



SCOUTS | BSA

2025 PROGRAM OVERVIEW

O Z A R K T R A I L S C O U N C I L

MISSION STATEMENT

The mission of Camp Arrowhead is to provide an opportunity for Cub Scout packs, Scouts BSA troops, Venture crews, and Explorer Posts to have fun, learn skills, and practice Scouting programs in the outdoors under their own youth leadership. The philosophy of our ranger, professional staff, and program staff is a total commitment to serving Scouts and their adult leaders to the best of our ability in order to allow these Scouts and Leaders to grow in the values of Scouting. In pursuit of this meaningful goal, we pledge to strive to incorporate the values of Scouting into every activity at Camp Arrowhead.

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❖ REGISTRATION

Units will register their Scouts for **ALL** Merit Badges online through Black Pug, **BEFORE** camp.

This will be done through Black Pug found on the Ozark Trails Council website.

Online Registration Begins at 9:00am CDT on March 22, 2025

It is not necessary for Scouts to sign up for Merit Badges during all four class periods. Leaders should remember that Scouts need time for non-merit badge activities as well! Records will be available online and updated daily. Leaders are responsible for checking these records regularly and **PRIOR** to leaving summer camp to allow time to identify any issues. Individual conferences with area directors or counselors may be arranged to work together on resolving questions about attendance, performance, etc., by August 1st.

SCHEDULES AND ACTIVITIES

Scouts BSA Resident Camp | 2025

SUNDAY CHECK-IN

1:00-5:00 PM	Check In
6:00 PM	Dinner @ Dining Hall
7:30 PM	Campfire
Post Campfire	SPL & Scoutmaster Meeting (Meet at Foster Lodge)
10:00 PM	Taps and Lights Out

DAILY CAMPING SCHEDULE

note columns coordinate with days of the week

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
5:45 AM	Mile Swim (Meet at Pool) Opening Fishing (Must Sign Up—Meet at Foster Lodge)				
7:20 AM	Flags				
7:30 AM	Breakfast at Dining Hall				
8:40 AM	Scoutmaster Meeting (Meet in the Health Lodge)				
8:40-9:45 AM	MB Block 1				OPEN PROGRAM
10:00-11:05 AM	MB Block 2				
11:20 AM – 12:25 PM	MB Block 3				
12:45 – 2:30 PM	Lunch Provided to Troops (In Campsite) Inter patrol Activity				
1:45 PM	SPL Meeting (Meet in the Health Lodge)				
2:30-3:35 PM	MB Block 4				OPEN PROGRAM
4:00 – 4:50 PM	Open Advancement Directors available in Program Area				
5:35 PM	Flags				
5:45 PM	Dinner at Dining Hall				
7:30 PM	OPEN PROGRAM (See Schedule)				
8:00 PM					Closing Campfire
9:45 PM	Report to Campsite				
10:00 PM	Roll Call				

SATURDAY SCHEDULE – CHECK OUT

7:00 AM	Food Delivered to Campsites
7:00-8:30 AM	Check Out

OPEN PROGRAM ACTIVITIES

All program areas will have activities during Open Program on Friday. Daily evening program will be announced each day. If a Scout needs to finish a Merit Badge, would like to start a new Merit Badge, or simply explore a different area- Open Program is the time to do it!

❖ INTERPATROL ACTIVITIES

An opportunity for units, patrols, and Scouts to engage with the Camp Arrowhead property, develop fellowship with their peers, and deepen their appreciation of the outdoors. Scouts are encouraged to walk the various trails available on camp, and explore all the areas, such as the creek, have to offer. Many of these are accessible. There are several hidden gems on camp that are constantly overlooked each year. Those with personal fishing gear may fish in the creek.

❖ FREE-CHOICE PROGRAM

Program areas are open for recreation and advancement. ALL Scouts are welcome to participate in the activities provided. The free-choice program schedule is located on the back side of the main schedule. Formerly known as “open program.”

❖ CAMP WIDE ACTIVITIES

There are always camp wide activities scheduled in the evening. These could include open swims, open tower time, cooking competitions, and star gazing events.

Many of these evening programs are designed to supplement merit badge requirements (like the star gazing event for Astronomy MB), but all Scouts and Scouters are welcome to join in on any of these activities. Any open program events that are specifically be designed to help complete merit badge requirements will be detailed for the Scouts during the first merit badge class on Monday.

❖ SHOOTING SPORTS RANGE

The rifle, shotgun, and archery range is available for shooting during most Open Program times. Certain areas may be closed for special range events such as: **tomahawk throwing, and muzzle loader shooting.**

❖ OPEN ADVANCEMENT

Program areas available for making up OR completing additional advancement. This is a great time to complete partial MB requirements at camp. Scouts currently enrolled in MBs that are attempting to make up work will take priority over those that aren't enrolled in the class. Additionally, Scouts that are completing partials will take priority over those who haven't begun work on the class at all.

The only exception to this is the TOWER, RANGE, and LAKE, who will not accept Scouts that aren't enrolled in the class.

ADVANCEMENT IN CAMP



The opportunity for a Scout to spend time at Resident Camp is a very important part of their life; it should stand out as a mountain top experience in shaping their character. Don't make advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered a Scout cannot advance beyond the rank of Tenderfoot Scout if they do not have a hiking and camping experience as a member of their patrol and troop. It is important that individual Scouts, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

Keep in mind as you make your program plans that they should include activities for the patrol and troop, as well as the individual Scout. Camp provides the best atmosphere for building patrol teamwork, but be alert to the needs of each Scout, and do not over schedule their time. Allow them the opportunity to have time for what they want to do: whittle, hike, sit and watch the clouds, bond with their friends.

❖ TRAILBLAZER PROGRAM

This program has been developed especially for Scouts who are on the trail to First Class. This program will emphasize "hands on" activities so Scouts can master their outdoor skills, patrol method, and Scouting essentials. The focus of the Trailblazer Program is based on the Tenderfoot through First Class requirements. **Not all of these requirements can be completed at camp and the program is not designed to "make" a First Class Scout in one session. Scouting skills are taught, but requirements are tested by your leadership back in the troop.**

The Trailblazer Area will be headquarters for this program, but activities will take place at various locations in camp. Troop guides, and Assistant Scoutmasters for new Scouts, are encouraged to attend and assist with instruction and supervision.

❖ EARNING MERIT BADGES AT CAMP

Greetings Scouters,

As we prepare to kickoff the next 100 years I'd like to call on you all to make this year a great one. I'm interested in having some additional merit badges available on Fridays during Scouts BSA sessions this summer. If you're coming with a unit and would like to offer something the Friday you're there then we would love to have you participate. If your unit isn't coming to camp with us but you'd still like to help that is also fine! We'd be happy to have you for one session or all of them, whatever your schedule will allow. If you're interested in teaching a merit badge or if you have any questions please email me at mpeteclan@gmail.com

**Yours in Scouting,
Mark Peterman
Program Director, Camp Arrowhead, BSA**

The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award and in the book *Scout BSA Requirements*, available at Scout shops and council service centers.

Summer Camp is a great place to earn multiple Merit Badges, especially badges that are difficult to earn outside of camp - like shooting sports, climbing, or swimming. Scouts should select merit badges that sound interesting and fun to them. Leaders should be able to answer Scout's questions about the requirements to help the Scout's decision process. The leader may also recommend or steer the Scout to work on some Eagle Required merit badges.

Before camp, the Scout should obtain the Merit Badge booklet, familiarize themselves with the requirements, and complete those prerequisite requirements not offered at camp.

- **At camp the counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them, so that he can get the most out of the experience.**
- **The Scout attends class, completes the requirements, and meets with their counselor whenever necessary until they have completed the badge.**
- **The Scout brings pencils, pens, and paper for appropriate reports. The advancement program allows the Scout to move ahead in their own way and at their own speed. Rather than competing against others, they challenge themselves to go as far as their ambition will carry them. The rate of advancement depends upon their interest, effort, and ability.**
- **The Scout is expected to meet the requirements as stated – no more and no less.**

Scouts are to do exactly what is stated. If it says, "Show or demonstrate," that is what they must do. The same thing holds true for such words as "make," "list," "in the field," and "collect, identify, and label." On the other hand, we cannot require more of a Scout than stated.

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put their knowledge to work is the important thing in life. Working with the Scout can give them career guidance. Many merit badge subjects acquaint a Scout with the job opportunities in various fields. In these cases, the merit badge work serves as an exploration of an adult work experience. This might show him whether they have the interest or ability along such lines.

Group Instruction

Frequently the skills of a subject can be taught to several Scouts at one time. This has a time advantage for the counselor. However, completing the requirements must always be done on an individual basis. A Scout may not qualify for merit badges by just being a member of a group that is instructed in skills. Scouts must qualify by personally satisfying their merit badge counselor showing they can meet all the requirements. This may be hard to do in a group.

When one Scout in a group answers a question, that can't possibly prove all the other group members know the answer. No Scout should be held back or pushed ahead by their association with a group. We can coach more than one at a time, but only one Scout at a time can satisfy a counselor that they have met the requirements. Scout leaders are encouraged to help their Scouts prepare for merit badge classes.

Not All Requirements For Merit Badges Offered At Camp Can Be Completed At Camp

When requirements are completed at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, necessitates that the counselor review with the Scout that they can demonstrate their understanding. For requirements done before camp, Scouts are advised to bring evidence of

completion of projects with them to camp. Physical evidence and the Scout's personal knowledge displayed during the counseling enable the counselor to make certain that the Scout has met the requirements. Please prepare your Scouts by helping them "show their stuff" to the camp merit badge counselor.

Rank And Age Requirements

It is most important that we adhere to the limitations and requirements set in the various program areas. It is to the Scouts advantage and personal growth that the leaders advise them of such instructions and not try to put a Scout in an area in which they are not qualified. All merit badges follow the requirements as printed in the current edition of the *Scout BSA Requirements* as well as the *Guide to Safe Scouting*.

To Work On A Merit Badge

A Scout:

- May sign up for a badge by asking their unit leader sign them up, beginning March 22nd on [Black Pug](#).
- When at camp, may sign up for a badge by asking their unit leader to sign them up on-line. Online access is available at Foster Lodge to make schedule changes at camp.
- May ask for any instructional assistance they believe is necessary to their success in completing the badge requirements.
- May interview for completion of partial merit badges completed prior to camp at any time during the session by making an appointment with the counselor.
- May use partially completed Merit Badge records from the previous camping season.

NOTE: If qualified, units are encouraged to use the resources of their troop leaders to assist and instruct with any of our program areas of classes when available.

TRAIL TO EAGLE MERIT BADGES

Scouts can meet with a counselor at camp to verify Citizenship in the Community & Citizenship in the Nation Merit Badges. Scouts must bring their merit badge workbooks showing the work done prior to camp and schedule a meeting with a counselor on staff to review records and answer questions with a counselor to verify completion.










Merit Badge Pre-Requisite Work











In order to receive credit for pre-requisite work, that has been completed, a Scout must bring proof of the completed requirements to the **Merit Badge Counselor**. The Merit Badge Counselor will make a photo-copy for our records and will return the original to the Scout.


IMPORTANT: If you have questions about whether or not your Scout has met the requirements for a merit badge it is **YOUR** responsibility to check with the Merit Badge Counselor **BEFORE** leaving camp.


Any work completed post-camp will need to be verified by a Merit Badge counselor in your district or council. **Camp Arrowhead is not responsible for and will not enter requirements that are completed by a Scout AFTER their camping session.**



MERIT BADGES OFFERED

Archery		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd , 4 th Meets At: Range	Prerequisites: Must attend safety training on Monday Fees: \$5 for Archery Kit (available in Trading Post)
Archaeology		Times Offered: Open Program- Monday – Thursday Friday- All Day	Prerequisites: 4a, 4b, 5a, 5b, 7, 8
Art		Times Offered: Open Program	Prerequisites
Astronomy		Times Offered: # of Days: 4 Days Block: 2 nd , 4 th Meets At: Nature Lodge	Prerequisites: 5b, 8f Fees: N/A
Basketry		Times Offered: # of Days: 2 Days Block: 1 st , 3 rd Meets At: Handicraft	Prerequisites: N/A Fees: \$25 for Basketry Kit (available in Trading Post)
Camping		Times Offered: # of Days: 4 Days Block: 1 st , 3 rd Meets At: Scoutcraft	Prerequisites: Req. 4b, 7a, 8c, 8d, 9a, 9b, 9c Fees: N/A
Canoeing		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd Meets At: Lake	Prerequisites: Must pass Blue Swimmer Test Fees: N/A
Chess		Times Offered: # of Days: 4 Days Block: 4 th Meets At: Chess Boards	Prerequisites: N/A Fees: N/A
Citizenship in the Community		Times Offered: # of Days: 1 Day- Friday Block: 1 st , 2 nd , 3 rd , 4 th	Prerequisites: All requirements should be prepared. No instruction. Will only offer knowledge check and sign off on what has been completed.

Citizenship in the Nation		Times Offered: # of Days: 1 (Friday) Block: 1 st , 2 nd , 3 rd , 4 th	Prerequisites: All requirements should be prepared. No instruction. Will only offer knowledge check and sign off on what has been completed
Climbing		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd Meets At: Climbing Tower	Prerequisites: N/A
Cooking		Times Offered: # of Days: 4 Days Block: 2 nd , 4 th Meets At: Scoutcraft	Prerequisites: Bring a copy of planned menus for requirements 4, 5a-c, & 6a-c Fees: \$5.00 for extra food
Cycling		Times Offered: Session: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd	Prerequisites: 7b op. a & b 7c op. a & b
Emergency Preparedness		Times Offered: # of Days: 4 Days Block: 4 th Meets At: Scoutcraft	Prerequisites: Req. 1,3, 4, 8b, 10a * #2c must be completed after camp due to requirement verbiage Fees: N/A
Environmental Science		Times Offered: # of Days: 4 Days Block: 1 st , 3 rd Meets At: Nature Lodge	Prerequisites: Req. 4a, 6 a, 6b, 7a, 7b Fees: N/A
Finger Printing		Times Offered: # of Days: 1 Day- Friday Block: Open Program	Prerequisites: Materials: Paper, Tape, Pencil Optional: 8 x 8 fingerprinting cards
First Aid		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd Meets At: Scoutcraft	Prerequisites: Req. 15a, 15b Fees: N/A
Fishing		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd Meets At: Fishing Lodge	Prerequisites: Personal Equipment is welcomed, but not required Fees: N/A
Fly Fishing		Times Offered: # of Days: 4 Days Block: 3 rd Meets At: Fishing Lodge	Prerequisites: Personal Equipment is welcomed, but not required Fees: N/A

Fish & Wildlife Management		Times Offered: # of Days: 4 Days Block: 4th Meets At: Fishing Lodge	Prerequisites: 6a, b or c; 7a, 7b, 7c, 7d Fees: N/A
Geocaching		Times Offered: # of Days: 4 Days Block: 1 st Meets at: Scoutcraft	Prerequisites: 7, 8 Fees: N/A
Geology		Times Offered: # of Days: 4 Days Block: 2 nd	Prerequisites: B5a or B5b D5 D6 D1
Indian Lore		Times Offered: # of Days: 2 Days Block: 1 st , 4 th Meets At: OA Teepee	Prerequisites: Req. 1, 2, 5a, 5b Fees: N/A
Kayaking		Times Offered: # of Days: 2 Days Block: 1 st , 3 rd Meets At: Lake	Prerequisites: Must pass Blue Swimmer Test Fees: N/A
Leatherwork		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd Meets At: Handicraft	Prerequisites: N/A Fees: \$14.50 for kit materials (available in Trading Post)
Lifesaving		Times Offered: # of Days: 5 Days Block: 1 st , 3 rd , <i>Friday 8:40 am</i> Meets At: Pool	Prerequisites: Swimming MB; Blue Swimmer Fees: N/A
Metalwork		Times Offered: # of Days: 4 Days Block: 2 nd Meets At: Quartermaster	Prerequisites: Long pants (denim), Long sleeve shirt (cloth), Closed toe shoes (preferably boots) Fees: \$10
Nature		Times Offered: # of Days: 4 Days Block: 1 st , 3 rd Meets At: Nature Lodge	Prerequisites: N/A Fees: N/A
Oceanography		Times Offered: # of Days: 4 Days Block: 2 nd , 3 rd Meets At: Nature Lodge	Prerequisites: 7f, 8a
Orienteering		Times Offered: # of Days: 4 Days Block: 3 rd Meets At: Scoutcraft	Prerequisites:

Pioneering		Times Offered: # of Days: 4 Days Block: 4 th Meets At: Scoutcraft	Prerequisites: N/A Fees: N/A
Pottery		Times Offered: # of Days: 4 Days Block: 1 st , 3 rd Meets At: Handicraft	Prerequisites: N/A Fees: \$5.00 Materials Fee
Public Speaking		Times Offered: # of Days: 4 Block: 4 th Meets At:	Prerequisites: 4 Class size of 10
Railroading		Times Offered: # of Days: 4 Days Block: 4 th	Prerequisites: 7
Rifle Shooting		Times Offered: # of Days: 4 Days Block: 2 nd , 3 rd , 4 th Meets At: Range	Prerequisites: Must attend safety training class on first day of class Fees: \$5 Ammo Fee
Rowing		Times Offered: # of Days: 4 Days Block: 2 nd , 4 th Meets at: Lake	Prerequisites: Must pass Blue Swimmer Test Fees: N/A
Shotgun Shooting		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd Meets At: Range	Prerequisites: Must attend safety training on 1st day Fees: \$30.00 Ammo Fee
Small Boat Sailing		Times Offered: # of Days: 4 Days Block: 3 rd , 4 th Meets At: Lake	Prerequisites: Swimming MB; Blue Swimmer Fees: N/A
Space Exploration		Times Offered: # of Days: 4 Days Block: 4 th Meets At: Nature Lodge	Prerequisites: 3, 5b, 5c Fees:
Swimming		Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd Meets At: Pool	Prerequisites: Must pass Blue Swimmer Test Fees: N/A
Wilderness Survival		Times Offered: # of Days: 4 Days Block: 2 nd	Prerequisites: 5

Woodcarving 	Times Offered: # of Days: 4 Days Block: 1 st , 2 nd , 3 rd Meets At: Handicraft	Prerequisites: N/A Fees: \$5 for Woodcarving Kit (available in Trading Post)
Trailblazer Program* 	Times Offered: # of Days: 5 Days Block: 1 st , 2 nd , 3 rd , 4 th Meets At: Flag Poles	Prerequisites: First-Year Camper, OR not yet First Class Scout Be Prepared to learn and be challenged! Fees: N/A

- The Trailblazer program includes the following Merit Badges: Swimming & First Aid
- If a Scout earned the Swimming and/or First Aid Merit Badge(s) prior to camp and wishes to take the Trailblazer program, they must take the entire course including First Aid and Swimming sections. NO EXCEPTIONS
- If a Scout is NOT a blue swimmer and is signed up for an aquatics Merit Badge, they will be sent to the pool for swimming instruction AFTER roll has been taken on Monday. Swimming instruction is NOT in Black Pug as a course and will not show up on anyone's advancement report.

<p>Merit Badge Pre-requisites are being evaluated to maximize completion of the work while at camp. Final updates for the 2025 camp season will be posted in March.</p>
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Merit Badge Course Schedule



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MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY

❖ AQUATICS

Canoeing MB	4 days	8:40am or 10:00am		
Kayaking MB	2 days	Mon & Tues 8:40 am or 11:20 am	Wed & Thurs 8:40 am or 11:20 am	
Lifesaving MB	5 days	8:40 am or 11:20 am		8:40 am
Rowing MB	4 days	10:00 am or 2:30 pm		
Small Boat Sailing MB	4 days	11:20 am or 2:30 pm		
Swimming MB	4 days	8:40 am or 10:00 am or 11:20 am		
Swimming Instruction	4 days	8:40 am or 10:00 am or 11:20 am		

❖ FISHING/ECOLOGY/CONSERVATION

Archeology	4 days	Open Program		
Astronomy MB	4 days	10:00 am or 2:30 pm		
Environmental Science MB	4 days	8:40 am or 11:20 am		
Fishing MB	4 days	8:40 am or 11:20 am		
Fly Fishing MB	4 days	11:20 am		
Fish & Wildlife Management MB	4 days	2:30 pm		
Geology	4 days	10:00 am		
Nature MB	4 days	8:40 am or 11:20 am		
Oceanography	4 days	10:00 am or 11:20 am		
Space Exploration	4 days	2:30 pm		

❖ HANDICRAFT

Art		Open Program		
Basketry MB	4 days	8:40 am or 11:20 am		
Leatherwork MB	4 days	8:40 am or 10:00 am		
Pottery MB	4 days	8:40 am or 11:20 am		
Woodcarving MB	4 days	10:00 am or 11:20 am		

❖ HIGH ADVENTURE

Climbing MB	4 days	8:40 am or 10:00 am or 11:20 am		
Mountain Biking (Cycling MB)	4 days	8:40 am or 10:00 am or 11:20 am		

❖ SCOUTCRAFT

Camping MB	4 days	8:40 am or 11:20 am		
Cooking MB	4 days	10:00 am or 2:30 pm		
Emergency Preparedness	4 days	2:30 pm		
First Aid MB	4 days	8:40 am or 10:00 am or 11:20 am		
Geocaching	4 days	8:40 am		
Orienteering MB	4 days	11:20 am		
Pioneering MB	4 days	2:30 pm		
Wilderness Survival	4 days	10:00 am		

❖ TRAILBLAZER PROGRAM

Trailblazer Program	5 days	First Year Scouts – 8:40 am-2:30 pm Each Day Includes First Aid and Swimming MBs		
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❖ SHOOTING SPORTS

Archery MB	4 days	8:40 am or 10:00 am or 11:20 am or 2:30 pm		
Rifle Shooting MB	4 days	10:00 am or 11:20 am or 2:30 pm		
Shotgun Shooting MB	4 days	8:40 am or 10:00 am or 11:20 am		

❖ GENERAL PROGRAMS

Chess MB	4 days	2:30 pm		
Citizenship in the Community MB	1 day	Friday		8:40 am- 2:30 pm
Citizenship in the Nation MB	1 days	Friday		8:40 am- 2:30 pm
Fingerprinting MB	1 day	Friday		8:40 am or 10:00 am
Indian Lore MB	2 days	Mon & Tues 8:40 am or 2:30 pm	Wed & Thurs 8:40 am or 2:30 pm	
Metalworking	4 days	10:00 am		
Public Speaking	4 days	2:30 pm		
Railroading MB	4 days	2:30 pm		

TRAILBLAZER PROGRAM



Our 1st year Scout program will be led by the Trailblazer Director and Staff with assistance from several staff in other program areas. The program is designed to teach, but not test Scouts on the road from Scout to First Class. Testing should be done by the troops either back at camp or at regular Scout meetings. The program will consist of 2 Eagle Required Merit badges and a number of Scout skills every Scout will need for Scouter to First Class ranks.

The Merit Badges are Swimming and First Aid. Scout skills will include but are not limited to these requirements

SCOUT REQUIREMENTS OFFERED:

- 4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
- 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
5. Demonstrate your knowledge of pocketknife safety.

TENDERFOOT REQUIREMENTS OFFERED:

3.
 - a. Demonstrate a practical use of the square knot.
 - b. Demonstrate a practical use of two half-hitches.
 - c. Demonstrate a practical use of the taut-line hitch.
 - d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
4.
 - a. Show first aid for the following:
 - Simple cuts and scrapes
 - Blisters on the hand and foot
 - Minor (thermal/heat) burns or scalds (superficial, or first-degree)
 - Bites or stings of insects and ticks
 - Venomous snakebite
 - Nosebleed
 - Frostbite and sunburn
 - Choking
 - b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
 - c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
5.
 - a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
 - b. Describe what to do if you become lost on a hike or campout.
 - c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.
7.
 - a. Demonstrate how to display, raise, lower, and fold the U.S. flag.
8. Describe the steps in Scouting's Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.

SECOND CLASS REQUIREMENTS OFFERED:

2.
 - f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
 - g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
3.
 - a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
 - b. Using a compass and map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.
 - c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
 - d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
5.
 - a. Tell what precautions must be taken for a safe swim.
 - b. Demonstrate your ability to pass the BSA beginner test: Jump feet-first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
 - c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
 - d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
6.
 - a. Demonstrate first aid for the following:
 - i. Object in the eye
 - ii. Bite of a warm-blooded animal
 - iii. Puncture wounds from a splinter, nail, and fishhook
 - iv. Serious burns (partial thickness, or second-degree)
 - v. Heat exhaustion
 - vi. Shock
 - vii. Heatstroke, dehydration, hypothermia, and hyperventilation
 - b. Show what to do for hurry cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
 - c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
 - d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
 - e. Tell how you should respond if you come upon the scene of a vehicular accident.

FIRST CLASS REQUIREMENTS OFFERED:

3.
 - a. Discuss when you should and should not use lashings.
 - b. Demonstrate tying the timber hitch and clove hitch.
 - c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together
 - d. Use lashings to make a useful camp gadget or structure.
- 4.

- e. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
- 6.
- a. Successfully complete the BSA swimmer test.
 - b. Tell what precautions must be taken for a safe trip afloat.
 - c. Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.
 - d. Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.
 - e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
- 7.
- a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
 - b. By yourself and with a partner, show how to:
 - Transport a person from a smoke-filled room.
 - Transport for at least 25 yards a person with a sprained ankle.
 - c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).

The Trailblazer staff will make all efforts to ensure the above requirements are taught, but it is up to the Scout himself to present the information to their own leadership for review and approval.

First Aid and Swimming Merit Badges will be completed within the Trailblazer program.

If a Scout earned the Swimming and/or First Aid Merit Badge(s) prior to camp and wishes to take the Trailblazer Program, they must take the entire course including the First Aid and Swimming sections.

NO EXCEPTIONS.

CAMP ARROWHEAD SPECIAL PROGRAMS

TRIBE OF LONE BEAR

The Tribe of Lone Bear is an older camper honor program based upon leadership and aimed at strengthening Scouts' and Scouters' dedication to the principles of the Scout Oath and Law, and to encourage their continued participation in Scouting. The summer of 2025 will be its 25th year of service to Scouting and Camp Arrowhead.



The Tribe accomplishes these purposes by giving members opportunities to think deeply about how they can apply those Scouting principles in their daily lives, and to make commitments to do specific things in four areas (God, Mother, Country and others) and to live up to those principles. The program is focused on youth who show leadership abilities and the spirit of Scouting in their home units and on camp staff, and it provides them with a distinctive lifelong direction. Leaders are brought into the Tribe of Lone Bear so they understand its principles and methods, and to help guide Scouts through the program.

Because of the life skills Lone Bear strives to teach the positive impacts of those skills (thinking before speaking; loyalty to others; service-mindedness; strong backbone to stand up to life's hardships; ability to survive disappointments; friendship and warmth and personal commitments Scouts can make on themselves and others), Tribesmen benefit because their personal commitments can change their lives. Younger Scouts benefit because they have more youth role models in their Troops. People outside of Scouting benefit because part of the commitments improve a Tribesman's relationships with others, God, mother and those who are younger and weaker. Camp Arrowhead benefits because greater attendance allows increases in the Camp budget for better and varied programs, better camping facilities and more Staff.

We invite you to become involved in The Tribe of Lone Bear and learn firsthand what a good and positive impact this Honor Camper program offers. You may stop by the Lone Bear Trading Post or speak to any Tribesman at any time for more information about this exciting program!

Lone Bear Schedule

- **Sunday:** Check in at ToLB trading post during check in process. Please try to send an adult leader before 4pm Sunday afternoon.
- **Monday:** Call Night Ceremony (All Units welcome to attend. New Kitfoxes, Braves, Warriors, and Honorary Warriors called out) Tribesmen please attend in your regalia. Contact the ToLB Coordinator to work your paint.
- **Monday:** Following Call Night Ceremony, the called warriors have their night out. They will sleep out under ToLB supervision and return after breakfast Tuesday morning.
- **Tuesday:** Honorary Warrior Introduction at ToLB Trading Post following scoutmaster meeting.
- **Tuesday:** Warrior Dance practice at 4pm located behind ToLB Trading Post. Brave Night out. Braves meet at ToLB at 5:30pm. Braves will return after breakfast Wednesday morning.
- **Wednesday:** Warrior Dance Practice at 4pm behind ToLB Trading Post.
- **Thursday:** Warrior Dance Practice at 4pm behind ToLB Trading Post. Tribesmen should wear their regalia to dinner. Called Braves, Called Warriors, and Called Honorary Warriors will be called out from dinner and taken to the ceremony grounds. Ceremonies officially begin at 7pm.
- **Friday:** Service Projects. Times will vary week by week with the projects. Please check with ToLB Trading Post staff with any questions while on camp.



ORDER OF THE ARROW

The Order of the Arrow is an integral part of the Scouting program. The Order promotes camping year-round in the Scouting program and provides service to the council through monetary donations and many hours of service to the council's camps.

The OA will also host classes on symbolism, ceremonies, and much more throughout each session.

These activities include:

- Ice Cream Social open to all
- Movie Night for all campers
- OA Group Service Project
- Camp wide swim sponsored by the OA

Many of these activities require assistance.

If you are an OA Member, sign the roll book for 2025 during check-in and make sure you sign up to assist with some of these events. Take advantage of these service opportunities to promote your unit, your Scouts and the OA within your unit. Show the younger Scouts in your unit the advantages, benefits, camaraderie, and fun with being part of the OA. Awards will be provided for those who provide the most service!

Additional information will be given by the OA Coordinator during check-in and the Camp Orientation Tour.

C.O.P.E.

We are happy to keep C.O.P.E. to our 2025 activities. Hailing from Camp Geiger outside St. Joseph Missouri. The foundation of COPE can be found in it's 8 goals. Communication, Planning, Trust, Teamwork, Leadership, Decision Making, Problem Solving, and Self Esteem. These goals are met through a combination of team games, low challenge course (completed as a team), and high ropes course (an individual challenge). C.O.P.E. is an amazing course for older Scouts who have completed most of the merit badges offered here at Camp Arrowhead.

C.O.P.E. will be offered third session and would be a great choice for Scouts who attend multiple sessions. It will take up all morning, leaving one block in the afternoon for an additional Merit Badge. Typically, the high course is completed on Thursday, however weather conditions throughout the week may push that into Friday morning.

C.O.P.E is a great way for youth to learn how to work with individuals they aren't familiar with. Youth will also be challenged to apply critical thinking to a variety of situations. The entire course is run through a Challenge by Choice philosophy. If any participant feels unsafe there is no coercion to perform any aspect of the course, although encouragement will be provided.

CAMP STAFF: BEST. SUMMER. JOB. EVER.

Scout leaders and Scout parents, please encourage your Scouts to serve on the Camp Arrowhead Summer Camp Staff, or as a Counselor In Training this summer. Both experiences provide your Scout with growth and leadership opportunities. These positions are great first jobs, and a great way to have new experiences with other Scouts and troops in a camp setting.

Positions from waterfront staff, to nature, to the kitchen are available. Camp Staff also get to work on advancement while in camp. Working on staff is a great way to earn a few extra Merit Badges on the trail to Eagle. If a Scout is 15 years of age, they can apply to serve on camp staff. Scouts age 14 can apply to be a Counselor In Training (C.I.T.).

Counselors In Training get to experience working in different program areas during their stay in camp. CIT normally stay 2-3 weeks and serve along side camp staff in providing camp program. We strongly suggest talking to your Scouts about being a CIT and exploring the opportunity of Camp Staff. Not just it is fun, or a job, but because of the immense personal growth a Scout experiences on camp staff. Most past camp staff members will tell you that serving on staff was the best job they ever had. Applications for Camp Staff and the CIT program are available on Black Pug.

EXTRA AWARD OPPORTUNITIES

COMPLETE ANGLER AWARD



To earn the Complete Angler Award, a Scout must complete these 3 merit badges:

1. Fishing MB
2. Fly-fishing MB
3. Fish and Wildlife Management MB



MILE SWIM

Scouts will have an opportunity to earn the MILE SWIM award. Mile Swim is an early morning activity starting at 6:00AM Monday-Thursday and 5:40AM on Friday.

Scouts **MUST** attend all 5 sessions to achieve the award.