

INGERSOLL SCOUT RESERVATION

LEADER'S GUIDE

2024





Dear Leader,

Welcome to Ingersoll! I hope you are as excited as we are for the 2024 camping season. This summer will be an exciting year as we gear up to provide new and exciting opportunities for our Scouts.

We have a new program schedule that is designed to reduce the amount of downtime spent in program areas and increase the amount of program offerings.

Please take some time to review this guidebook carefully and share with other leaders in your troop to prepare them for your week at camp. If there is anything we can do to help you have a successful week please do not hesitate to contact us.

As summer camp approaches, we'll continue posting more news and reminders on our website (<https://ingersollbsa.org>) and Facebook/Instagram @IngersollBSA.

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

Mike Gray

ISR Camp Director
mike@ingersollbsa.org

Jamie Lang

ISR Program Director
jamie@ingersollbsa.org

Collin Martis

Council Camp Executive
collin.martis@scouting.org



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Summer Camp Fee Schedule

All fees must be paid in full by May 15, 2024. Fees can be paid in person at the Peoria or Bloomington Scout Service Centers, mailing a check, or online. **Early Bird Fees are due by April 15, 2024. Fees paid after April 15th will be charged the regular price. All registrations received after May 15, 2024 will incur an additional late fee.**

Youth Fees

Early Bird Youth Fee: \$370

Regular Youth Fee: \$400

Late Youth Fee: \$415

Adult Fees

Regular: \$175

Late: \$200

Visitor Fees: \$35.00 per day

Individual Meal Tickets: \$12.00 per meal (Please pay for meals when you check-in at the Camp Office)

Family Night Meal Ticket: \$10 online, \$12 at the door. Dinner for Wednesday Family Night Dinner.



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 go to wdboyce.org/assist and fill out the Financial Assistance Application. The information requested is confidential and necessary to help determine the percentage of need for each applicant. Applicants must be currently registered members of the W. D. Boyce Council of the Boy Scouts of America.

For full consideration, the Financial Assistance Applications must be received by April 1, 2024.



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, call the Peoria Scout Service Center immediately – (309) 673-6136 ext. 128. All emergencies will be considered on a case by case basis and given the highest consideration when appropriate documentation is provided.

All refund requests will be reviewed by the Volunteer Program Committee after the summer camp season. 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. 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.



Unit Reservation

Starting in 2024, the \$250 deposit will count towards the cost of 2 leaders in the amount of \$125 each. From now on there will be no carryover or returned deposit after summer camp. To reserve a campsite, go to <https://scoutingevent.com/138-2024ISRSummerCamp> and make a \$250 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).



If your unit cannot fill the campsite you select, you will share a campsite with another unit if necessary to accommodate all units attending that week of camp.



Campsites

At Ingersoll we offer a variety of campsite options to suit your Troops needs. All campsites include a latrine, bulletin board, flag pole, dining fly or pavilion, 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 requested to bring their own tents.



Shared Leadership Policy Male and female troops may not share the same campsite. Linked troops may request to share adjoining campsites, but each troop must provide their own separate leadership.

North Ridge

Located on hilly 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 - 28 (includes 14 platform tents)

Arrowhead - 30 (includes 15 platform tents & large pavilion)

Gunflint - 20 (includes 10 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 (includes large pavilion)

Tomahawk - 40

Doublebit - 18 (includes 9 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 (includes large pavilion)

Illini - 32 (includes large pavilion)





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. 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 are encourage to wear their Field Uniform to and from camp with pride, as well as at evening flag ceremonies and campfires.

Personal Packing List

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

Optional Equipment

- | | | |
|--------------------------------------|---|--|
| <input type="checkbox"/> Work Gloves | <input type="checkbox"/> Hat | <input type="checkbox"/> Religious books |
| <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 | |



Check-In and Required Paperwork

Arriving at Camp

Please plan to arrive at Ingersoll between 1pm. Troops that are going to arrive after 3pm should notify the Camp Administration by calling (309) 673-6136 x 123. **No Staff will be available to handle early arrivals. Please do not arrive before 1pm.**



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 BSA 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 at camp is 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 and picked up at the end of the week.

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 who will welcome you to camp and show 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 at the pool pavillion where they will finalize paper work including payment, Health Forms, update last minute program changes, and schedule time for Aquatic's orientation.

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

Once you are checked-in and your gear is on the campsite, the site guide will help the troop setup and take you on a camp tour. Units will go through aquatics orientation, dining hall orientation, a shooting sports safety briefing, and storm shelter procedures.

Aquatics Orientation

Even if the Scouts have completed their swim checks prior to camp (page 33), 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 covered heel and toe must be worn at all times in camp.



The Health Officer will collect them at check-in, any missing parts of the Health Form must be fixed within 72 hours for the participant to remain in camp. The forms will be returned to the unit with the units Check-out Packet.

Those staying in camp less than 72 hours only need Parts A & B.

Here are a few commonly missed parts of the Health Form:

Part B first page, asks for copies of Insurance Card (Front and Back) attached with the Health Form

The second page of Part B, asks if Non-prescriptions medications administration is authorized and this requires a Parent or Guardian Signature.

 Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Part C must be filled completed by a certified and licensed physician (MD,DO), nurse practitioner, or physician assistant on this form.

Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.



While at Camp

Commissioner Service

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



Unit Leader & SPL Meetings

Starting Monday, a daily Leaders' Meeting will be held in the Wilderness Training Center (WTC) after lunch*. 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* at the Dining Hall.

**See Daily Schedule on page 26 for times, location subject to change*

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 \$12.00 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.

Wireless Internet

Ingersoll has high-speed internet available at various areas throughout camp. We ask that all internet users be courteous of others and help conserve bandwidth, especially when streaming video content.

Cell Phone Service

There is limited cell phone service at camp. With that said, Verizon and AT&T are the cellphone providers with the most reliable service available throughout camp.



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 at Ingersoll.

- Families are welcome to arrive after 5:00pm to join us for dinner at the Dining Hall*
- Families visiting camp can purchase meal tickets online for \$10, or onsite at the Trading Post and Dining Hall for \$12 per meal.
- Following dinner, families will get a chance to hear from the staff and get to learn about the exciting things the campers have experienced during the week.



As the highlight of the evening, the Order of the Arrow (OA) Call out ceremony will take place. Families are invited to join their units and participate in the OA Callout following dinner.*

**See Daily Schedule on page 26 for times*



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 program supplies, Ingersoll souvenirs, and some snacks throughout the week. The Trading Post accepts cash, check, and credit cards.

Flag Ceremonies

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





Key Dates

- ✓ Financial Aid Forms Due – April 1, 2024
- ✓ Online Merit Badge Selection – April 1, 2024 (\$100 Deposit per youth required)
- ✓ Family Night RSVP Available —April 1, 2024
- ✓ Early Bird Deadline – April 15, 2024
- ✓ All Fees are Due – May 15, 2024

Scouts BSA Summer Camp Weeks

Week 1: June 9—15

Week 2: June 16 - 22

Week 3: June 23 - 29

Week 4: June 30 - July 6



Pre-Camp Touch Base

Roughly **5-7 days** before you arrive at camp, one of our camp admin team members will reach out to the registered unit leader to confirm head count, go over final reminders, and answer any questions you have. We will also be posting updates via Facebook and Instagram as summer approaches to help keep everyone informed.



Subscribe to Text Message Alerts (In-Camp)

Ingersoll uses the **Remind** app to allow the camp administration to quickly send alerts to adult leaders during their stay at camp. This free service (carrier rates may apply) will be used to communicate important reminders, inform of any schedule adjustments, and to provide direction in case of inclement weather or emergency.

The free app can be downloaded in the iOS App Store or Android Google Play Store—visit <https://remind.com/apps> for the links.



A special join code specific to your week of camp will be provided to the primary unit leader shortly before your arrival at camp, which we encourage to be distributed to all adult leaders. You will not be able to use the app until you have received the join code.



Postal Mail



Scouts may receive mail while at camp. Send mail to the following address:

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 participant.

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

To ensure Scouts receive mail or packages at camp, it is a good idea to send them before your week of camp begins.

Unit Leadership in Camp

Each unit is required to have at least 2 registered adult leaders in camp at all times during the entire week.



Small troops that are sharing leadership with another troop must have chartered org rep approval of shared leadership. As per Boy Scouts of America policy, all adults staying overnight 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 girl troop.

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 these policies will not be tolerated. Offenders may be asked to leave the property and the appropriate authorities will be notified.



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 meal alternatives.

When naming Scouts and Participants on Black Pug (the Online Merit Badge Registration system) it will ask if each Scout or Adult has any Special

Dietary Needs—this is where you will write in any needs that will allow for our Food Service Team to prepare for your week at camp.



Health and Safety

The Camp Health Officer can be reached at all times at 309-673-6136 x117. We want every Scout to have a fun and exciting stay at Ingersoll. Safety is our top priority in our program areas, campsites, and around Ingersoll. Please take note of and share these policies and procedures with your adult leaders and scouts to ensure a fun and safe experience.

A few helpful tips for a safe camping experience:

- BSA Policy always prohibits transporting passengers in the back of trucks or trailers.
- Wear closed-toed shoes at all times (except in the pool area).
- Carry a water bottle with you at all times.
- Always use the buddy system: 2 or more Scouts go everywhere together.
- Fires should always be attended to and completely extinguished. Do not create new fire rings.
- Follow Totin' Chip safety rules when using knives and axes. Fixed blade knives are not permitted in camp.
- Use insect repellents containing DEET, diluted vanilla, or Permethrin.
- Always wear sunscreen and sun hats for protection from the sun.
- Carry flashlights if you expect to be walking after dusk.
- Shake out clothing and shoes before wearing them.
- Keep food out of tents at all times.
- Be able to identify poisonous plants such as poison ivy, oak, and sumac.
- Be able to identify snakes. Though uncommon to Ingersoll, venomous snakes such as copperhead, cottonmouth, timber rattler, and massasauga are native to Illinois.
- Wildlife should be admired from a distance. Wild animals can be dangerous when agitated.



In Case of Accident or Emergency: Health Officer, 309-673-6136 x117

Ingersoll has a Health Lodge that is accessible 24 hours a day and managed by staff members trained in handling accidents and illnesses. There are also local hospitals and clinics nearby in the event of an injury. 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 (along with another adult for youth protection). 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 Outposts, Climbing, Mountain Biking/Boarding, along with any other activities deemed strenuous may 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 Lodge for a check-up.

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) 673-6136 x123. At the end of August, all items in the Lost and Found will be donated to a local charity or thrown away.

Check-Out

On Saturday morning, your Site Guide will arrive at your campsite to deliver breakfast and assist with the check-out process. Once a Commissioner has inspected and cleared your campsite, arrangements will be made with our Ranger staff for transporting your trailer/gear back to the parking lot. A leader will also need to stop by the office once the campsite is cleared for final checkout, where you will receive your check-out packet containing advancement records, camp patches, and medical forms. This is also a great time to make one last stop at the Lost & Found to ensure nothing got left behind.



Program

Merit Badges

The following pages have descriptions of all the Merit Badges offered at ISR Summer Camp. They are broken out by program area and have the recommended numbers of years a participant should have been to camp to participate in the badge. **Note: some merit badges may require special materials provided at and additional cost, which will be added to the registration total automatically during merit badge sign-up.**

1 - First year at camp or more 2 - Second year at camp or more 3 - Third year at camp or more

ISR Merit Badge Descriptions

Archaeology (1) - 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.

Archery (2) – 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. Requires additional program fee.

Astronomy (3)* – Scouts will study how space affects 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. An evening astronomy hike will also take place (Pre-req: 5b)

Camping (2)* – 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. (Pre req: 4b, 5e, 7a-b, 8c-d, and 9a-b)

Canoeing (2) – This is a classic Scouting activity. Scouts will learn the strokes, swamp their boat, and paddle the lake! (Pre req: 2)

Chemistry (1) – 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.

Climbing (3) – 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+.

* includes prerequisites to be completed before arriving at camp



Communication (2) – 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

Electronics (2) – Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.

Emergency Preparedness (2)* – 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)

Environmental Science (3) – 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.

Exploration (2) – Scouts will study real-life explorers who made their mark in the wild or in a lab environment, then will go on a group expedition to learn the skills of exploring and discuss career opportunities in this exciting field.

First Aid (1)* – 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)

Fish and Wildlife Management (1)- Scouts will learn to understand fish and wildlife life cycles, habitat requirements, predator- prey relationships, natural succession, competition, and a host of other fish and wildlife management principles.

Fishing (1)* – “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*. State and local regulations apply. (Pre-req: 1a-d. 6a-b)

Fly-Fishing(2)* – Fly-fishing is a specialized form of fishing that combines skill and artistry. 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. State and local regulations apply. (Pre-req: 1a-b. 7a-b)

Geology (1) – Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

* includes prerequisites to be completed before arriving at camp



Inventing (1) — 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 find technological solutions to real-world problems.

Kayaking (1) — 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! (Pre req: 2)

Leatherwork (1) — 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.

Lifesaving (2)* — 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: 2a, 16b). Recommended age 13+.

Mammal Study (1) — A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

Metalwork (3) — 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. Meet at Horseshoe Bend. Requires additional program fee.



Model Design and Building (2) — Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby for scouts: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

Moviemaking (2) - Scouts will learn how to tell stories visually through the art and science of motion picture photography. Scouts are asked to bring a smartphone with a working camera to this merit badge that can be used for recording and editing short videos.




Nature (2) — There is a very close connection between the soil, plants, and animal life. Understanding this connection and the impact we have is important to preserving the wilderness and our own well-being.




Orienteering (2) - Scouts will learn to navigate with a map and compass, what the various symbols and markings on a map represent, learn first aid for injuries that can occur during orienteering, and participate in orienteering events. (Pre-req: 7a-b)



Pioneering (2) – 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 1st Class Rank for this Badge.


 **Reptile & Amphibian Study (1)** — Kids always have been interested in snakes, turtles, lizards, and alligators, 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 and keeping one as a pet 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.

Rifle Shooting (2) – 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) Requires additional program fee.

 **Robotics (2)** — Earning the Robotics merit badge requires a Scout to understand how robots move, sense the environment, and understand what to do.

Search and Rescue (2) — Assisting the lost and confused is the aim of the Search and Rescue merit badge. This badge shows Scouts how to find search subjects, bring them to safety and avoid becoming lost themselves. (Pre-Req: 6a-c, 10)

Shotgun Shooting (3) — 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. (Pre-Req: 1f) Requires additional \$12.00 program fee.

 **Signs, Signals, & Codes (2)** — American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

Small Boat Sailing (3) — Have your Scouts climb aboard and set sail in this merit badge! Scouts 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+) (Pre req: 2)

Soil and Water Conservation (3) — Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



Space Exploration (1) — 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! Requires additional program fee.

Swimming (1)* — 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.

NOTE: the afternoon Swimming MB session is reserved for 1st year campers. Instructional swim is also offered during this time slot.

Welding (3) — 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+ . Meet at Horseshoe Bend. Requires additional program fee.

Wilderness Survival (2)* — 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, schedule for Tuesday night weather permitting. Requirement 5 requires putting together a personal survival kit. This should be done before coming to camp. Suggested age 13+ (Pre-req: 5)

Woodwork (2) — A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

* includes prerequisites to be completed before arriving at camp



Brownsea Island: First-Year Camper Program

Give your first-year campers the experience of a lifetime with ISR's Brownsea Island Program! Scouts will work in patrols with other first-year campers to learn valuable scout skills like orienteering, tying knots and lashings, first-aid skills, and more. The program is focused on welcoming our first-year campers to ISR with awesome experiences all over camp, working with other scouts and camp staff to knock out requirements for Tenderfoot, Second-class, and First-class ranks— *and they'll complete Nature and First-aid* Merit Badges!*

Scouts will have a BLAST making new friends and learning new skills, while completing advancement and Merit Badges along the way— what's not to love?

See page 22 for a detailed program overview.



* includes prerequisites to be completed before arriving at camp



Brownsea Island

First Year Camper Program Overview



Monday

Scouts will start the week off right by getting to know their fellow patrol-members, choosing a Patrol name & call, and creating their patrol flag to mark their group as they march all over camp throughout the week! Other day 1 topics include the importance of Leave no Trace, Flag Ceremonies, & hiking safety.



Tuesday

It's Tools & Tying Tuesday! Time for scouts to learn all sorts of knots and lashings, and even teach some knots to their Patrol using the EDGE method! Scouts will also practice proper care of their tools & work with the Soil & Water Conservation MB scouts on a conversation service project.



Wednesday

Scouts will advance their orienteering skills using GPS, Maps, & Compasses to go on a 1-mile nature hike! Along the way, they'll gather and identify lots of plants & animals, and talk about all things Nature- from the food chain to the weather & sustainability!



Thursday

The Lakefront is calling and we must go! Scouts will march to the Lake to identify boats & jump in the water to master their swim rescues for their Second and First-class Ranks requirements.



*Scouts must pass their BSA Swimmer Test to complete First-class aquatic rank requirements

Friday

Welcome to First-aid Friday! Scouts will have fun practicing their first-aid skills at various first-aid stations- from bumps & bruises to poison control & animal bites, they'll learn it all. Scouts will not only complete requirements for Tenderfoot, First Class, & Second Class... **They'll also complete First-aid Merit Badge!**



Completed Merit Badges

- First Aid*
 **EAGLE REQUIRED!**
- Nature

*PRE-REQ- First-Aid MB Req. 5

Completed Rank Requirements:

T1c, T3a-d, T4a-d, T5a-d, T7a-b, T8

S1b, S2f &g, S3a, c, & d, S4, S5a-d, S6a-e, S8a & 8b

F1b, F3a-d, F4a-b, F5a-d, F6a-e, F7a-f, F9a & b





Pre-Requisites

Not all merit badges can be completed in just 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 Black Pug 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 requirements.

Merit Badge	Pre-Req	Brief Description
Astronomy MB	5b	List most visible planets and write a chart when they will be observable.
Camping MB	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 during Open Climb.
Canoeing MB	2	Complete the BSA Swimmers Swim Test.
Communication MB	5, 7, 8	Attend a public meeting. Create a webpage/newsletter or write a letter an editor. Plan and host a campfire program (can complete at campsite)
Emergency Preparedness MB	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.
First Aid MB	1, 5	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.
Fishing MB	1a-d, 6a-b	Possess a copy of the Fishing MB pamphlet and read it. Practice the Arbor Knot, Improved Clinch Knot, Palomar Knot, Uni and Uni-to-Uni Knot.
Fly-Fishing MB	1a-b, 7a-b	Possess a copy of the Fly Fishing MB Pamphlet and read it. Practice the Arbor Knot, Perfection Loop, Loop-to-Loop Connection, Surgeon's Knot, and Improved Clinch Knot, but not the Nail Knot.
Kayaking MB	2	Complete the BSA Swimmers Swim Test.
Lifesaving MB	2a, 16b	Must be a Swimmer. Complete Second Class requirements 5a-5c & First Class reqs 6a-b, 6e. Complete CPR training from certified instructor.
Reptile & Amphibian Study	8	Maintain a reptile and amphibian for a month (or observe/study/sketch for 3 months)
Robotics	6a or b, 7	Attend a robotics competition or learn about three youth competitions. Learn about three robotics related career fields.
Search and Rescue	6a-c, 10	Interview a member of a search and rescue team. Find out about career or volunteer opportunities in SAR.
Small-Boat Sailing MB	2	Complete the BSA Swimmers Swim Test.
Swimming MB	2	Complete the BSA Swimmers Swim Test.
Wilderness Survival MB	5	Put together a personal survival kit. Bring your kit to camp.



Merit Badge Reports, Completions, and Partial

Merit Badge Reports

Saturday morning by 8am, merit badge completions will be updated online. Each unit can access their report through their registration portal. An email will be sent following camp as well. To access merit badge reports:

- Access registration
- Select the Reports tab on registration page
- Select the report needed
 - Unit Advancement Detail
 - Unit Advancement Summary
 - Badges - Incomplete

You have the ability to upload advancement to Scoutbook or Troopmaster, see information on the Reports tab for directions. You also have the ability to print out Blue Cards. To see these options, go to See Reports page.

Any questions, please reach out to lisa.marz@scouting.org

Completions and Partial

ISR does not offer merit badge completions after camp, nor do we dispute partials or requirements that were entered into the requirement tracking system. Merit badge records given out at camp are final. Any discrepancies need to be finished with a separate merit badge counselor.



Troop Time

In the afternoons (Mon—Thu), Troops will have the option to choose a specialty program to participate in as a group at areas around camp (adults too!). These programs are designed to be flexible to the interests of each group, with exclusive activities available only during designated Troop Time. If needed, smaller groups may be paired with another group to provide maximum opportunities for all. Likewise, larger troops may choose to split into patrols to ensure all scouts can experience the programs being offered. SPLs will have the privilege and leadership opportunity to gather their troop's preferences and select their Troop Time options each morning in the SPL meetings hosted by the Program Director.



Tortuga Island—Meet the crew members of the “Flying Dutchmen of Saddlehorn” at their encampment where their ship crash-landed! Sing sea shanties, learn to slackline, hone your knife-throwing skills, and practice nautical scout skills at Tortuga Island! Gear up to help the crew solve a mystery and find their missing treasure (*NEW clues and activities this summer!*)

Field Day—Take advantage of our huge activity field with a friendly troop game of volleyball, soccer, flag football, sharks and minnows, kickball, Gaga ball, frisbee golf. Sports galore!

Mountain Boarding—Walking down Dining Hall Hill is so slow! If your troop wants to experience going down faster, check out our mountain boards and start cruisin’.

Mountain Biking—View camp from the seat of a mountain bike and see a whole new side of Ingersoll on a staff-led tour. Limited to 12 mountain bikers at a time with opportunities for rotation for larger groups.

Climb Time—Harness up and go climbing, rappelling, ziplining, and enjoy an assortment of team-building challenges. Limited to 15 participants per day.

Pioneering Party—Gather down the hill at Scoutcraft to prove your pioneering prowess by building exciting, eye-catching displays of Scout skill! From trebuchets and towers to gateways and swings- enhance your troops skills to embellish your campsite and have a blast doing it.

Science & a Snack—Meet at the STEM Pavilion and put your science skills to the test doing fun experiments and projects. Bring a white shirt from home or purchase one in the trading post and make it uniquely yours with multiple color and pattern options. Round out the afternoon by using science to make your own snacks!

Target Practice—Enjoy some target practice and take your pick between Archery, Shotgun, or Rifle. Limited to 15 participants per day.

Beach Day—Head down to Lake Roberts and grab a boat, enjoy a friendly game of Canoe Battleship, or have fun getting the waterslide all to yourselves!

Fresh Catch—Does your troop love to fish? Come on down to Greg’s Fish Shack and enjoy a nice afternoon by the lake as a group and see who can catch the most!

Conservation Craze—Turn trash into treasure at Eco-Con while learning about recycling and conservation, and all of the ways you can reuse everyday items to make cool projects. Choose from a list of projects to make and take home with you, like bird houses & feeders, keychains & bracelets, camping games, art, and more— all from recycled materials!

Compass vs. GPS—Meet at Scoutcraft to test your skills at orienteering with a compass or GPS. Determine which technology is better, faster, and more accurate with some friendly competition to compare methods!



INGERSOLL SCOUT RESERVATION 2024 MERIT BADGE SCHEDULE

	9:00	9:15	9:30	9:45	10:00	10:15	10:30	10:45	11:00	11:15	11:30	11:45	12:00	12:15	2:00	2:15	2:30	2:45	3:00	3:15	3:30																																															
Brownsea Island	Brownsea Island Program (see pages 21-22 for First Year Camper program details)																																																																			
Climbing Tower	Climbing				Climbing				LUNCH																																																											
Ecology / Conservation	Environmental Science	Geology				Soil & Water Conservation				LUNCH																																																										
	Mammal Study + Nature*	Astronomy				Fish & Wildlife Management				LUNCH																																																										
Field Sports	Shotgun Shooting					Shotgun Shooting				LUNCH																																																										
	Rifle Shooting					Rifle Shooting				LUNCH																																																										
	Archery					Archery				LUNCH																																																										
Fish Shack	Fishing					Fly Fishing				LUNCH																																																										
Lakefront	Canoeing					Canoeing				LUNCH																																																										
	Small Boat Sailing					Kayaking				LUNCH																																																										
Pool	Swimming					Swimming				LUNCH																																																										
	Lifesaving					Lifesaving				LUNCH																																																										
Scoutcraft	Leatherwork	Orienteering				Archaeology				LUNCH																																																										
	Camping	First Aid				First Aid				LUNCH																																																										
	Woodwork	Communication				Wilderness Survival				LUNCH																																																										
STEM Center	Robotics	Inventing				Model Design & Building				LUNCH																																																										
	Electronics	Chemistry				Chemistry				LUNCH																																																										
	Metalwork (at Horseshoe Bend)	Welding (at Horseshoe Bend)				LUNCH																																																														
TROOP TIME																																																																				
	Climbing				Environmental Science				Reptile & Amphibian Study				Shotgun Shooting				Rifle Shooting				Archery				Fishing				Small Boat Sailing				Kayaking				Swimming (Reserved for 1st Year)				Instructional Swim				Emergency Preparedness				Search & Rescue + Signs, Signals, & Codes*				Pioneering				Space Exploration				Movie-making				Exploration			
* Merit Badge pairings will be earned during the same session throughout the week																																																																				

* Merit Badge pairings will be earned during the same session throughout the week



INGERSOLL SCOUT RESERVATION 2024 DAILY SCHEDULE

	7:00	7:30	8:00	8:30	9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	1:00	1:30	2:00	2:30	3:00	3:30	4:00	4:30	5:00	5:30	6:00	6:30	7:00
Sunday														Troop Arrival	Check-in/Swim Checks										
Monday		Flags	Breakfast	SPL Meeting		Merit Badges					Lunch	Leader Meeting	Merit Badges	Troop Time		Merit Badges	Troop Time		Flags	Dinner					
Tuesday		Flags	Breakfast	SPL Meeting		Merit Badges					Lunch		Merit Badges	Troop Time		Merit Badges	Troop Time		Flags	Dinner					
Wednesday		Flags	Breakfast	SPL Meeting		Merit Badges					Lunch	Leader Meeting	Merit Badges	Troop Time		Merit Badges	Troop Time		Families Arrive	Dinner					
Thursday		Flags	Breakfast	SPL Meeting		Merit Badges					Lunch		Merit Badges	Troop Time		Merit Badges	Troop Time		Flags	Dinner					
Friday		Flags	Breakfast	SPL Meeting		Merit Badges					Lunch	Leader Meeting	Merit Badges	Open Areas		Merit Badges	Open Areas		Flags	Dinner					
Saturday	Breakfast*		Campsite Cleanup	Troop Checkout																					

* Saturday morning Breakfast will be Delivered to Campsite to allow troops to pack-up and clean.



INGERSOLL SCOUT RESERVATION 2024 EVENING SCHEDULE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<p>Catholic Mass 6:15pm at Chapel</p> <p>Opening Campfire Troops will gather at Dining Hall flagpole at 7:15pm for campwide emergency drill & flag ceremony. Campfire will take place at the Chapel.</p>	<p>Open Eco-Con 7:00-8:30pm</p> <p>Open Shooting Sports 7:00-8:30pm</p> <p>Open STEM 7:00-8:30pm</p>	<p>Open Scoutcraft 7:00-8:30pm</p> <p>Brownsea Island Workshop 7:00-8:30pm</p> <p>Open Lakefront 7:00-8:30pm</p> <p>Open Fishing 7:00-8:30pm</p>	<p>Family Night Families arrive starting at 5pm Dinner served 5:15-6:45pm</p> <p>Flag Ceremony and OA Call-out Ceremony 7:15pm-8:30pm</p>	<p>Night Swim 7:00-8:30pm</p> <p>Open Climbing 7:00-8:30pm</p> <p>Night Zipline 8:30pm-10pm</p>	<p>Closing Campfire Troops will gather at dining hall flagpole at 8pm for flag ceremony.</p> <p>Campfire will take place at the Chapel.</p>	<p>Do Laundry! A Scout is Clean. Thanks for a great week at camp!</p>

There may be changes to evening programs listed above due to weather or unforeseen events. Specialty programs may also become available that are not listed. Any changes to evening program activities will be announced at flag ceremonies and via the Remind App (for SPL's and Leaders).



Outpost Programs

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

Select your troops Outpost preferences online at the same time as signing up for Merit Badges.

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 19th century logging camp, where its residents will bring the era to life. 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. Meet at the Paul Bunyan Arch at 6:45am.





Camp-wide Programs

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.



BSA Mile Swim – No need to sign up, just attend 2 of the required practice sessions, after that scouts are eligible to attempt the mile swim test. Those that complete the test earn the BSA Mile Swim Award.

Open Areas—At various times throughout the week, each program area will have an Open Night, where fun activities will be made available for Scouts regardless of whether they are participating in any merit badges in that area. This is the perfect chance to see all areas of camp and get the most out of your week of summer camp!





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, and the 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 Coordinator during each week of camp.*

Weekly Call-Out Ceremony

- Wednesdays— June 14, June 21, June 28, and July 5.
- The Call-Out Ceremony recognizes those Scouts and Leaders who have been selected by their peers to as someone who goes above and beyond in living the Scout Oath and Law
- All family members and Family Night guests are invited to stay for this exciting, memorable ceremony as Scouts and Scouters begin their journey towards membership in Scouting's National Honor Society, founded on the principles of Brotherhood, Cheerfulness, and Service
- Ceremony begins after dinner on Wednesday night.

Annual Dues (for members of Wenasa Quenhotan Lodge)

To participate in OA activities, you must be current on your annual dues. 2023 dues of \$20 can be paid online at wq23.org.

Out-of-Council Participation

- We welcome our brothers from other lodges and invite them to participate fully in OA activities.
- 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.

www.wq23.org



OA Summer Camp Participation Award

- Units with OA members will have the opportunity to receive a special OA Summer Camp Participation Award—a patch for each member of the unit and a ribbon for the unit flag.
 - Applications are available on the lodge website, at ingersollbsa.org/resources. Copies are available in the camp office during summer camp.
 - Out-of-council units are eligible for this award.
 - Find the OA Summer Camp Participation Award worksheet at www.wq23.org/form-downloads
 - Requirements
 1. The Senior Patrol Leader attends the SPL Meetings
 2. At least one adult leader (the same adult) must stay with the troop for the entire camping week.
 3. At least 60% of Scouts 17 years of age and younger that are registered with the troop must be in camp for the entire camp session. Scouts in camp with the troop that are not registered with the troop do not count toward the 60% requirement.
 4. The unit has an Order of the Arrow Troop Representative.
 5. All Scouts in camp who have been inducted into the Order of the Arrow (meaning they have completed their Ordeal) have paid their current year membership dues.
 6. Participate in a troop service project while at camp.
- An out-of-council troop may qualify for the award by doing the following:
1. Meet the first three requirements listed above for W. D. Boyce Council Troops
 2. Participate in a troop service project while at camp.



WENASA QUENHOTAN LODGE
ORDER OF THE ARROW



Camp Staff

Serving as a member of the summer camp staff can be a fantastic learning and growing experience for young leaders. 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, integrity, and enthusiasm, and be committed to living up to the Scout Oath and Law. Applications are to be completed online at ingersollbsa.org/staff.



Counselor-in-Training Program

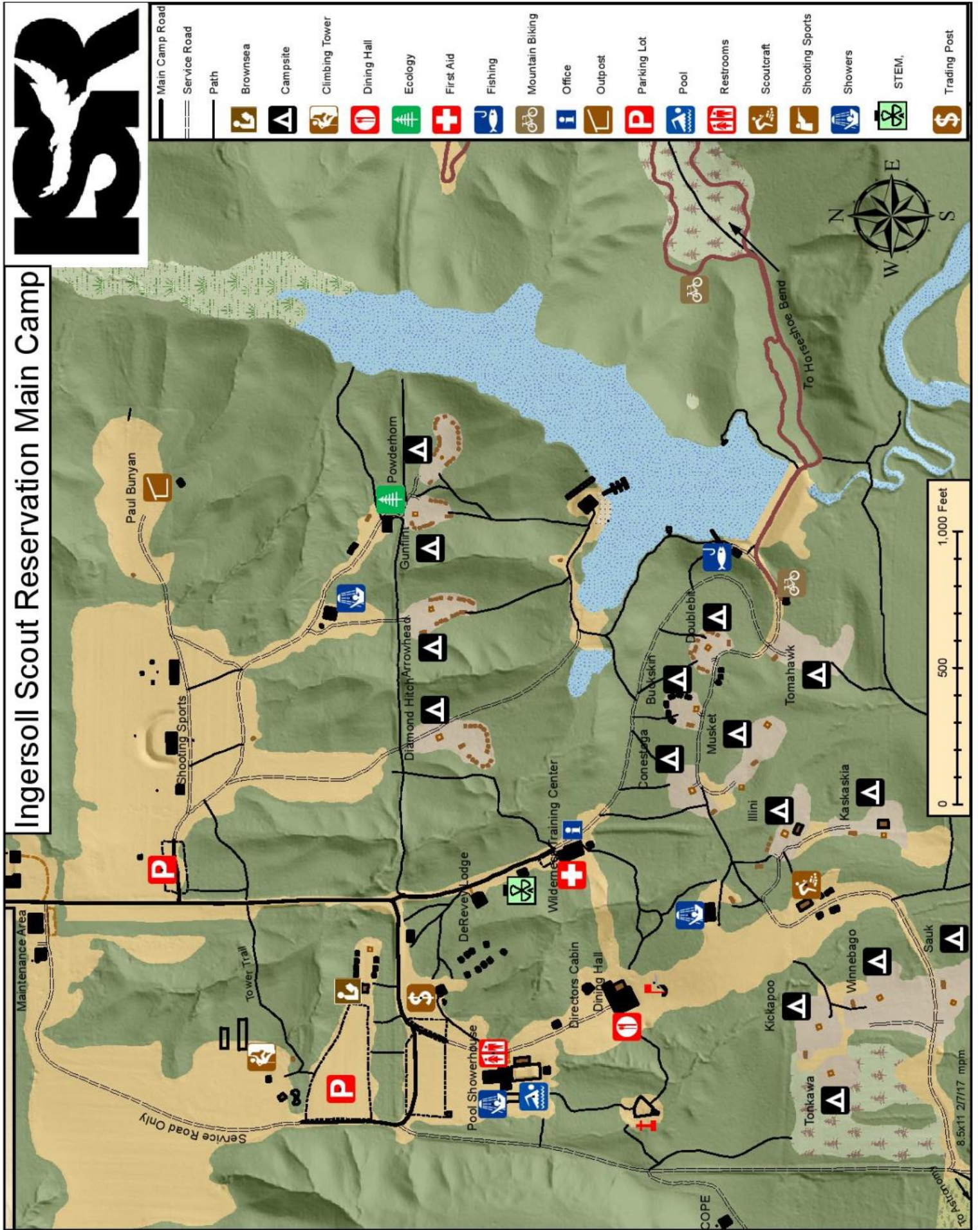
A Counselor-in-Training (CIT) program is available to Scouts that are 14 or 15 years of age. CIT's will be assigned to assist in various program areas where they will gain experience and skills. Weekly rotation will allow them to have a better understanding of all facets of camp staff duties and responsibilities. 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 ingersollbsa.org/staff

Wilderness Counselors

The W. D. Boyce's Outdoor Program Committee is forming a group of volunteers to help support and aid the ISR Summer Camp Staff. The Wilderness Counselors are a group of program experts that help train the Merit Badge Instructors at summer camp during Staff Week and provide support throughout the summer. If you have a interest in helping ISR become the best it can be and are willing to come out at least one day during Staff week, then this is your opportunity. Please fill out the Wilderness Counselor interest form at: ingersollbsa.org/volunteer



Ingersoll Scout Reservation Main Camp





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 2024 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
ingersollbsa.org

ISR Camp Director:
Mike Gray
mike@ingersollbsa.org

ISR Program Director:
Jamie Lang
jamie@ingersollbsa.org

Council Camp Executive:
Collin Martis
collin.martis@scouting.org
309-673-6136 ext. 128



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 is 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: _____



Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

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 (before camp by a verified, qualified instructor):

The swim classification test is completed by the unit under the supervision of a qualified instructor (BSA Lifeguard, Red Cross Lifeguard, or equivalent). A complete swim roster listing each persons' swim level, along with verification of instructor's qualifications/credentials MUST be turned in upon camp check-in.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

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, breaststroke, 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.

* The Camp Aquatics Director may require a test of anyone who completed the classification outside of camp.

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable



Cache Lake Invitation



Cache Lake History

One of the W. D. Boyce Council's best kept secrets is its very own borderland camp.

The Council Outpost Camp of the W. D. Boyce Council, B.S.A., Peoria, Illinois, is located in Bach Bay on Sand Point Lake in beautiful S. W. Ontario, Canada. The location is about 650 miles north of Peoria, with the access point being Crane Lake, Minnesota, 28 miles east of Orr, Minnesota. The last eight miles to camp is over water by boat.

The camp was originally built in 1962 on Brown's Bay of Sand Point Lake, Minnesota, on leased state forest land by a group of Scouters from the Corn Belt Council in Bloomington, Illinois. The Cache Lake facility was conceived by J. N. Bach of Forrest, Illinois, as a camping site specifically to keep older boys interested and active in the Boy Scout camping program.

The camp has several buildings including a bunk house that sleeps up to 40 and can be divided into separate sleeping areas for co-ed use, a fully equipped dining hall, a boat house with fish cleaning facilities, hot showers and even electricity for refrigeration and lights. This Northwoods camp offers endless aquatic program opportunities including boating, canoeing, fishing, swimming, sailing, water skiing and much more!

Unit Eligibility Policy

The W. D. Boyce Council is blessed with two exceptional Scout Camps – Ingersoll Scout Reservation, and Cache Lake in Canada. To recognize, reward, and incentivize patronage of both, the W. D. Boyce Council, and Cache Lake Committee have updated the eligibility standards to attend Cache Lake.

1. Troops from outside the W. D. Boyce Council who patronized Ingersoll Scout Reservation as their Primary Summer Camp are invited to enter the annual Cache Lake Summer Adventure Drawing.
2. Beginning with the 2024 Cache Lake drawing (treks in 2025), only those Troops who attended Summer Camp at the Ingersoll Scout Reservation during at least one of the previous two years will be eligible to attend Cache Lake. Eligibility for Venture Crews to attend Cache Lake will be based on their associated Troops attendance at Ingersoll Scout Reservation.

These changes apply to both a unit's participation in the drawing, and their ability to attend as a guest of the Troop who won the drawing. In addition, when weeks at Cache Lake become available, preference will be given to those Troops who attended Summer Camp at Ingersoll Scout Reservation before the slots are opened to units who have not camped in council the previous two years.