

BARSTOW

LAKE MURRAY, SC



20
26



THE
SUMMER PROGRAM
GUIDE

WELCOME TO CAMP BARSTOW

Our team is proud to present the 2026 Summer Program Guide! Exciting things are in store for this coming summer in which we hope to have made it #BetterAtBarstow once again. We have revamped our Badges to ensure as many requirements as possible are completed at the end of each week. We have changed to a single badge per day instead of bundling badges. We have simplified our pricing for campers, and streamlined our registration process. We have added a new High Adventure opportunity and look to expand our out of camp trips. We have slightly altered our daily schedule to allow for more structured downtime for fun after 4. We have significantly

improved one of our campsite latrines by converting it into a new showerhouse. And, so much more! This guide is an effort to compile all of these changes and more, however we are sure to have additional items as we get closer to summer so stay tuned to our website for more. We hope you and your unit consider Camp Barstow for 2026, and we look forward to welcoming you all to camp in a few months time. If you have any questions about our program please reach out to Camp Director, William McCormick or for registration questions Director of Field Service, Scott Hagler.

Week 1 - June 7-13, 2026
Week 3 - June 21-27, 2026

\$100 - Unit Reservation Deposit (applied toward unit total)

Camper Fee - \$450
High Adventure Fee - \$575
Baden Powell Fee - \$475
Leader Fee - \$150

No additional fees for campers

All fees are due no later than the Sunday of your week of camp.

Week 2 - June 14-20, 2026
Week 4 - June 28-July 4, 2026

***All camper fees reduced by \$25 if paid in full by April 1, 2026.**

****Bounce-back Campers receive a \$50 discount when spending a second week at Camp.**

All refund requests should be submitted to the Indian Waters Council Office in writing by the family of the camper or by the unit leader. Refunds may only be granted in the following circumstances: 1) Life threatening illness or death of a member of the Scout's immediate family. 2) Mandatory attendance at summer school verified by a letter from the school. Refunds requested after May 31st will be subject to a \$50 retained program fee. Refund requests received after the unit is in camp will not be considered. Basic fees are transferable among campers in the unit. It is the responsibility of the parents and/or leaders to manage transfer of funds between Scouts within their unit.



CAMP DIRECTOR

William McCormick
(803) 516-5854
muscogee06chief@gmail.com



DIRECTOR OF FIELD SERVICE

Scott Halger
(803) 750-9842
scott.hagler@scouting.org



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IMPORTANT REGISTRATION INFORMATION



You can reach the online registration from our website at www.campbarstowsc.com. There is also a link on the council's website at www.indianwaters.org. The link for reserving your troop's week is now live. In March of 2026 the link for signing up for merit badges will go live. All troops that have registered will get an email notification before that takes place. Please meet with your Scouts ahead of time to pick their programs and alternates in case something fills up. One badge per day.

BADEN-POWELL SCOUTS

Scouts unable to attend with their troop or wishing to stay for an additional week can join as Baden-Powell Scouts. A dedicated Baden-Powell Scoutmaster leads this provisional troop, though Scouts may also be placed with existing troops if needed. While the Baden-Powell program offers leadership, it doesn't replace the required adult supervision for a troop. We encourage groups of 3 or more Scouts to attend with an adult volunteer, as those with adult leaders typically have a better experience, especially after 4:00 PM when the schedule is less structured. Adult support is key to ensuring a successful camp experience.



SOCIAL MEDIA

FACEBOOK:
www.facebook.com/CampBarstow553

INSTAGRAM:
www.instagram.com/campbarstowsc

WEBSITE:
<https://www.campbarstowsc.com>

BADGE SIGN-UPS

Sign-up for Badges and other Program Offerings will be available starting March 1, 2026. Scouts must have paid at least \$100 in order to secure their program offerings.

MAILING ADDRESS

CAMP BARSTOW:
SCOUT NAME/UNIT NUMBER
117 CAMP BARSTOW DRIVE
BATESBURG, SC 29006

COUNCIL OFFICE:
715 BETSY DRIVE
COLUMBIA, SC 29210

PHONE: (803) 750-9868



EARLY ARRIVALS

We offer free early arrival on Saturday afternoon between 3:00-5:00pm for units traveling long distances. Early arrivals will be assigned campsites, but program areas will not be open until Sunday. Regular check-in begins at 1 PM Sunday, with the first meal served being Sunday supper. No access to the Dining Hall or packaged meals is available for early arrivals. A grocery store is less than 15 minutes away, and a Wal-Mart Supercenter is 25 minutes from camp for any last-minute needs.

IMPORTANT UPCOMING DATES

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Calendar	To Do
October 1, 2025	Online registration live with \$100 Unit Deposit
October-December 2025	Virtual Zoom Camp Shows with Camp Leadership
November 2025-March 2026	Units review Camp Plan and make sure to communicate important information to parents. Don't forget to get Dr. Signed medical forms (parts A-C). Schedule your unit's pre-camp meeting with the Director.
February 1, 2026	Camper deposit of \$100 per Scout due
March 1, 2026	Program Sign-ups Begin
April 1, 2026	Early Bird Fees Due in Full & Campership Requests Due
May 16, 2026	Camp Fees Balance Due in Full

Camperships are available only for Indian Waters Council troops. If you're from another council, contact your local council for funding opportunities. Donations are often available to help Scouts attend camp. Units with Scouts in need should contact the Council Office for a campership application. Note that eligibility requires participation in Council fundraising programs like popcorn sales and camp cards. The application deadline is April 1, 2026. For more information, contact Scott Hagler at scott.hagler@scouting.org.

SUNDAY

1:00-5:00p	Arrival & Check-In	Dining Hall
5:50p	Flags	Parade Field
6:00-7:00p	Dinner	Dining Hall
7:30p	Leader's Meeting	Leader's Lounge
8:00-9:30p	Opening Campfire	Council Ring
10:00p	Taps	Campsites



MONDAY - THURSDAY

7:00a	Reveille
7:30a	Flags
7:45-8:45a	Breakfast
9:00a-12:00p	Program Time
12:30-1:15p	Lunch
1:15p	SPL Meeting
1:15-2:00p	Siesta
2:00-4:00p	Program Time
4:00-5:30p	Free Time - Open Program Areas
5:45p	Flags
6:00-7:00p	Dinner
7:30-9:30p	Evening Activities
10:00p	Taps

FRIDAY

7:00a	Reveille
7:30a	Flags
7:45-8:45a	Breakfast
9:00a-12:00p	Program Time
12:30-1:15p	Lunch
1:15p	SPL Meeting
1:15-2:00p	Siesta
2:00-4:00p	Program Time
4:00-5:30p	Free Time - Open Program Areas
5:45p	Flags
6:00-7:00p	Dinner
8:00-9:30p	Closing Campfire
10:00p	Taps





SATURDAY

7:00a	Reveille
7:30a	Flag Raising
7:45a-8:45a	Breakfast
8:30-9:30a	Check-out
3:00-5:00p	Early Unit Check-in (prior approval only)





BARSTOW BADGES PROGRAM

**"WE DO MERIT BADGES BETTER
AT BARSTOW"**

At Camp Barstow we have changed the way you take merit badges. We understand that bouncing from one activity to another is time consuming, tiring, and just too much like school. At Barstow, we have eliminated that problem by offering one badge per day! Pick any of our 60+ badge offerings, one per day, to fill out your schedule. Every morning after Breakfast we will gather on the Parade Field for a Badge Rally. There Scouts will gather with their counselors before heading off to their program for the day. Although we strive for completions at Camp, there are just a few that we cannot. The following Badge description pages provide details regarding prerequisites and other requirements that could end up as partials.



CANOEING

Offered: 1 Session Monday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: Swimmer Status after Swim Assessment



FIRST AID

Offered: 3 Sessions Monday, Wednesday, OR Thursday

Recommended For: 1st Year Scouts

Prerequisites/Partials: None



KAYAKING

Offered: 1 Session Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: Swimmer Status after Swim Assessment



LIFESAVING

Offered: 1 Session Monday/Tuesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: Swimmer Status after Swim Assessment & Have Completed Swimming Merit Badge



MOTORBOATING

Offered: 1 Session Wednesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: Swimmer Status after Swim Assessment



ROWING

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: Swimmer Status after Swim Assessment

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SMALL BOAT SAILING

Offered: 1 Session Tuesday/Wednesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: Swimmer Status after
Swim Assessment



SWIM ACADEMY

Offered: 2 Sessions Thursday OR Friday

Recommended For: Any Level Scout

Prerequisites/Partials: None



SWIMMING

Offered: 3 Sessions Tuesday, Wednesday,
Thursday, OR Friday

Recommended For: 1st & 2nd Year Scouts

Prerequisites/Partials: Swimmer Status after
Swim Assessment

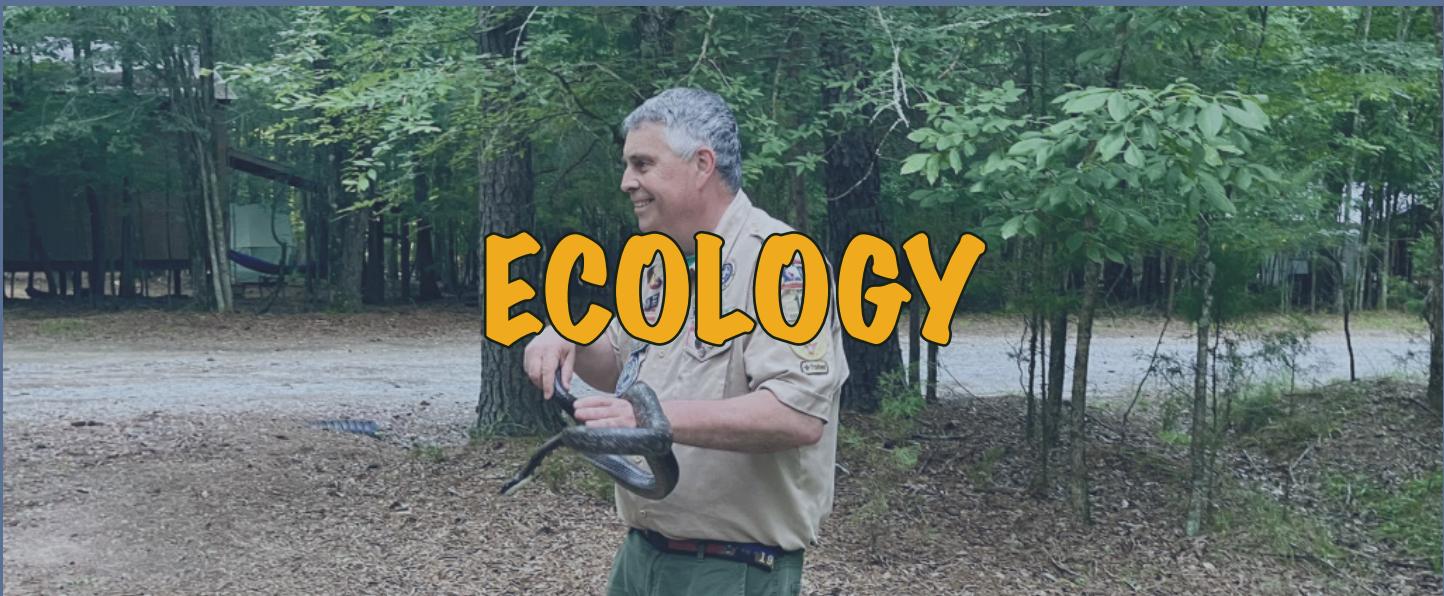


WATER SPORTS

Offered: 2 Sessions Monday/Tuesday OR
Thursday/Friday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None (provided Scouts
meet qualification requirements)



ANGLER

Offered: 2 Sessions Tuesday/Wednesday OR Wednesday/Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 8 – Research jobs



BIRD STUDY

Offered: 2 Sessions Monday OR Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 13 – Research jobs



ENVIRONMENTAL SCIENCE

Offered: 2 Sessions Monday OR Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 11 – Research jobs



FORESTRY

Offered: 2 Sessions Tuesday OR Thursday

Recommended For: Any Level Scout

Prerequisites/Partials: None



GEOLOGY

Offered: 1 Session Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 6 – Research jobs



MAMMAL STUDY

Offered: 1 Session Tuesday

Recommended For: Any Level Scout

Prerequisites/Partials: 7 – Research jobs



MINING IN SOCIETY

Offered: 1 Session Monday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 8 – Research jobs

NATURE

Offered: 1 Session Tuesday

Recommended For: Any Level Scout

Prerequisites/Partials: 7 – Research jobs

PLANT SCIENCE

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 7 – Research jobs. Will not complete requirement 5 at camp.



SOIL & WATER CONSERVATION

Offered: 1 Session Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: None

SUSTAINABILITY

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 9 – Research jobs.



ART

Offered: 1 Session Monday

Recommended For: Any Level Scout

Prerequisites/Partials: 7 – Research jobs



AVIATION

Offered: 1 Session Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: None



BASKETRY

Offered: 1 Session Wednesday

Recommended For: Any Level Scouts

Prerequisites/Partials: None



CHESS

Offered: 1 Session Wednesday

Recommended For: Any Level Scout

Prerequisites/Partials: None



COMMUNICATION

Offered: 2 Sessions Monday OR Thursday

Recommended For: 1st & 2nd Year Scouts

Prerequisites/Partials: 9 – Research jobs. Will not complete requirement 5.



GAME DESIGN

Offered: 1 Session Tuesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: None

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GRAPHIC ARTS

Offered: 1 Session Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 7 – Research jobs



LEATHERWORK

Offered: 2 Sessions Thursday OR Friday

Recommended For: 1st Year Scouts

Prerequisites/Partials: None



MOVIEMAKING

Offered: 1 Session Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 4 – Research jobs



PAINTING

Offered: 1 Session Monday

Recommended For: Any Level Scout

Prerequisites/Partials: 8 – Research jobs



PHOTOGRAPHY

Offered: 1 Session Monday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 8 – Research jobs.



PROGRAMMING

Offered: 1 Session Tuesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 6 – Research jobs.



PUBLIC SPEAKING

Offered: Tuesday or Friday

Recommended for: 2nd & 3rd Year Scouts

Prereqs/Partials: None



ROBOTICS

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 7 – Research jobs.



SPACE EXPLORATION

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 8 – Research jobs.



WOODCARVING

Offered: 2 Sessions Tuesday OR Friday

Recommended For: Any Level Scout

Prerequisites/Partials: None



CAMPING

Offered: 1 Session Tuesday/Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: Partial due to 4b, 8d, 9a



CITIZENSHIP IN THE COMMUNITY

Offered: 1 Session Wednesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: Will not complete 7c.



CITIZENSHIP IN THE NATION

Offered: 1 Session Tuesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None



CITIZENSHIP IN THE WORLD

Offered: 1 Session Monday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None



EMERGENCY PREPAREDNESS

Offered: 2 Sessions Wednesday OR Friday

Recommended For: 2nd+ Year Scouts

Prerequisites/Partials: 10 – Research jobs.
Completion of First Aid Merit Badge is required.



ORIENTEERING

Offered: 1 Session Thursday/Friday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None



PIONEERING

Offered: 1 Session Monday/Tuesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None



SEARCH & RESCUE

Offered: 1 Session Monday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 8 – Research jobs.



WILDERNESS SURVIVAL

Offered: 1 Session Thursday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: 10 – Research jobs.

Participants should come prepared for an overnight away from main camp. This includes sleeping pad, bag, small pack, and water bottle.



ARCHERY

Offered: 3 Sessions Tuesday, Wednesday, OR Friday

Recommended For: 1st Year Scouts

Prerequisites/Partials: None (provided Scouts meet qualification requirements)



RIFLE SHOOTING

Offered: 2 Sessions Monday/Tuesday OR Wednesday/Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: None (provided Scouts meet qualification requirements)



SHOTGUN SHOOTING

Offered: 1 Session Thursday/Friday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: None (provided Scouts meet qualification requirements)



CLIMBING

Offered: 2 Sessions Monday/Tuesday OR
Thursday/Friday

Recommended For: 2nd+ Year Scouts

Prerequisites/Partials: None



COPE

Offered: 1 Session Wednesday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None

SOARING EAGLES



AMERICAN HERITAGE

Offered: 1 Session Wednesday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 6 – Research jobs

PATHFINDERS

Offered: 1 Session Monday/Tuesday

Recommended For: 1st Year Scouts

Requirements Included: Scout – 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d (after 1 Troop Meeting), 3a, 3b, 4a, 4b, 5, 6, 7; Tenderfoot – 1a, 1b, 1c, 2a, 2b, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 7a, 7b, 8; 2nd Class – 1b, 2a, 2b, 2f, 2g

PERSONAL FITNESS

Offered: 1 Session Monday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: 8 – Research jobs. Will not complete 7 at camp.



PERSONAL MANAGEMENT

Offered: 1 Session Friday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: 10a, 10b – Research jobs. Will not complete 1b2, 1b3, 1c2, 2c, 2d, 8c, 8d at camp.

SCOUTING HERITAGE

Offered: 2 Sessions Tuesday OR Thursday

Recommended For: Any Level Scout

Prerequisites/Partials: 9 – Research jobs.

TRAILBLAZERS

Offered: 1 Session Thursday/Friday

Recommended For: 1st & 2nd Year Scouts

Requirements Included: 2nd Class – 1b, 2a, 2b, 2c, 2d, 3e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6, 8a, 8b, 9a, 9b 1st Class – 1b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c

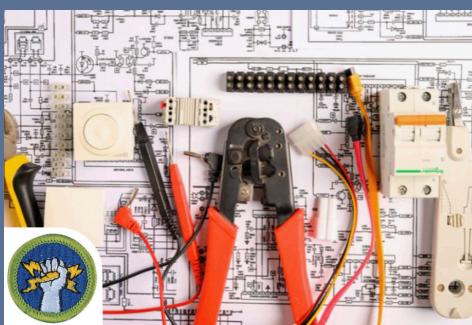


AUTOMOTIVE MAINTENANCE

Offered: 2 Sessions Monday OR Thursday

Recommended For: 2nd & 3rd Year Scouts

Prerequisites/Partials: 12 – Research jobs



ELECTRICITY

Offered: 2 Sessions Tuesday OR Friday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: 11 – Research jobs



PLUMBING

Offered: 2 Sessions Tuesday OR Friday

Recommended For: 3rd+ Year Scouts

Prerequisites/Partials: None

HIGH ADVENTURE

CANOE TO THE ZOO, CAZOO!



Get ready to unleash your potential this summer with our NEW High Adventure Program at Camp Barstow! Join us for an epic 50-mile journey, paddling Lake Murray in a Voyageur Style Canoe, rushing the rapids of the Saluda River, and discovering the thrill of exploration at Riverbanks Zoo. You'll be sure to return home with a renewed sense of confidence and a heart full of unforgettable memories.



To register for our High Adventure Programs, please sign-up with your unit and select the High Adventure Participant option. When Badge selections go live in March you will be able to select your specific High Adventure Program at that time.

BADGES AT A GLANCE

Monday		Tuesday		Wednesday		Thursday		Friday	
Mining in Society		Mammal Study + Nature		Sustainability		Geology		Soil and Water Conservation	
Environmental Science		Forestry		Plant Science		Forestry		Environmental Science	
Bird Study		Angler		Angler		Angler		Bird Study	
AQUATICS		ROPE		COPE		Climbing		Climbing	
Water Sports		Motorboating		Water Sports		Water Sports		Kayaking	
Lifesaving		Rowing		First Aid		First Aid		Swimming	
Canoeing		Small Boat Sailing		Swimming		Swimming		Swim Academy	
First Aid		First Aid		Swimming		Swim Academy		Swim Academy	
OUTDOOR SKILLS									
Cit in World	Pioneering	Cit in the Nation	Emergency Preparedness	Cit in the Community	Wilderness Survival (Overnight)	Wilderness Survival (Overnight)	Emergency Preparedness	Orienteering	Orienteering
Search and Rescue									
RANGE & TARGET ACTIVITIES									
Rifle Shooting	Archery	Archery	Rifle Shooting	Archery	Shotgun Shooting	Archery	Archery		
Archer									
MAKERSPACE									
Communication	Public Speaking	Robotics	Communications	Communications	Graphic Arts	Graphic Arts	Public Speaking	Leatherwork	Leatherwork
Art	Programming	Chess	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Aviation	Aviation
Painting	Game Design	Space Exploration	Space Exploration	Space Exploration	Space Exploration	Space Exploration	Space Exploration	Woodcarving	Woodcarving
Photography	Woodcarving								
SOARING EAGLES									
Pathfinders		American Heritage		Scouting Heritage		Scouting Heritage		Trailblazers	
Personal Fitness									
Automotive Maintenance		Electricity and Plumbing		Automotive Maintenance		Automotive Maintenance		Electricity and Plumbing	

PREREQUISITES & PARTIALS AT A GLANCE

PREREQUISITES

American Heritage* - 6 Research jobs
Angler Bundle (Fish & Wildlife)* - 8 Research jobs
Art* - 7 Research jobs
Automotive Maintenance* - 12 Research jobs
Bird Study* - 13 Research jobs
Canoeing - Must be Swimmer status
Communication* - 9 Research jobs
Electricity* - 11 Research jobs
Emergency Preparedness* - 10 Research job, First Aid Merit Badge
Environmental Science* - 11 Research jobs
Geology* - 6 Research jobs
Graphic Arts* - 7 Research jobs
Kayaking - Must be Swimmer status
Lifesaving - Must be Swimmer status, Swimming Merit Badge
Mammal Study* - 7 Research jobs
Mining In Society* - 8 Research jobs
Motorboating - Must be Swimmer status
Movie Making* - 4 Research jobs
Nature* - 7 Research jobs
Painting* - 8 Research jobs
Personal Fitness+ - 8 Research jobs
Personal Management+ - 10a, 10b Research jobs
Photography* - 8 Research jobs
Plant Science* - 7 Research jobs
Programming* - 6 Research jobs
Robotics* - 7 Research jobs
Rowing - Must be Swimmer status
Scouting Heritage* - 9 Research jobs
Search & Rescue* - 8 Research jobs
Small Boat Sailing - Must be Swimmer status
Space Exploration* - 8 Research jobs
Sustainability* - 9 Research jobs
Swimming - Must be Swimmer status
Wilderness Survival* - 10 Research jobs, bring gear for an overnight away from main camp

PARTIALS

Archery - Only if Scout does not Qualify
Camping - 4b, 8d, 9a
Citizenship In The Community - 7c
Communication - 5
Emergency Preparedness - 3a, 3b, 3c
Personal Fitness+ - 7
Personal Management+ - 1b2, 1b3, 1c2, 2c, 2d, 8c, 8d
Plant Science - 5
Rifle Shooting - Only if Scout does not Qualify
Shotgun Shooting - Only if Scout does not Qualify
Water Sports - Only if Scout does not Qualify

* Indicates a badge with an update requirement to search career opportunities. Participants will be enrolled in a Google Classroom on May 1, 2026 with a guide document to complete prior to camp. Scouts enrolled in those badges after May 1, 2026 will be given access to the Google Classroom during their week of summer camp and will have until August 1, 2026 to complete this portion for full credit to earn the Merit Badge.

+ Indicates either Personal Fitness or Personal Management. Scouts will have additional online (Google Classroom) assignments to complete after their week at camp, in addition to at least 1 virtual meeting to verify and discuss with the counselors to meet all of the requirements for a completion. This is in an effort to ensure units are not left needing to find qualified counselors after camp to get Scouts to completion.



FUN AFTER 4:00



SWIMMING
LOOKING TO COOL OFF
FROM THE AFTERNOON
HEAT, THE WATERFRONT
IS AN EXCELLENT
ESCAPE WITH PLENTY OF
FUN ACTIVITIES. ENJOY
SOME VOLLEYBALL
OR BOUNCING ON THE
TRAMPOLINE DURING
THIS ADVENTURE TIME.

BOATING & TUBING

Grab a buddy and explore all that Lake Murray offers! During this time, all the boats are available for some adventure. This includes canoes, kayaking, stand-up paddle boards, sailboats, rowboats, and even the motorboats! Speaking of motorboats, if you are looking

for some extra fun, try your hand at tubing and see how long you can stay on as we drive around the lake. The one on the boat that holds on the longest wins! It is another great way to cool off from the afternoon heat as well!

FISHING

Take some time and wander around the shores of Lake Murray, or hop on a boat with a buddy and explore the cove and surrounding areas of camp to try your hand at dinner! Lake Murray is full of fish no matter where you try your hand at catching them. You can even get ahead or catch up on your badge requirements, if needed, during this time.



RIFLE SHOOTING

Ready, Aim, Fire! See how small you can get your grouping during open shoot time, learn how to clean a gun, or just have fun with some friends seeing who can get the highest score. Our range



masters will be available and ready to make sure you can accomplish your goals during this extra program time.

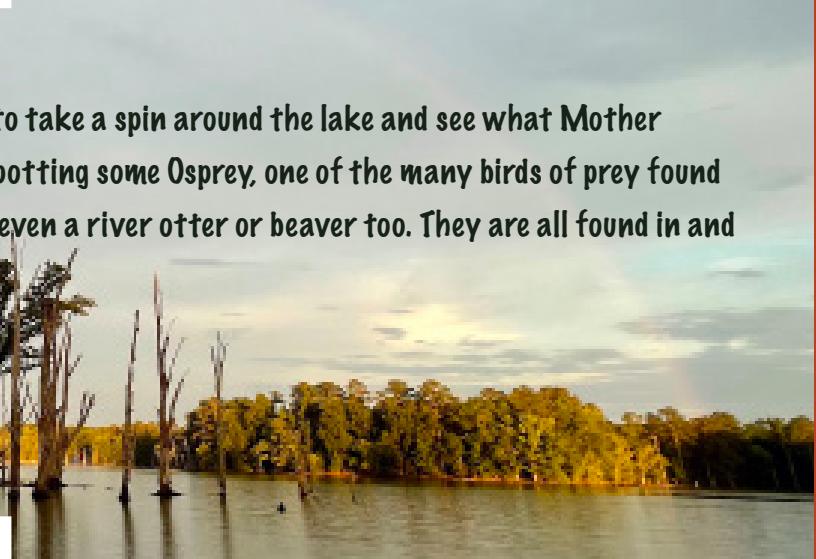


ARCHERY

Having trouble hitting that coveted bulls-eye during activity session time? Not to worry, this time is perfect for you to gain some extra practice and land one or two in the center. It's also great to help make sure you stay on target to completing your Badge requirements before the end of the week!

ECO TOUR

Grab a buddy and hop on one of our pontoon boats to take a spin around the lake and see what Mother Nature has in store! You can even take a hand at spotting some Osprey, one of the many birds of prey found at Camp. Watch out for turtles, egrets, and maybe even a river otter or beaver too. They are all found in and around the waters of Lake Murray.



HANDICRAFT

Catch up on and finish all of your exciting projects that you have been working on. This time is great for a shaded and relaxing area to allow your creativity to flow and make something fun. Even if you are not in a Handicraft Badge you can still enjoy some time here.



Evening Activities

Monday, Tuesday, & Thursday

After Dinner

A wide range of activities are available these nights from 7:30p-9:30p including some of our tournaments!

Here is a partial list of the activities available during our evening activity time. Scouts should pay attention at meals for a complete list of offerings each day as they are subject to change.

- Open Swim
- Open Boating
- Open Fishing
- Unit War Canoe Trip
- Eco Tour
- Shooting Competition
- Patch Trading
- Pop-Up Scout Museum
- Throwback Thursday Store
- Open Climb
- Basketball Tournament

- Ping Pong Tournament
- Gaga Ball Tournament
- Chess Tournament
- Horseshoes
- Tether Ball
- Ultimate Frisbee
- Four-Square
- Cornhole
- Foosball
- And MORE!

SUNDAY & FRIDAY NIGHTS CAMPFIRE

Each Sunday and Friday Evenings the entire camp assembles down by the lake at our council ring, and these evening assemblies are filled with excitement, fun, Scout comedy, and mystery. Everyone is sure to have a blast participating in all the fun!



MONDAY NIGHT COWBOY ACTION SHOOTING!

JUMP BACK IN TIME AT THE RIFLE RANGE FOR A GOOD OLE FASHION SHOOTOUT! DON'T FORGET YOUR WAIVER & TO BE ON TIME, WE DON'T WANT THESE BANDITS RUNNING FREE! MUST BE 14+ TO PARTICIPATE.



BARSTOWREE

Wednesdays at Camp Barstow is a chance to have some mid-week fun. The evening starts in the parade field for the Barstowree. This is our campsite and troop-based competition that is an annual highlight at Barstow. Our staff has organized a new version this summer that is loosely based on an Adventure Race with stations all around camp. The units that complete all tasks and decipher the clues the fastest

will be presented the coveted Barstowree Champion Trophy at the Closing Campfire Friday Night.

VESPERS

A nondenominational program each Monday at the Chapel starting at 8:00 PM. The service normally lasts around thirty minutes and is led by the camp staff. Scouts and leaders may volunteer to assist with the service. Campers should allow about 15 minutes walking time to reach the Chapel.

PAVILION PARTY

It's just what it sounds like, a giant party under our Pavilion next to the Dining Hall. Initially designed to assist in helping our Communication Badge complete a few requirements, this party has become a signature Thursday Night Event!

Scouts and Leaders take turns at sharing their vast talents with the entire camp in a sort of Barstow's Got Talent atmosphere where the winner takes home the grand prize Friday Night at the Campfire.





ORDER OF THE ARROW ICE CREAM SOCIAL & CALL-OUT

- OA Native American Rendezvous & Ice Cream Social Thursday night at 7:30 PM includes singing/drumming and dancing. Afterwards the OA serves ice cream to everyone in camp under the pavilion.
- If your troop needs an OA Election see the OA Camp Chief during the leaders meeting.
- OA Callout Friday, 8:30 PM at the closing campfire, families welcome to attend.



MONDAY

Climbing Level 1 Certification
Swimming & Water Rescue



TUESDAY

Climbing Level 1 Certification
Swimming & Water Rescue



WEDNESDAY

Striped Bass Fishing @ 5am – \$125 fee
Paddlecraft Safety



THURSDAY

Range & Target Activities Training
CPR/FA/AED Certification – \$60 fee
Scoutmaster Shoot @ 7pm – \$20 fee



FRIDAY

Leave No Trace Training
Scoutmaster Golf



Scout Master Merit Badge

The Scoutmaster's Merit Badge is a fun, informal program designed to encourage unit leaders to fully engage in the camp experience alongside their Scouts. By completing lighthearted yet meaningful challenges throughout the week, Scoutmasters model the Scout Oath and Law, support camp staff, connect with Scouts beyond their own unit, and strengthen the overall camp community. Leader's that successfully complete this Badge will be presented a special patch Friday Night at the Closing Campfire.

The goals of this program are to:

- Increase adult leader participation in camp programs and traditions
- Foster positive relationships between unit leaders, Scouts, and camp staff
- Encourage leaders to experience camp the way Scouts do
- Add humor, camaraderie, and camp spirit to the adult leader experience

Requirements - Complete 12 of the following 17 during the week of camp:

Engagement & Visibility

1. Introduce Yourself - Meet and learn the names of three camp staff members outside your campsite
2. Scout Spirit Check - Be seen wearing a full Scout uniform at two camp wide events
3. Friendly Neighbor - Visit another campsite and offer assistance, encouragement, or dessert diplomacy

Program Support

4. Merit Badge Fly-By - Observe at least one merit badge class and offer positive feedback to the counselor(s)
5. Troop Time Champ - Lead or assist with a meaningful troop activity outside of scheduled program time
6. PLC Whisperer - Successfully guide youth leaders through a decision without making the decision for them
7. Camp Program Champ - Assist with transporting youth to off camp activities

Service & Camp Improvement

8. Good Turn in Action - Assist the Camp Ranger with a project
9. Fix-It Fellow - Solve a minor camp problem using ingenuity, duct tape, or proper reporting procedures
10. Sentinel of the Serving Line - Assist with at least 3 meal services by serving up the proper portions

Camp Life

11. Campfire Contribution - Participate in a campfire skit, song, cheer, or dramatic eye-rolling
12. Weather Warrior - Remain cheerful during rain, heat, or unexpected camp schedule changes
13. Coffee Reconnaissance - Locate and report the best coffee (or hydration) source in camp
14. Senior Energy Conservation Officer - All this work, you deserve a nap! Take one, in a rocking chair, on the front porch of the Dining Hall

Reflection & Wisdom

15. Scoutmaster Conference (Adult Edition) - Hold a reflective conversation with another unit leader about the week so far
16. Staff Saint - Shoutout a staff member for excellent work at a Leader's Meeting
17. Rose, Thorn, Bud - Share one success, one challenge, and one idea for improvement with camp leadership

Campsites

Every campsite has the following:

- Adirondacks with bunks and electrical outlets
- All campsites also have a leader Adirondack
- Hammock shelters in all campsites with rigging built in
- A large shelter with picnic tables, lighting, and electrical outlets
- Bulletin board, fire extinguisher, trash cans
- All campsites are located next to flushable toilet bathrooms
- Showers are located in upper camp for campsites #1, 2, 3, 4
- The central showers are in lower camp for campsites #5, 6, 7, 9, 10
- Scouts and leaders may bring their own personal tents and/or hammocks.

Camp Gadgets

ADD SOME FUN TO YOUR SITE

Creating camp gadgets in your campsite is an excellent way for patrols and troops to focus on Scout skills during down time. Ideas include making a gateway to the campsite, building drying racks, weather rocks, and more. Remember that if your camp gadget requires poles, ropes, etc. that you need to supply your own. Please take down your gadgets before checking out of your campsite on Saturday.

Adirondacks

COMMUNITY LIVING AT IT'S FINEST

The large Adirondacks are for Scout youth ONLY. We suggest enforcing the rule regarding years of separation in sleeping assignments by recognizing each bay in the Adirondack as a separate sleeping location. Leaders should plan to use the Leader Adirondack or a tent/hammock. However, you are encouraged to bring a large personal wall tent for more privacy. You can bring an extension cord to run power to your tent for a fan etc. The next page includes a list of sites with bed capacities.



CAMPBSITE CAPACITIES				
Site Name	Youth Adirondack	Adult Adirondack	Total Bed Capacity	Hammock Shelter
UPPER CAMP				
1 - Legare	28	4	32	6
2 - Grier	28	8	36	6
3 - Cicchella	28	8	36	6
4 - Lambert	12	8	20	6
LOWER CAMP				
5 - Saluda	24	8	32	6
6 - Congaree	24	4	28	6
7 - Edisto	44	8	52	18
9 - Salkehatchie	24	8	32	6
10 - Watere	28	8	32	6
TOTALS	240	64	304	
<p>The listed capacities are for beds in Adirondacks only - you may add many more Scouts and leaders by utilizing the hammock shelters and/or personal tents.</p> <p>Please note, that you may be sharing a site with another Troop.</p>				



Handicap Campsite - Campsite #5

Saluda is designated as a wheelchair accessible campsite. Troops needing special accommodations will be given priority for Campsite #5. CPAP machines can be used at any campsite in camp. Please bring your own extension cord to reach from the shelter or Adirondack to your tent.

Campsite Fireguard Plan- (posted in each campsite)

- The troop's Senior Patrol Leader is responsible for appointing a daily troop fire warden
- The troop fire warden trains the troop members on fire safety for the week
- The troop fire warden ensures there are never open flames in tents in the campsite
- The troop fire warden will also inspect the site daily for any hazards
- A fire extinguisher is in each campsite shelter
- Do not build campfires outside of provided fire rings

Campsite Inspection -

The Camp Commissioner arranges for daily inspections using the form found in the Appendix. The campsite with the best inspections score will be recognized at the Closing Campfire. Units can also receive extra points if an adult leader joins the Camp Commissioner Corps. The Commissioner Corps is responsible for the daily campsite inspections.

Camp Improvements - There are always many ways to improve camp. Spreading mulch, improving trails, painting directional and information signs, improving a campsite entrance (check out the Saluda and Edisto campsite signs). We invite Scout leaders to bring tools to camp and work on projects during the week. To coordinate this please contact the Camp Commissioner for a list of potential projects.

DINING HALL OPERATIONS



Meal time at Camp is a community event. Since the entire camp is together, we use this time to have some fun as well by singing songs or telling jokes. It's the coolest spot in camp! No, seriously, sit a little longer and enjoy the Air Conditioning!! Waiter duties and meal clean-up are assigned by campsite on a rotational basis. Our philosophy, everyone has to eat so it should be a group effort to prep and clean, so be respectful and try not to leave things too messy for other sites, it'll be your turn to pitch in and help out soon.

During lunch and dinner, we display the Barstow Bulletin on the big screen that will feature daily announcements and pictures/videos of the Scouts in camp that week.

FOR THE BROTHERHOOD OF CAMPING,
THE SPIRIT OF SCOUTING, THE SUN ON
THE WATER, THE RAIN THAT FALLS
ON OUR RED EARTH, AND THE FOOD
WE HAVE BEFORE US, WE THANK THEE,
O' LORD, AMEN

Food Allergies & Dietary Restrictions - If an individual is allergic to some food products or requires a special diet, some suitable food may need to be purchased and brought by the individual to camp. Package each meal separately and write the person's name and troop/crew number on each package. Upon arrival at camp, give the food to the Dining Hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the Dining Hall. Place these restrictions in the registration system under that person's name in the Dietary Restrictions box prior to attending camp. Food substitutions should be only for medical or religious reasons. To lend a hand and help you prepare, we will publish our menu to our website by April 1, 2026.

Lost & Found - This is in the Dining Hall. You can help identify items found by having Scouts write their name and unit number on all belongings.

MEDICAL INFORMATION

Medical Forms and Physicals

Health & Safety - The O'Tuel Health Lodge is staffed 24 hours a day. The Health Lodge is staffed with individuals trained to handle minor accidents and illnesses. National Camp Standards require that an Annual Health and Medical Form be completed, and a copy given to the Health Lodge when checking-in to camp by both youth and adult participants. This includes Parts A, B, & C.

Medical Treatment

Health and Insurance - The Unit Accident and Sickness plan must be in force at the time you attend camp, it covers your registered Scouts and Leaders attending. Please register parents staying with your troop and have them complete a medical form. In the event of a claim, the participant's insurance is primary, and the unit or camp insurance is secondary. All Out-of-Council units will be asked to present proof of unit and/or council insurance during check-in. Unit leaders must bring to camp check-in: 1) Policy number; 2) Claim forms; 3) Name of insurance carrier.

Medical Treatment & Transportation Arrangements have been made with physicians near camp for treatment of more severe cases, if this is necessary the Scout's parents or guardians will be notified by telephone and their desires concerning treatment will be respected. All first aid administered in camp must be reported to the Health Lodge and recorded in the Camp First Aid Log. Unit leaders will be asked to provide transportation if one of their Scouts needs to be taken to the local doctor or emergency room. In the case of serious medical emergencies, transportation will be provided by EMS. At least one adult leader from the unit will accompany the unit member requiring services and is asked to carry insurance forms for completion and to obtain the unit member's health history before leaving camp. The Camp Director or the Camp Medical Officer will notify a camper's parents or guardian in the event of

the camper experiencing any serious injury or illness. Directions to doctors and hospitals are available at the Health Lodge. The camp Medical Officer must clear all cases requiring outside medical attention.

Special Health Requirements / Prescription Medications

All medication needs to be in its original container upon arrival at camp. All prescription drugs must be kept under lock and key by the unit leader. Refrigeration is provided as needed. Exceptions must be approved by the Medical Officer and include those carried for life-threatening conditions, such as inhalers, heart medication, and bee-sting kits. Campers requiring special treatment such as insulin, etc., should provide necessary medications and make written arrangements with the Medical Officer.

Immunizations - The State of South Carolina requires all immunizations listed on the medical form prior to camp.

Hydration - It is very important to stay hydrated while at camp, encourage Scouts and Leaders to drink water throughout the day and at meals. Water will be provided at all program areas.

ADULT LEADERSHIP IN CAMP

All units are required to have at least two adult leaders in camp at all times. This policy is required by Scouting America. All leaders **MUST** be registered members of Scouting America, must meet the qualifications for the leadership position in which they serve, and have complete Safeguarding Youth Training. The two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp must meet all the above requirements.

No One-On-One Contact - One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting should be conducted in view of other adults and youth.

Respect of Privacy - Adult leaders must respect the privacy of youth members in situations such as changing into swimsuits or taking showers at camp and intrude only to the extent that health and safety requires. Adult leaders must also protect their own safety in similar situations.

Please provide a current unit roster from the My.Scouting system at check-in to show proof of registration and training.

Separate Accommodations - Separate shower and bathroom facilities are available for youth and adults to use during camp. Showers for adult Leaders **ONLY** are in the Central Shower facility located near the Trading Post. Showers in upper camp have individual stalls for everyone. Should the need arise separate shower and bathroom use accommodations can be made for males and females in a unit. In the Dining Hall there are separate bathrooms for youth and adult, male and female.





CAMP BARSTOW POLICIES

Important Need to Knows

Tobacco Free Policy - It is the policy of Scouting America that Leaders should not use tobacco products in any form in the presence of Scouts and that extreme care should be exercised to provide a smoke-free environment for all Scouting participants. All buildings and facilities under the control of Camp Barstow are designated as non-smoking facilities.

Controlled Substances - Alcohol and illegal drugs are not permitted on camp property. The Scoutmaster may keep medications in the campsite or at our Health Lodge. You are not allowed to use a firearm if you are taking medications that cause drowsiness or include a warning to not operate machinery while taking this drug.

Firearms - Personal firearms and ammunition are strictly banned from camp property including those with concealed weapon permits. Firearms and ammunition are available for merit badge sessions and open shooting through the Shooting Sports Director. Under no circumstance should ammunition be stored at camp anywhere except the Shooting Range storage buildings under the jurisdiction and control of the Shooting Sports Director.

Fishing Equipment- Scouts are encouraged to bring their own fishing gear to camp. The camp also has plenty of fishing gear to sign out to Scouts. There is free time most afternoons and, in the evening, to go fishing. Scouts taking the Barstow Angler program may prefer to use their own fishing rod and tackle box.

Archery Equipment- Scouts working on the Archery Merit Badge may NOT bring their personal bow to camp. The bow and arrows will be stored with camp equipment for that week and must meet BSA standards. Bows brought to camp by Scouts or leaders may have no more than 35 pounds of peak draw weight. No specialty arrows, hunting arrows, or specially tipped arrows may be brought to camp.

Electronic Devices- Scouts may bring cell phones and other electronic devices to camp if permitted by the unit leader. If a camper is allowed to bring these devices to camp, please remind them to use them appropriately and not disrupt activity sessions. Theft, loss or damage to cell phones and other electronic devices is the sole responsibility of the camper. The camp cannot assume any responsibility for the cell phones and other electronic devices belonging to campers. This includes items being lost or stolen.

Chemical Fuels - Adult supervision must be provided when Scouts are involved in using chemical fuels. All fuels must be stored in a locked container. Scouts are encouraged to use battery operated lanterns and flashlights. No fuel lanterns, stoves, or candles are to be used inside a tent or Adirondack.

Leadership While at Camp - All units are required to have at least two adult leaders in camp at all times. This policy is required by Scouting America. All leaders **MUST** be registered members of Scouting America, must meet the qualifications for the leadership position in which they serve, and have complete Safeguarding Youth Training. The two unit leaders must be at least 21 years of age.

Leaders may rotate throughout the week, but a minimum of two is always required. Leaders must sign in and out at the Camp Office.

Dress Code - Scouts and leaders are asked to dress appropriately for camp. For day-to-day activities, we encourage the Activity Uniform (Scout t-shirt) that the unit recognizes. At the evening assembly and campfires, the Field Uniform is the only acceptable attire. Shirts are to be always worn, except while in the swimming area. Everyone is reminded to wear appropriate covering to and from the waterfront and shower facilities. Leaders and advisors are responsible for ensuring that youth and adults in their Troops / Crews are dressed appropriately.

Shoes - Close-toed water shoes (like Crocs) are encouraged in the Boating Area. Sandals must have a heel strap (such as Chacos but NOT flip-flops). Socks are encouraged to be worn with all shoe types. Flip-flops are to be worn only in the showers and not in activity or program areas.

Check In / Out Policy - Anyone leaving or arriving at times other than Sunday check-in or Saturday check-out must sign in and out with the camp leadership.

Visitors - All visitors must park in the main lot and check-in at the camp office. While all buildings are handicap accessible, there are considerable distances between activities and transportation may not be available during the week.

Friday Night Campfire - Visitors are encouraged to eat dinner prior to arrival. The campfire typically begins at 8:30 and lasts 1 hour then followed by the Order of the Arrow Call-out.

Scouts Leaving Camp - No Scout who is a minor will be released to the custody of an adult other than the legal parent or guardian unless written permission is provided to the Scout's unit leader. No Scout, who is

GOLF CART RULES—FOR MEDICAL USE ONLY

- OBTAIN PRIOR AUTHORIZATION FROM THE CAMP DIRECTOR BEFORE BRINGING YOUR GOLF CART TO CAMP
- USERS MUST PROVIDE A LETTER FROM A MEDICAL DOCTOR STATING THE NEED FOR THE USE OF A GOLF CART
- EACH PERSON DRIVING A GOLF CART IN CAMP WILL NEED TO COMPLETE A SAFETY VIDEO AND TRAINING WITH THE RANGER
- NO UNAUTHORIZED MOTORIZED VEHICLES WILL BE USED AS HANDICAPPED VEHICLES ON THE CAMP PROPERTY
- PROOF OF LIABILITY INSURANCE MUST BE PROVIDED
- MUST HAVE A FIRST AID KIT AND FIRE EXTINGUISHER
- GOLF CARTS ARE NOT TO BE USED TO HAUL GEAR
- DRIVERS MUST BE 21 OR OLDER
- GOLF CARTS ARE NOT TO EXCEED 5 MPH AT ANY TIME
- CAMPERS ALWAYS HAVE THE RIGHT OF WAY
- CARTS ARE NOT TO BE USED TO GIVE SCOUTS RIDES AROUND CAMP

a minor, will be allowed to leave camp with anyone for any reason except as part of official camp programs or with special written parental permission. Any special arrangement should be made before camp.

Pets - No dogs or other pets may be brought into camp at any time, except for certified service animals. Do not take home any wild animals found while at Camp Barstow.

Vehicles in Camp - No personal vehicles are allowed past the parking lot. At check-in and check-out, Troop or Crew equipment and gear will be moved by the staff to the campsites. Troop trailers are allowed in campsites but must be escorted in or towed during Sunday check-in and Saturday departure.



WHEN IN DOUBT CALL 911

What to do in an Emergency

Limitation of Activity – Scouts and leaders will be notified as necessary if activity must be limited because of temperature, humidity, or severe weather.

Emergency Call – The camp alarm is the ringing of the bell at the Parade Field. If the camp alarm should sound, all Scouts and leaders are to report to the Pavilion and form as a unit.

Fire – In the case of a fire, evacuate the tent, building, or area immediately. Notify the Camp Director, Program Director, Ranger, or the nearest staff member who will direct you from there.

Medical – Stay Calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

Child Abuse – Suspected child abuse—whether physical, mental, emotional, or sexual—should be reported to the Camp Director or, if they are not present, the Program Director, or Camp Ranger. You should try not to seek proof yourself.

Earthquake / Flood / Severe Weather – Take cover. The Camp Director or Program Director will assemble units if required. Staff members may be sent to each campsite to give appropriate instructions.

Lost Person / Lost Swimmer – If you suspect a lost person or lost swimmer, immediately notify the Program Director, Camp Director, or nearest staff member.

Unauthorized Persons – If you suspect unauthorized persons have intruded into Camp, immediately notify the Camp Director, Program Director, or Camp Ranger or the nearest staff member. Authorized visitors must sign in at the Camp Office.

APPENDIX A - What To Bring To Camp

Suggested General Items

This is a compiled list from troops who regularly attend Camp Barstow of recommended things everyone should bring on their trip to camp. This is only a recommended list. Please mark all personal gear with name and unit number. Please plan to provide adequate protection for your valuables in the form of a footlocker or other means. Be sure to have combinations or spare keys for any locks you are using while at camp. The camp cannot be held responsible for valuables lost at camp.

sleeping bag or sheets & blanket for twin-mattress	footlocker & combination lock
pillow	rain gear
mosquito net enclosure	Totin'Chip & Firem'n Chit cards
toiletries (shampoo, soap, toothbrush, deodorant, comb, etc.)	pocketknife
swimsuit	Scout handbook
2 or more washcloths & towels	Merit Badge books
shower shoes	flashlight & extra batteries
7 pairs of socks	paper & pen
7 pairs of underwear	bug spray (NO aerosol)
7 t-shirts	sunscreen
2 or 3 pairs of pants or shorts	face coverings
1 field uniform (Class A)	hand sanitizer
2 pairs of shoes / sandals with heel strap	sunglasses
Scout cap or hat	first aid kit
2 sturdy water bottles	spending money (\$75 suggested)
backpack / day pack	hangers for shirts
	any Merit Badge specific materials

Troop Gear

flags, U.S. & troop
first aid kit
cooler
water cooler

Leave at Home

large, fixed blade knives
fireworks
firearms & ammunition

Available at Camp

garden hoses, rakes & shovels
cleaning supplies
paper towels, toilet paper & trash bags

Medications must be checked in with
Unit Leader or at the Health Lodge

We recommend troops coordinate to bring multiple box fans to place in the youth and adult Adirondacks to stay cool and keep the bugs away.

APPENDIX B - Cowboy Action Shooting Parent Waiver

The Indian Waters Council is conducting a Cowboy Action shooting sports program at camp. Scouts will receive classroom and range instruction on how to safely handle, and shoot a .22 lever action rifle, .22 single action revolver (pistol), and a 20g double barrel shotgun. They will participate under the supervision of applicable trained and certified NRA firearm specific instructor(s), as required by Scouting America policy (required supervision for the program).

Scouts will be required to wear applicable eye and hearing protection while on the range as required by Scouting America policy. Scouts are expected to abide by all safety rules and the instructions of the qualified supervision.

I, the undersigned, affirm that my child is at least 14 years of age or 13 and has completed the 8th grade by the start of their week of summer camp, and give my child, _____ permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program:

1. Complete the training offered as part of the program.
2. Wear all safety gear while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of qualified supervision.
5. Do not handle any equipment until instructed to do so by the qualified supervision
6. Is registered as a member in Scouts BSA, Sea Scouts, Venturing, or meet the required age guidelines to participate in a recruiting event.

I understand that any additional cost that may be associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Home phone _____ Cell phone _____

APPENDIX C – Directions to Camp Barstow

117 Camp Barstow Dr. – Batesburg, South Carolina 29006

For those coming from the West . . .

From I-26, take the Prosperity exit (exit 82) into Prosperity.

- Leave Prosperity (south) on SR-391.
- Stay on 391 for about 11 miles. You will cross over Lake Murray twice.
- Turn RIGHT (west) onto Mt. Willing Road / SR 42 59. You will see a brown sign directing you to Camp Barstow.
- Stay on Mt Willing Road / SR42 59 for 2.8 miles.
- Turn RIGHT onto Collum Landing Road at the Camp Barstow sign.
- Turn RIGHT onto Ruby Riser Road. Parking area is 1 mile on the left.

For those coming from the East . . .

From Lexington, head west on US-378 / US-1.

- When US-1 and US-378 split, stay RIGHT on US-378.
- Stay on US-378 for 17.5 miles until you arrive at the Saluda Traffic Circle.
- From the traffic circle, take your first RIGHT onto US-391 (north) toward Prosperity.
- Travel on US-391 for 1.6 miles.
- Turn LEFT onto Mt. Willing Road / SR 42 59. You will see a brown sign directing you to Camp Barstow.
- Stay on Mt. Willing Road / SR42 59 for 2.8 miles.
- Turn RIGHT onto Collum Landing Road at the Camp Barstow sign.
- Turn RIGHT onto Ruby Riser Road. Parking area is 1 mile on the left.

APPENDIX D - Individual Scout Program Badge Schedule Worksheet

Name _____

Unit _____

First Choice Secondary Choice Back-up Choice

Session 1
Monday

Session 2
Tuesday

Session 3
Wednesday

Session 4
Thursday

Session 5
Friday

Leaders you see how easy it is to schedule your Scouts for their week at camp!

All merit badge scheduling happens online through the registration portal.

*Scouts should only select one badge per day, please be mindful some badges span multiple days.

APPENDIX E - Guidelines for Daily Campsite Inspection

UNITED STATES FLAG	Is it displayed properly?
UNIT IDENTIFICATION	Is the unit flag or other signage bearing unit numbers displayed?
ADIRONDACKS/ HAMMOCKS	<p>Footlockers/Storage Containers</p> <ul style="list-style-type: none"> • Stored under the bunk or at the end of the bunk or under hammock • Footlockers/Storage Containers are closed <p>Shoes</p> <ul style="list-style-type: none"> • Stored under bunk or hammock <p>Dirty Laundry</p> <ul style="list-style-type: none"> • Kept out of walkways of Adirondack or Hammock <p>Wet Clothing, Towels, etc.</p> <ul style="list-style-type: none"> • No wet clothing or towels should be hung on Adirondack bunk • Hang a clothesline between two trees or a corner post to tree • Hang a clothesline in the Hammock Shelter if there are no Hammocks <p>Litter</p> <ul style="list-style-type: none"> • Food or candy wrappers and bottles are disposed of properly <p>Curtains/Tarps/Sheets</p> <ul style="list-style-type: none"> • May NOT obstruct visual inspection of a bunk or bay (Safeguarding Youth Guidelines)
CAMPSITE AREA	<p>Is the campsite area clean?</p> <ul style="list-style-type: none"> • Is there trash or litter in the campsite? • Clothesline or electrical cords hanging too low that pose a hazard? <p>Are the campsite tables clear of personal items?</p> <p>Are food and candy wrappers and bottles disposed of properly?</p>
FIREGUARD CHART	<p>Fireguard Chart must be filled out. The following information is REQUIRED:</p> <ul style="list-style-type: none"> • Unit, Unit Leader, Unit Campsite, Dates in Camp • Fire Warden (member of your Unit) • Name and phone number of the Camp Fire Warden <p>Fireguard Chart must be displayed on the campsite's bulletin board</p>
SAFETY HAZARDS	<p>Are the Adirondacks clear of safety hazards?</p> <ul style="list-style-type: none"> • Walkways clear of clothing, shoes, footlockers • Extension cords are kept out of walkway areas <p>Are the common areas (Adirondacks, Campsite Shelter) clear of safety hazards?</p> <ul style="list-style-type: none"> • Electrical cords should be clearly marked (bright color tags or ribbons), on the ground or well above anyone's height • Clotheslines are well above anyone's height <p>Tools are stored properly when not in use.</p> <p>Liquid Fuels cannot be kept in Adirondacks or Campsite Shelter. Must be kept in unit trailer and/or vehicle or under unit leader's control under lock and key.</p> <p>Electric fans should not be running when the Adirondack is empty.</p>
FIRST AID KIT	Is the First Aid kit accessible for the Scouts? Preferred Location: Campsite Shelter
LATRINE	<p>Has the unit cleaned the facility for their assigned day? (a rotation schedule is posted on each campsite bulletin board)</p> <ul style="list-style-type: none"> • Latrine sinks cleaned of toothpaste, soap, etc. • Toilets have been flushed • Paper & litter picked up off floor • No personal articles of clothing left behind
CAMPSITE GADGETS	Gadgets should include the use of lashings and/or knots. Examples: 5 pts.: Campsite gateway, drying racks, tripod, Leader signs (indicating where SPL and SM are sleeping); 3pts.: Clothesline, Ax Yard

APPENDIX F - Honor Troop / Crew Form

Unit _____ Campsite _____ Week 1 2 3 4

The Honor Troop recognizes units that participate fully in the camp program, follow camp rules, and demonstrate the true spirit of Scouting. The troop SPL should complete the following form by initialing by the blank at each requirement.

Return this form to the Unit's Designated Staff Commissioner by 5 PM on Friday.

Scout Spirit - The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with tradition of Scout spirit that is ever-present in the program. _____ SPL

Patrol & Troop Spirit - Each patrol in your unit should have a patrol name, patrol emblem, patrol yell, and patrol flag. Your troop is encouraged to bring your troop flag and any patrol flags to dinner each night. _____ SPL

Patrol Meetings - Each patrol in your troop should hold at least one patrol meeting during camp and have a unit leader or senior patrol leader in attendance. _____ SPL

Camp Activities - Take part in at least eight (8) of the following camp activities as a patrol or troop. Circle the following activities which your troop or patrol has participated in:

Barstow Has Talent

Bull Moose Hike

Cornhole

Cowboy Action Shooting

Eco Boat Tour

Flag Retirement Ceremony

Karaoke Night

Lead a Flag Ceremony

OA Rendezvous & Ice Cream

Ping Pong

Troop Swim

Twilight Sport Tournaments

Ultimate Frisbee

Vespers

Wiffle Ball Golf

Barstowree - Take part in the Barstowree events on Wednesday night. _____ SPL

Camp Service Project - Do a camp service project as a troop that meets the Camp Commissioner and/or the Camp Ranger's approval. The project must involve your youth. The project must be approximately one hour of service per participant.

Project name: _____ SPL

Uniform - Wear the uniform correctly at all dinners throughout the week (at least 75% of troop's membership).
_____ SPL

Senior Patrol Leader's Council - Have your troop's SPL attend the daily Senior Patrol Leader's Council Meeting. The SPL Council is held after lunch in the Pavilion. _____ SPL

Unit Leader's Signature

SPL Signature



REGISTER HERE



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