

2026 Scouts BSA Summer Camp

Program Guide

Vikings Invade Camp Birch



Scouting America, Tecumseh Council • Camp Hugh Taylor Birch

4057 Swimming Pool Road • Yellow Springs, OH 45387

937-325-6449 • tecumsehCouncil.org/camping/scouts-bsa-summer-camp/

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CONTACT INFO

Camp Director

Fanessa Bendall

937-475-3173

CHTBleadership@tecumsehCouncil.org

Program Director

Archer Thomas

937-607-5354

CHTBleadership@tecumsehCouncil.org

Camp Ranger

(Emergencies ONLY)

Tanner Spencer

937-346-4842

Tanner.Spencer@Scouting.org



Scouting  America
Tecumseh Council



PROGRAM SCHEDULE

Camp Birch will be running a structured program this year. Scouts will be able to sign up for Merit Badge sessions online when registering. The fun doesn't only happen during the day program, so there will be an open evening program with chances to earn additional merit badges, gain new Scout skills, or just have fun!

Program Area	Session 1 9-9:50 am	Session 2 10-10:50 am	Session 3 11-11:50 am	Session 4 2-2:50 pm	Session 5 3-3:50 pm
Aquatics (Lakefront)	Canoeing	Canoeing		Small Boat Sailing	
		Kayaking	Kayaking	Rowing	Rowing
Aquatics (Pool)	Swimming	Swimming		Open Swim (or Instructional)	Swimming
		Lifesaving		Lifesaving	
COPE & Climbing	COPE			Climbing	Climbing
Handicraft	Art	Leatherwork	Art	Basketry	Leatherwork
	Basketry	Metalwork	Wood Carving	Wood Carving	Metalwork
Nature & Ecology	Bird Study	Fish & Wildlife Management	Mammal Study	Reptile & Amphibian Study	Nature
	Sustainability	Insect Study	Environmental Science	Weather	Soil & Water Conservation
Outdoor Skills	Camping	Geocaching	Orienteering	First Aid	
	Fishing	Pioneering		Wilderness Survival	
Range & Target Activities	Archery	Shotgun Shooting		Shotgun Shooting	Archery
	Rifle Shooting				Rifle Shooting
Tech Center	Radio	Electronics	Chess	Space Exploration	Digital Technology
	Animation	Fingerprinting	Graphic Arts		Programming
Tecumseh Island	Tecumseh Island				
Trail to Eagle	Citizenship in the Nation	Citizenship in the World	Personal Fitness	Citizenship in the Community	Family Life
			Personal Management	Communications	

AQUATICS (LAKEFRONT)

The lakefront at Camp Birch is where all boating activities happen!

Merit Badges

Canoeing



Kayaking



Rowing



Small-Boat Sailing



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Canoeing	1, 2	Pass Swim Test	
Kayaking	2, 3	Pass Swim Test	
Rowing	4, 5	Pass Swim Test	
Small Boat Sailing	4	Pass Swim Test	

How to Prepare

All Scouts participating in aquatics activities are required to take the Scouting America swim test and pass it as a SWIMMER before beginning.

What to Bring

Scouts planning on participating in aquatics activities should pack a swimsuit, shoes that can get wet, and an extra towel.

Additional Program



Stand Up Paddleboarding - The Scouting America Stand Up Paddleboarding (SUP) award introduces Scouts to the basics of stand up paddleboarding on calm water. Activities include paddle skills and safety rescues. Great for new and experienced Scouts. Sign up with aquatics staff at the lakefront.

AQUATICS (POOL)

The pool at Camp Birch is where all of our swimming-based activities take place and has always been one of the most popular areas at camp. It is sure to continue bringing fun and excitement to campers this year.

Merit Badges

Swimming



Lifesaving



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Swimming	1, 2, 5	Pass Swim Test	
Lifesaving	2 & 3, 4 & 5	Swimming MB	

How to Prepare

All Scouts participating in aquatics activities are required to take the Scouting America swim test and pass it as a SWIMMER before beginning.

What to Bring

Scouts planning on participating in aquatics activities should pack a swimsuit and an extra towel. Goggles and other swimming aids are allowed for any who wish to use them during free swim.

Additional Programs

Instructional Swim - Scouts interested in learning more about the fundamentals of swimming - including strokes and techniques - are highly encouraged to sign up for instructional swim. This class is offered for all Scouts looking to increase water confidence.



Mile Swim - The Scouting America Mile Swim Award is given to recognize those Scouts and Scouters that have successfully swam a mile after completing daily training. Please inform the Program Director at the 10- day out meeting if anyone in your unit is interested in participating.

C.O.P.E & CLIMBING

Camp Birch has two exciting aerial sports programs: Project C.O.P.E. and Climbing!

Merit Badges

Climbing



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
COPE	1 & 2	Age 13+ & First Class	
Climbing	4, 5		

How to Prepare

COPE is only offered in the morning. Scouts must be at least 13 years of age and First Class rank. COPE needs a minimum of 6 people to run. Youth are strongly encouraged to register online in advance.

What to Bring

All Scouts participating in COPE and climbing activities should pack tight-fitting, closed-toe shoes and long pants. Scouts are not allowed to wear swimsuits (wet or dry) while they are climbing, as the chlorine degrades the safety harness.

Additional Programs

C.O.P.E. - The C.O.P.E. program - or “Challenging Outdoor Personal Experience” - is a program for youth at least 13 years of age and First Class rank who want to develop their team-building skills, as well as challenge themselves mentally. The eight major goals commonly associated with COPE and climbing activities are communication, planning, teamwork, trust, leadership development, decision making, problem solving and self-esteem. COPE starts on the ground with initiative games and ends in the air on our high ropes course. Preregistration is required. Youth can register using the same system as merit badge signups. COPE is only offered in the morning. The COPE program builds on skills developed throughout the week, so Scouts should plan to attend every morning.

Climbing - All Scouts are welcome to participate in climbing on the 30’ tower. Participants will have the opportunity to practice the fundamentals of climbing and belaying on the three climbing sides and one rappelling side.

HANDICRAFT

Creativity and skill are hallmarks of the Handicraft program. These merit badges are perfect for Scouts of any age or experience level, and many of them will create works of art that can be taken home at the end of the week. Even without prior experience, many Handicraft badges can be started and completed at camp but be prepared by reviewing merit badge requirements prior to arriving at camp. The Handicraft program area is located inside the Kiwanis Lodge.

Merit Badges

Art



Basketry



Leatherwork



Metalwork



Wood Carving



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Art	1, 3		
Basketry	1, 4		\$27
Leatherwork	2, 5	Totin' Chip	\$10
Metalwork	2, 5		\$15
Wood Carving	3, 4	Totin' Chip	\$5

How to Prepare

Scouts planning to take Leatherwork Merit Badge and Wood Carving Merit Badge must have earned their Totin' Chip.

Special Program Fees

Some Handicraft merit badges require an additional kit or supplies. Those are required to complete the merit badge and must be paid for before a Scout can begin working on the merit badge. If Scouts have prepaid special program fees at the time of their online registration, or before their arrival at camp, their vouchers will be given to the unit leader at check-in. Otherwise, Scouts can purchase a voucher and pick up their supplies in the Trading Post.

NATURE & ECOLOGY

While the Nature Center at Camp Birch is located in the Chaplin's Cabin, one of the best parts of being at camp is that the true classroom for nature and ecology merit badges is all around us. Our Nature staff utilizes different outdoor areas of our camp property to help reinforce knowledge, as well as show how our world works where it is happening.

Merit Badges



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Bird Study	1	9	
Environmental Science	3	2, 6	
Fish & Wildlife Man.	2	5	
Insect Study	2	3b, 5b	
Mammal Study	3		
Nature	5		
Reptile & Amphibian	4	8	
Soil & Water Cons.	5		
Sustainability	1		
Weather	4	10, 11	

How to Prepare

Some of the Nature and Ecology merit badges have prerequisites that must be completed before coming to camp. Please be prepared to show proof of completion or be able to describe what was completed to meet the requirement.

OUTDOOR SKILLS

Outdoor Skills (at the Training Lodge) is the area of camp that is most often associated with Scouts BSA Summer Camp. This is where Scouts can learn how to use their basic Scout skills and take them to the next level. If your Scouts are wanting to challenge and expand their knots, lashings, fire building, and camping skills, this is the place for them.

Merit Badges

Camping



First Aid



Fishing



Geocaching



Orienteering



Pioneering



Wilderness Survival



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Camping	1	4, 5e, 7b, 8d, 9	
First Aid	4 & 5		
Fishing	1	10	
Geocaching	2	7, 8	
Orienteering	3		
Pioneering	2		
Wilderness Survival	4	4, 10	

How to Prepare

Some of the Outdoor Skills merit badges have prerequisites that must be completed before coming to camp. Please be prepared to show proof of completion or be able to describe what was completed to meet the requirement.

What to Bring

For Scouts planning to take the Fishing merit badge, please bring your own fishing pole and tackle (a limited supply of poles are available if necessary).

RANGE & TARGET ACTIVITIES

One of the many highlights of a Scout's experience at summer camp is the opportunity to shoot a bow, rifle, or shotgun. While shooting comprises much of the time spent on the range, every Scout who participates will go through a safety course taught by our National Camping School certified Safety Instructors and will be supervised at all times while on a shooting range.

Merit Badges

Archery



Rifle Shooting



Shotgun Shooting



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Archery	1, 5		\$5
Rifle Shooting	1, 5		\$20
Shotgun Shooting	2, 4	Age 12+	\$50
Cowboy Action Shoot	Friday from 6-8 pm	Age 14+	\$20
Open Rifle Shoot			\$5 for 25 rounds
Open Shotgun Shoot			\$5 for 12 rounds

How to Prepare

Shotgun Shooting Merit Badge is for Scouts 12 years of age and older. This merit badge requires firearm competency and comfortability. Scouts must be strong enough to hold and fire a shotgun and handle recoil.

Cowboy Action Shooting is only offered on Friday from 6-8 pm. Scouts must be at least 14 years of age. Each participant must have a completed Cowboy Action Form with parent/guardian signature on file. Youth are strongly encouraged to register online in advance.

Special Program Fees

All range sports require an additional special program fee. Those must be paid before a Scout can begin working on the merit badge. If Scouts have prepaid special program fees at the time of their online registration, or before their arrival at camp, their vouchers will be given to the unit leader at check-in. Otherwise, Scouts can purchase a voucher in the Trading Post.

RANGE & TARGET ACTIVITIES

Additional Programs

Cowboy Action Shooting - Welcome to the Wild Wild West! In this Scouting America program, Scouts use three different firearms (.22s, shotguns, and pistols) to engage interactive targets in a highly themed activity area. It is the perfect opportunity for a Scout to show off the skills and marksmanship they developed throughout the week to their visiting family members during Friday Night's Family Night. Note: participants must be at least 14 years of age and have a signed waiver form completed by a parent/guardian.

Open Shoot - The range will offer open evening programs on select nights, giving all Scouts a chance to hone their skills. Scouts enrolled in Rifle Shooting merit badge can participate in rifle open shoot at no additional cost. Scouts enrolled in Shotgun Shooting merit badge can participate in shotgun open shoot at no additional cost. Scouts not currently enrolled in a shooting sports merit badge may still attend, though priority will be given to Scouts enrolled in classes, offering additional time for Scouts in those merit badges to work on their shooting requirements. Vouchers for open rifle shoots (\$5 for 25 rounds) and open shotgun shoots (\$5 for 12 rounds) can be purchased at the Trading Post.

TECH CENTER

Our Tech Center (inside the Adams Building) is the hub for STEM at camp. Offering Scouts the opportunity to explore some exciting career paths, this ever-evolving program area offers a 21st-century spin on the traditional summer camp experience.

Merit Badges

Animation



Chess



Digital Technology



Electronics



Fingerprinting



Graphic Arts



Programming



Radio



Space Exploration



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Animation	1		
Chess	3		
Digital Technology	5	1	
Electronics	2		\$15
Fingerprinting	2		
Graphic Arts	3		
Programming	5	1a	
Radio	1		
Space Exploration	4		\$15

How to Prepare

Some of the Tech Center merit badges have prerequisites that must be completed before coming to camp. Please be prepared to show proof of completion or be able to describe what was completed to meet the requirement.

TECH CENTER

What to Bring

For Scouts planning to take Space Exploration Merit Badge, please DO NOT bring your own rockets, as we must meet the National Association of Rocketry standards.

Special Program Fees

Some Tech merit badges require an additional kit or supplies. Those are required to complete the merit badge and must be paid for before a Scout can begin working on the merit badge. If Scouts have prepaid special program fees at the time of their online registration, or before their arrival at camp, their vouchers will be given to the unit leader at check-in. Otherwise, Scouts can purchase a voucher and pick up their supplies in the Trading Post.

TECUMSEH ISLAND

Tecumseh Island, located at Cargill Pavilion at Camp Birch, is our **first-year camper program** and a key part of the Scouts BSA summer camp experience. Designed for new resident campers, it helps Scouts progress from Tenderfoot to First Class while building essential skills through the patrol method. The program focuses on core outdoor requirements and foundational Scout skills, giving participants a strong start in Scouting. For many, this is their first time at camp—or even camping—so we emphasize hands-on learning and confidence-building. Our goal is simple: send Scouts home excited about Scouting and eager to return next year. The program follows the latest Scouts BSA advancement requirements, and adult leaders are always welcome to visit and check in with their Scouts.

Merit Badges

Exploration



First Aid



Swimming



Program Features

- 15 hours of rank advancement instruction.
- Aquatics-based instruction with qualified staff.
- First Aid instruction with qualified staff.
- Specific time devoted to ecology conservation advancement.
- A 5-mile hike through John Bryan State Park.

Rank Advancement

Rank	Requirements
Scout	1a-f, 3a-b, 4a-b, 5
Tenderfoot	1c, 2a-c, 3a-d, 4a-d, 5a-d, 6a-b, 7a-b, 8
Second Class	1b-c, 2a-g, 3a-d, 4, 5a-d, 6a-e, 8a-b
First Class	1b, 2a-c, 3a-c, 4a-b, 5a-d, 6a-e, 7a-d, 9a-b

It can be unlikely for a new Scout to achieve proficiency in every First Class skill within a week at camp, therefore it is up to the Scoutmaster to assess each Scout's progress and determine whether to accept any of the requirements listed above.

TRAIL TO EAGLE

Trail to Eagle is a program area (inside the Adams Building) specifically designed for older Scouts, giving them the opportunity to work on merit badges they need to complete Eagle Scout rank requirements. These merit badges are primarily classroom-based and have prerequisites that must be completed before or after attending camp. There is no age minimum for Trail to Eagle, but Scouts need to be mature enough to handle the more extensive workload that is required of the merit badges being offered.

Merit Badges

Citizenship in the Community



Citizenship in the Nation



Citizenship in the World



Communications



Family Life



Personal Fitness



Personal Management



MB or Activity Information

MB or Activity	Session(s)	Pre Req	Program Fees
Cit in the Community	4	3, 4, 5, 7, 8	
Cit in the Nation	1	5, 7	
Cit in the World	2		
Communications	4	5, 8	
Family Life	5	3, 4, 5, 6b	
Personal Fitness	3	7	
Personal Management	3	2c-d, 8c-d	

How to Prepare

Some of the Trail to Eagle merit badges have prerequisites that must be completed before coming to camp. Please be prepared to show proof of completion or be able to describe what was completed to meet the requirement.

ADDITIONAL MERIT BAGES

Additional merit badges will be offered during our open evening program. No preregistration is required!

Merit Badges

Crime Prevention



Engineering



Fly Fishing



Golf



MB or Activity Information

MB or Activity	Day & Time	Location	Program Fees
Crime Prevention	TBA		
Engineering	Tuesday at 6:30 pm	Training Building	
Fly Fishing	TBA		
Golf	TBA		

How to Prepare

Engineering MB: this MB will be completed in one three-hour session with no prerequisites. There will be interesting examples, gee whiz information, hands-on exhibits, and lots of FUN, FUN, FUN!

SKILL TRADES PROGRAM

Our skill trades evening program will be highlighting the aims and methods of Scouting, focusing on a strong work ethic, apprenticeship, and being a hard work hero. Scouts will get hands-on experience provided by specialists in their trade on Monday, Tuesday, and Thursday evenings. Schedules will be available at the 10-day-out meeting.

Merit Badges

Auto Maintenance



Electricity



Farm Mechanics



Home Repairs



Plumbing



Welding



What to Bring

For Scouts planning to take Welding Merit Badge, please wear jeans and closed-toe shoes.

ADDITIONAL PROGRAMS & ACTIVITIES

Camp-Wide Cookout

Location: Dining Hall **Day:** Wednesday **Time:** dinner time

Activity details: All of camp will come together to share a meal prepared by our National Eagle Scout Association and our Order of the Arrow Tarhe Lodge. Enjoy delicious food and fellowship while learning more about these council service organizations.

Camp-Wide Games

Location: start at pool **Day:** Friday **Time:** 3:30 pm

Activity details: Camp-wide games will be kicked-off by the Scoutmaster Belly Flop Contest! Troops will have the opportunity to cheer on their Scoutmaster (or adult leader designee). Then, Scouts will have the opportunity to show off their teamwork and Scout Spirit as they race around camp participating in games, challenges, and tests of Scout skills. Each station tests a unique set of skills, so be sure to brush up ahead of time. Only one Patrol can win the competition, however all units are encouraged to participate.

Closing Campfire & Family Night

Location: Council Ring **Day:** Friday **Time:** 8 pm

Activity details: Family Night at Camp Birch is a weekly tradition where Scouts showcase what they've learned. Family and friends are invited on Friday evening to enjoy dinner and the Closing Campfire - featuring Troop-led skits, songs, and entertainment. All performances must be Scout-appropriate and approved by the Program Director at the Friday SPL meeting. The evening blends fun, camaraderie, and reflection on the week's accomplishments. Visitors should park in the main lot near the camp entrance - driving into camp is not permitted. Upon arrival, guests must check in with their unit and wear a visitor wristband at all times. All visitors must check out with their unit and leave camp by 10 pm.

Disc Golf Course

Location: all around camp **Day:** any day **Time:** daylight hours

Activity details: Discs, score sheets, and additional information are available at the Camp Office.

Fishing

Location: Bud Martin Lake **Day:** any day **Time:** daylight hours

Activity details: Fishing poles are available at Outdoor Skills. Bait is available for purchase in the Trading Post while supplies last. Scouts wishing to fish must do so outside of the Waterfront area of the lake.

Gaga Ball

Location: Trading Post **Day:** any day **Time:** daylight hours

Activity details: A fun and active game - Gaga is played with a ball and any number of players in an enclosed space. Pick up a ball from the Trading Post.

Geocaching

Location: various locations **Day:** any day **Time:** daylight hours

Activity details: There are multiple Geocaches around Camp Birch. Some are close and some are a hike. Pick up a list of coordinates from the Outdoor Skills Area Director.

Mad River Trace

Location: Carmony Lodge **Day:** daily **Time:** 4 to 9 pm **Cost:** \$45

Activity details: Mad River Trace (MRT) is our multi-year living history craft and skill program. Participants must be at least 13 years of age and have attained the rank of First Class. Additionally, the program is open for adult registration and participation. Primitive fire making, leather craft, tomahawk throwing, local frontier history, edible plants, and many other exciting, new experiences await participants in this multi-year progressive program. Each year, participants will not only develop new skills, but they will also help to pass along knowledge to those beginning their journey. Participants in this program must attend Monday through Thursday. This program begins at 4 pm and runs through 9 pm with its incorporated special activities. Outpost camping is a requirement. The first and second year MRT outpost is Thursday night. The third and fourth year outpost is Wednesday and Thursday nights. There is a \$45 fee to cover the cost of supplies. Preregistration is strongly encouraged; however, vouchers can be purchased at the Trading Post up until noon on Monday.

OA Call Outs

Location: behind Ding Hall **Day:** Wednesday **Time:** 8:30 pm

Opening Campfire

Location: Council Ring **Day:** Sunday **Time:** 8 pm

Activity details: Our enthusiastic Camp Birch staff will delight Scouts with songs, skits, stories, and cheers galore at the Council Ring. There will also be staff introductions, so you can get to know the folks who will be taking care of you during your stay. We can't wait to welcome you home with a campfire packed full of Scouting spirit and enthusiasm.

Orienteering Course

Location: various locations **Day:** any day **Time:** daylight hours

Activity details: Orienteering course maps are available at the Camp Office. There are multiple courses for differing skill levels.

Religious Services

Catholic Mass

Location: chapel

Day: Wednesday

Time: 7 pm

Scouts-Own Worship Service

Location: Erwin Pavilion

Day: Wednesday

Time: 7 pm

Chaplain's Aide Training: will be offered in the open afternoon session. Scouts will learn more about the role of Chaplain's Aide and how they may be able to participate in camp-wide opportunities, such as assisting with the chapel and leading grace. See Program Director for details.

Activity details: A Scout is Reverent. At camp, we come together in fellowship and gratitude, reflecting on our experiences, friendships, and personal growth. Participating in a religious service offers a meaningful opportunity to give thanks, connect with others, and appreciate the memories, challenges, and lessons that shape us.

Spirit Troop

Location: various locations around Camp Birch

Time: anytime

Activity details: The Spirit Troop Award recognizes Troops that have made Camp Birch home. Each year a Troop attends Scouts BSA summer camp at Camp Birch, they will receive a green tent-shaped plaque that will hang below their Troop's campfire in the Dining Hall. By participating in certain activities and completing specific requirements, Troops can earn a silver or gold tent. Detailed information will be available at the 10-day-out meeting or you can get it from the Program Director.

Trading Post

Location: Trading Post

Day: daily

Time: posted at TP

Activity details: Stop by the Trading Post - your go-to spot for Camp Birch gear and treats. Pick up Scout merchandise, camp apparel, and outdoor essentials, browse collectible patches, or grab snacks, slushies, and drinks to stay fueled. The Trading Post is open at select times - check the posted schedule so you don't miss out. Scouts should plan to bring \$50 to \$100 for snacks, gear, and souvenirs.

ADULT PROGRAMS

Adult volunteers are an integral part of Camp Birch - and they deserve to join in on the camp fun!

Bellyflop Competition

Location: pool

Day: Friday

Time: 3 pm

Activity details: Scoutmasters will compete against each other and select Camp Staff for the title and bragging rights of Bellyflop Champion. Big splashes are encouraged. Scout appropriate costumes are welcome. Judging will be by applause from your Scouts and results will be determined by Aquatics Staff.

Golden Spoon Competition

Activity details: Scoutmasters will be able to submit at least one dish to a panel of expert judges. All dishes will be tasted, but only one will be declared the winner. Adult participation is highly encouraged. Prizes will be awarded at closing campfire. Location, day and time will be announced by our Program Director.

Golf

Location: will be announced **Day:** Friday **Time:** afternoon

Activity details: Scoutmasters will compete to be the mini golf champ of camp. Scoutmasters will make their own golf clubs from materials they procure around camp.

Ice Cream Social

Location: Dining Hall **Day:** Wednesday **Time:** 9 to 10:30 pm

Activity details: Leaders are invited for an ice cream sundae, and to chat with our Area Directors. It is the perfect mid-week check-in to make sure your Scouts are on track to reach their advancement goals.

Lawn Games

Location: Scoutmaster Lounge **Day:** will be announced **Time:** will be announced

Activity details: Scoutmasters will have the opportunity to challenge each other in numerous lawn games, including Corn Hole and Kubb.

Mad River Trace

Location: Carmony Lodge **Day:** daily **Time:** 4 to 9 pm **Cost:** \$45

Activity details: Mad River Trace (MRT) is our multi-year living history craft and skill program. The program is open for adult registration and participation. Primitive fire making, leather craft, tomahawk throwing, local frontier history, edible plants, and many other exciting, new experiences await participants in this multi-year progressive program. Each year, participants will not only develop new skills, but they will also help to pass along knowledge to those beginning their journey. Participants in this program must attend Monday through Thursday. This program begins at 4 pm and runs through 9 pm. Outpost camping is a requirement. The first and second year MRT outpost is Thursday night. The third and fourth year outpost is Wednesday and Thursday nights. Preregistration is strongly encouraged.

Scoutmaster Lounge

Location: Sassafras Building **Day:** daily **Time:** any time

Activity details: While the Council Service Center (the Turner Building) is available during the day from 10 am to 5 pm to unit leaders, the Sassafras Building is our dedicated Scoutmaster Lounge.

Scoutmaster Merit Badge

Location: throughout camp **Day:** daily **Time:** any time

Activity details: The 2026 Scoutmaster Merit Badge provides adult leaders the opportunity to make the most of their time at camp! To prevent prior preparation, specific requirements of the badge will be released at the Monday morning Scoutmaster meeting. Patches will be presented at closing campfire.

Service Projects

Location: throughout camp **Day:** daily **Time:** any time

Activity details: Leaders will receive a list of service projects at the 10-day-out meeting. Our Ranger and Camp Commissioner will be available to help coordinate projects throughout the week.

