form must be submitted by March 29, 2019 for full consideration. Incomplete forms (both sides) will not be considered.
5. All information is kept strictly confidential.
6. Assistance can be granted only once in a twelve month period to a scout.
7. All that apply for Financial Assistance will be locked in to the Early Bird Prices whether or not the receive Financial Assistance.

### Scout Information

Please print legibly

Youth's Full Name \_\_\_\_\_ Grade in the fall \_\_\_\_\_

Street Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_

Home Phone Number \_\_\_\_\_ Currently registered \_\_\_\_\_ Yes \_\_\_\_\_ No Unit # \_\_\_\_\_

Parent/Guardian Name \_\_\_\_\_ Email \_\_\_\_\_

Parent/Guardian Phone Number (work) \_\_\_\_\_ (home) \_\_\_\_\_

Size of family: Youth \_\_\_\_\_ Adults \_\_\_\_\_ Is parent/guardian employed? \_\_\_\_\_ Yes \_\_\_\_\_ No \_\_\_\_\_ Full time \_\_\_\_\_ Part time \_\_\_\_\_

If spouse, is spouse employed? \_\_\_\_\_ Yes \_\_\_\_\_ No \_\_\_\_\_ Full time \_\_\_\_\_ Part time \_\_\_\_\_

Specific reasons for assistance, not simply that the fee can not be afforded. Attach more paper if needed, must be completed for full consideration.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Assistance requested for: \_\_\_\_\_ Cub Scout Family Camp \_\_\_\_\_ Cub Scout Resident Camp \_\_\_\_\_ ISR Boy Scout Camp  
(check one program only) \_\_\_\_\_ Cub Scout Day Camp \_\_\_\_\_ NYLT

**Assistance Needed** - Must be Completed.

Cost of Summer Program \$ \_\_\_\_\_

Amount the family will pay \$ \_\_\_\_\_

Amount the youth will pay \$ \_\_\_\_\_

Amount the unit will pay \$ \_\_\_\_\_

Total available funds \$ \_\_\_\_\_

Amount of assistance requested \$ \_\_\_\_\_

(Not to exceed 50% of program fee)

OFFICE USE ONLY	
Date Received _____	Date Reviewed _____
Amount received with application \$ _____	
Amount approved \$ _____	
Council approval by _____	
Notice of Approval sent to unit leader _____	
(date)	

Parent/Guardian Signature \_\_\_\_\_

OVER FOR UNIT LEADER APPROVAL

## Unit Leader must complete this side of form

Based on your knowledge of the family, do you think assistance should be granted?

\_\_\_\_\_ Yes \_\_\_\_\_ No If yes, explain:

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Has the youth been active with the unit? (participation in unit meetings and activities),

Please explain:

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Has the youth demonstrated initiative to earn money to help pay for any of his/her activities?

If yes, explain:

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Our unit participates in the following activities (mark all that apply):

\_\_\_\_\_ Council Popcorn Sale

\_\_\_\_\_ Family Friends of Scouting Presentation

Unit Leader's Approval \_\_\_\_\_

(signature)

Unit Leader's Name \_\_\_\_\_

(please print)

Street Address \_\_\_\_\_

City \_\_\_\_\_ Zip \_\_\_\_\_

Phone number: (W) \_\_\_\_\_ E mail: \_\_\_\_\_

(H) \_\_\_\_\_



## 2019 ISR REGISTRATION PAYMENT SUMMARY

Council \_\_\_\_\_ District \_\_\_\_\_ Troop \_\_\_\_\_ Week \_\_\_\_\_ Campsite \_\_\_\_\_

\*\*\*\*\*

Youth Attending (#) \_\_\_\_\_ x \$300 = \$ \_\_\_\_\_ Early Bird Fee by 4/19/19

(April 20th & after) (#) \_\_\_\_\_ x \$315 = \$ \_\_\_\_\_

\*\*\*\*\*

Adults Attending Full Week (#) \_\_\_\_\_ x \$155 = \$ \_\_\_\_\_ Early Bird Fee by 4/19/19

(April 20th & after) (#) \_\_\_\_\_ x \$175 = \$ \_\_\_\_\_

Adults Attending 1 Day (#) \_\_\_\_\_ x \$30 = \$ \_\_\_\_\_

\*\*\*\*\*

Less Approved Financial Assistance: \$ \_\_\_\_\_  
(Financial Assistance confirmation letter must be attached)

\*\*\*\*\*

Total Payment Owed: \$ \_\_\_\_\_

\*\*\*\*\*

Payment Method: \_\_\_\_\_ check \_\_\_\_\_ credit card Visa MasterCard Discover (circle one)

Credit card # \_\_\_\_\_

Credit card expiration \_\_\_\_\_ / \_\_\_\_\_  
MO YR

Name as it appears on credit card \_\_\_\_\_

A 3% service fee will be added to all Credit or Debt Card payments for Scout Summer Camp Fees either online or in one of the Scout Service Centers. No additional fees for payments with Checks or Cash.

\*\*\*\*\*

The \$250 Camp Deposit that was paid to reserve your campsite can be rolled over to hold a campsite for the 2020 Camping Season, or can be refunded into your Unit Account at the close of the 2019 camping season. A written request for the refund must be mailed to the Peoria Scout Service Center or emailed to [diann.franklin@scouting.org](mailto:diann.franklin@scouting.org). In the case of Out of Council troops, a refund check will be issued.

### Important Dates for ISR Summer Camp

April 3, 2019 – Online registration opens for Troop Rosters, Merit Badges, and Outpost Programs @6pm

April 19, 2019 – Early Bird Fee Rate Deadline

May 17, 2019 – All camp fees, rosters, merit badges and meal programs are due.

Camp payments can be paid online, in person at either Scout Service Center or mailed to:

W. D. Boyce Council  
Attn: ISR Summer Camp  
614 NE Madison Ave  
Peoria, IL 61603