2022 Scouts BSA Leader’s Guide
June 12-18
QUICK REFERENCE

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IMPORTANT DATES TO REMEMBER

TBD: Boy Scout Leaders Orientation

Your Unit’s Camp Dates: ___________ Session Number: ______

UNIT CHECK-IN OVERVIEW

Arrive no earlier than 12:00 NOON as the camp gate will be locked until that time.

Obtain your unit's campsite assignment from staff at the front gate and proceed to campsite.

Meet staff campsite host to jointly inspect the condition of tents and cots; verify presence of each participant on your unit roster for an accurate count of participants; obtain assigned time for medical re-checks, Dining Hall orientation, and swim check. All unit financial reconciliation will take place at the Dining Hall.

Unload equipment. Set up camp. All trailers must be moved to Chickasaw Parking Lot.

Top adult leader needs to attend the Leaders Meeting at the Campfire Arena which starts at 4:00 PM.
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Dear Camp Scoutmaster:

Thank you for the time you are giving as a unit leader. Summer camp is one of the highlights of a troop’s year-round program. The time has come to start the groundwork that will make your troop’s summer camp experience a success. In preparing for camp, it is important that you read this 2022 Camp Leader’s Guide, which includes all of our program elements. For your convenience, this guide and other summer camp resources are available on the Council website at www.hoac-bsa.org (look under Camping, Camping Resources, then under Naish Scout Reservation). Please share this information with your troop leadership and parents of the participating Scouts.

We hope you notice and take advantage of the improvements made to provide an even better camping program including new merit badge offerings and additional fully renovated campsites. We have also replaced our outdated merit badge and outpost registration software program with a new redesigned user friendly program.

The summer camp experience is an opportunity for your troop to use the skills that you have been building all year. Utilize the facilities and programs offered at the Theodore Naish Scout Reservation to enrich your summer camp experience. However, do not limit your experience to the programs offered by the camp staff. Plan your own outpost adventure, STEM activity, hike the Rimrock trail, have a troop campfire, and take advantage of your time in the great outdoors.

The Scouts BSA session is a critical piece to the success of the Naish Scout Reservation and we are excited to offer it once again for both boys and girls, that seek a one week camping experience. New in 2022 we will have field trips included with some of the merit badge offerings and a Rimrock trek program.

In addition to your summer camp experience, we encourage you to take advantage of all our council properties and make them a part of your year-round camping program. Our scout reservations provide many program opportunities along with a dedicated Campmaster Corps to support you during your weekend camping experience.

The entire camp staff, appreciate this opportunity to work with each of you to provide your Scouts with a memorable summer camp experience. Don’t hesitate to contact any staff member for assistance.

Have fun camping,

B. Scott Hess
Council Camping Chair
THEODORE NAISH SCOUT RESERVATION
MISSION STATEMENT

The Theodore Naish Scout Reservation provides opportunities for Cub Scout Packs, Scout Troops, Varsity Teams, and Venturing Crews, from the Heart of America Council and beyond, to have fun, learn skills, and practice Scouting programs in the outdoors under their own leadership.

Our camp staff’s philosophy is total commitment to serving all our campers, both youth and adult leaders, to the best of our ability. In pursuit of this, we will strive to put the following into every Naish Scout Reservation activity:

♦ **Teaching & Coaching:** Teach traditional Scouting skills to all those in need of instruction and coach them in a friendly, positive way

♦ **Values:** Commitment to being good role models, always exemplifying the Scout Oath and Law, and encouraging campers to do the same

♦ **Fun:** Enthusiastically delivering fun-filled camp-wide programs that will be enjoyed and remembered by every youth that attends camp

♦ **Quality Program:** An emphasis on quality, physical activity and good health in everything we do

The Theodore Naish Scout Reservation will feature a quality, mature, energetic, and enthusiastic staff providing activities that will lead Cub Scouts into the Scouts BSA program, and help Scouts advance through their ranks. Our commitment is to have the best Camp Program in the nation.
PREPARING FOR YOUR SUMMER CAMP ADVENTURE

Planning for summer camp should start several months before your unit plans to arrive at camp. As a Scoutmaster, it is your responsibility to ensure your Scouts are prepared to set and accomplish their personal goals. Here are a few basic tips to help you ensure this happens.

Let Scouts set their own goals and choose the activities that interest them most at camp. You should take a few minutes at a troop meeting to talk with Scouts and their parents about the summer camp agenda and provide guidance on any suggested changes. Dedicate portions of several troop meetings for patrols to set goals and discuss activities that they would like to participate in at camp.

Some troops find it helpful to hold a “Summer Camp Meeting” just prior to camp to go over what Scouts need to bring with them for the week. At this meeting, you should also distribute information packets to parents, finalize paperwork needs, secure the needed equipment for the troop campsite, and briefly review each Scout’s program schedule.

Most of all, remember that summer camp is an opportunity for Scouts to grow both mentally and physically. They need to be allowed to make most of their own decisions regarding program participation.

Finally, get your Scouts excited about spending a week at Camp Naish! Several ideas for promotion include:

- Take your Scouts to Camp Naish during the “off season” and let them explore. Discuss the different program areas and historical sites around camp. The Rimrock Trail is a great place to start.
- Hold troop fundraising projects to help Scouts earn part of their own camp fees.
- Show photos of previous summer camps at meetings, which are available from the Scout Service Center.
- Ask former and current staff members to visit your troop to talk about camp to heighten interest.
- Invite an Order of the Arrow Unit Election or Camp Promotion Team to one of your troop meetings. Contact your District Camping Chairman or Chapter Chief for assistance with this.
- Talk about the first-year, merit badge, and other specialty programs at the Naish Scout Reservation.
- While on a troop campout, have a campfire and share songs, stories and skits from previous summer camp experiences.
2022 CAMPING SEASON FEES

<table>
<thead>
<tr>
<th>Youth</th>
<th>On or Before April 14, 2022</th>
<th>April 15, 2022 or After</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Two Leaders</td>
<td>$250.00</td>
<td>$275.00</td>
</tr>
<tr>
<td>Additional Leaders/</td>
<td>$150.00</td>
<td>$175.00</td>
</tr>
<tr>
<td>Shared Leaders</td>
<td>$250.00</td>
<td>$275.00</td>
</tr>
<tr>
<td>Part-Time Leaders</td>
<td>$50.00 per day</td>
<td>$60.00 per day</td>
</tr>
</tbody>
</table>

- Part-time leaders are any adults spending any portion of any day at camp regardless of meals. **NO INDIVIDUAL MEALS CAN BE PURCHASED.** There are no part-time youth at camp.
- Reservation deposit fee of $75.00 is due with each application.
- Half of the balance is due by Wednesday, February 17, 2022.
- 2 part-time leaders can share 1 full-time slot as long as there is no overlapping time. These slots cannot be used for Camp Scoutmasters or the first Two Leaders (see above).
- Final fee payment for all Scouts and adult leaders (full and part-time) is due April 14, 2022.
- Late Fees will be applied to any reservations made after April 15, 2022 or to any reserved slots that are not paid in full by, 2020. The only exception to this policy will be for Scouts and leaders joining Scouting for the first time on or after May 6, 2022. Any troop adding a Scout or leader after this date must give the Camping & Program Department a specific name. This policy is intended to assist us in planning our food, supplies, and equipment orders in advance of your arrival.
- Any Scout (including new) or leader (full or part-time) added at Camp will be charged a Late Fee.

**REFUND POLICY**

A unit is expected to pay for the number of campers and leaders at the final fee payment date for its camp. **No refunds will be granted after the final fee payment date.** However, transfers within the unit will be allowed.

We understand that certain circumstances do arise that may result in a camper not being able to attend camp at the last minute. For a refund after the final fee payment date, a letter requesting a refund and explaining the extenuating circumstances must be sent to the Camping Committee of the Heart of America Council within two weeks of the end of your camping session. Letters should be mailed to: Heart of America Council, BSA, 10210 Holmes, Kansas City, MO 64131, Attn: Council Camping Committee.

Any request concerning a medical illness of a Scout or leader must be accompanied by a signed doctor’s statement. Refunds will not be considered for change of mind, vacation plans, extended sports schedules, weather or no shows. The Camping Committee will review all requests and their decisions will be final.

**FINANCIAL NEED**

Registered youth members who cannot pay the full cost of attending HOAC Scouting events may apply for limited financial assistance from the **HOAC Campership Fund.** This fund assists deserving youth members in attending local council events with a percentage of the cost based on need, but is not intended to provide the full fee. Families, units and/or the chartered partner are expected to provide a substantial portion of the fee. Campership is aid for only ONE camping experience. Thank you notes from those who receive aid are appreciated. The **Application for the HOAC Campership is available on the Council website at www.hoac-bsa.org** (look under Camping Resources).
WHAT TO BRING TO CAMP NAISH

- Annual Health and Medical Record (completed and current)
- Official Scout Uniform (shirt, Troop neckerchief w/slide, shorts, belt, and socks)
- Camp T-shirt (new ones available at Trading Post)
- Extra shirts (NO SLEEVELESS shirts), shorts, underwear, socks, etc.
- Pajamas
- Sweater or light jacket
- Jeans or long pants
- Swimming suit (1 piece suit for ladies)
- Sun block
- Raincoat or poncho
- Hiking boots & tennis shoes
- Hat or cap
- Handkerchief
- Bath towels
- Toothbrush & toothpaste
- Shampoo, soap, comb
- Sleeping bag or blankets, pillow
- Flashlight & extra batteries
- Scouts BSA Handbook
- Paper & writing utensils
- Mosquito repellent (non-Aerosols)
- Eating utensils

Optional Items:
- Envelopes & stamps
- Camera
- Sunglasses
- Musical instrument
- Sewing kit
- Trash bags
- Other items as needed for programs (See Program Section of this guide)

ITEMS YOUR TROOP SHOULD PROVIDE FOR YOUR CAMPSITE

- United States Flag & Troop Flag
- Troop First Aid Kit
- Water containers & drinking cups
- Tarp or dining fly
- Trash bags
- Rope & binding twine
- Lock box for unit valuables
- Items in clear plastic covers for Campsite Bulletin Board
- Lanterns (battery or propane operated)
- Medication lock box
- Garden hose for cleaning of latrine - daily cleaning should be accomplished with Dawn dish soap and water

EQUIPMENT PROVIDED BY THE NAISH SCOUT RESERVATION

All equipment needed for tent camping is provided as part of your camp fee. The equipment you will be assigned, and given to utilize during your stay, will include the following items:

- Tent Platforms
- Two-Person Tents (9 1/2' x 7 1/2')
- Canvas Cots
- Campsite Bulletin Board
- Picnic table
- Flag Pole
- Latrine & water supply
CHECKING INTO CAMP

Each unit should arrive no earlier than 12:00 NOON on the first day of its camping session. Gates will NOT open before 12:00 NOON.

CHECKING IN AS A UNIT

• Upon arrival at the Naish Scout Reservation, all units must first report to their campsites.

• The top unit leader, with the staff campsite host, will inspect all tents and cots in the campsite that are assigned to your unit.

• The top unit leader will then finish check-in procedures with the staff campsite host, which include:
  o Verification of each participant (Scout and adult) named on the unit roster for an accurate count.
  o Assignment of a time for medical re-checks, Dining Hall orientation and swim check.

• Leaders and Scouts report to the Dining Hall for health/medical re-checks, financial reconciliation, Dining Hall orientation, and a swim check at the pool. After checking in at the office, the top unit leader catches up with his or her unit (typically, prior to the swim check at the pool).

• The Senior Patrol Leader and top unit leader will report to the Adult Leader/Senior Patrol Leader Meeting in the Campfire Arena at 4:00 PM.

CHECKING IN AS AN INDIVIDUAL

• Upon arrival at the Theodore Naish Scout Reservation, individuals are to report to the Central Camp Office for the following procedures:
  o Verification of participant being on the unit roster or camper departure notices
  o Fee payment (if required) for meal bands, etc.
  o Location of unit (campsite or program area)
  o Check-in at the Health Lodge to turn in health form and receive a “buddy tag”

Please note: Individuals checking in between the hours of 10:01 PM and 6:59 AM must report to the Commissioner Cabin. Call the Reservation telephone number at 913-422-1035 to arrange for a Camp Commissioner to facilitate entry into camp.
CHECKING OUT OF CAMP

CHECKING OUT AS AN INDIVIDUAL
If it becomes necessary for a camper to leave camp before the end of the camping session, the following is required:

- Report to the Central Camp Office with 1) the top unit leader, 2) the Scout and 3) the Scout’s parent.
- Person taking a Scout from camp must show picture ID. If the person is not a parent or guardian, he or she must have written authorization from the parent and signed by the parent who has legal custody to transport the Scout.
- Camp Director, or designee, must sign the Camper Departure Notice.
- Individuals checking out between the hours of 10:01 PM and 6:59 AM must report to the Commissioner’s Cabin, which is located off the side of the Flag Mall.
- If you have to check back into camp, you must go through the check-in procedures again through the Central Camp Office.

CHECKING OUT AS A UNIT
On the final day of the session, the following procedures will be followed to check out of camp as a unit:

- The staff campsite host will report to the campsite at the designated time after breakfast on the last day of the session. Please have all gear moved out of the campsite so that the host and top unit leader can inspect all the tents and cots for damage incurred during your stay. If your unit is not ready, or plans to check out later, please schedule a time with your host to come back to inspect the campsite.
- Take the tent/cot inspection form to the Business Manager at the Central Office for check-out.
- Make fee payment for equipment damages (if any) in campsite.
- Receive your check-out packet (health forms, patches, etc.). Health forms will not be returned to the unit until all participants in the unit are leaving the reservation immediately.
- Turn in your camp evaluation form.
- Pick up any medication stored at the Health Lodge.
REGISTRATION REQUIREMENTS

The Heart of America Council, Boy Scouts of America provides program, facilities and services without regard to race, color, national origin, age, gender, or handicap. However, all full-time adult leaders and youth on the reservation must be current registered members of the Boy Scouts of America. All part-time adult leaders that will be camping overnight on the reservation must also be current registered members of the Boy Scouts of America. No camper, youth or adult, will be permitted to stay in camp unless their full camp fees have been paid prior to the start of their camp session.

YOUTH PROTECTION GUIDELINES

Our nation’s greatest asset is our youth, and Scouting is pledged to protecting and nurturing our children. Any camp leader or staff member who suspects, knows of, or witnesses a child being abused at camp, or at a unit meeting or activity, is mandated by the states of Kansas and Missouri to notify proper officials. While at camp, all suspected child abuse incidents (i.e. physical, emotional, and sexual) must be reported to the Reservation Director or Camp Director immediately. All reports are kept confidential.

Also, consistent with Youth Protection Guidelines, adults must not stay in tents or shower with youth members. Anyone caught or suspected of doing so will be asked to leave reservation property immediately. The only exception to these policies is the right of a parent to share a tent with his or her own child. However, though allowed, it is recommended that parents do not exercise this right at camp. Doing so helps to ensure that their child receives the maximum benefit possible from his or her camp experience, and prevents any unnecessary misunderstandings or awkward situations.

The National Council of the Boy Scouts of America requires that ALL leaders complete Youth Protection Training prior to registering as an adult leader. The course can now be completed online at https://my.scouting.org/. The process is simple and self-explanatory. If you enter your BSA member number and successfully complete the training, the HOAC Training Division will be notified so that your records can be updated. You can also print a certificate for your records.
CAMP LEADERSHIP

CAMP SCOUTMASTER
The person in charge of your troop must be at least 21 years of age. **There are no exceptions. In addition, it is the policy of the Boy Scouts of America that all Scout outings have at least two-deep leadership at all times.** At least two registered adult leaders, one of whom must be 21 years of age or older and certified in youth protection, are required for all outings. The result is more fun for the adults and a better program for the Scouts. Preferably, the troop should be under the leadership of its registered Scoutmaster. If the Scoutmaster is unable to attend full time, the Troop Committee should name a Camp Scoutmaster. The Camp Scoutmaster works with the Senior Patrol Leader, and together they develop and schedule the troop’s program. He should participate in the daily leader’s meeting and assign and coordinate the responsibilities for all the adult leadership at camp for your unit.

FULL and PART-TIME LEADERSHIP NOTES
All full-time adult leaders attending camp must have paid their full camp fee prior to the start of camp. Part-time adult leaders must check in and check out through the Central Camp Office as they depart.

ADULT LEADER MEETINGS
The Adult Leaders Meeting will take place at 4:00 PM in the Campfire Arena on check-in day. This meeting is also scheduled immediately after breakfast at the same location each following day. In the event of inclement weather, meetings may be moved to the Handicraft Porch.

SENIOR PATROL LEADER COUNCIL
The Senior Patrol Leaders Council will meet concurrent with the Adult Leaders Meeting, at 4:00 PM on check-in day in the Campfire Arena. There will also be meetings Monday through Friday immediately after lunch in the Dining Hall. All Senior Patrol Leaders must attend these meetings in order to receive other information regarding camp activities to report back to their units.

CAMPSITE COMMISSIONERS
A Campsite Commissioner is assigned to your unit to help it develop and carry out a full and balanced camping program. The degree of assistance rendered by the commissioner will depend upon the needs, desires and experiences of each unit. The primary purpose of their work is to help you help your unit. They will visit your campsite every day to help you with your camp program. The Campsite Commissioner’s function will be similar to that of your Unit Commissioner back home, except he or she will be available to you during the full time you are in camp. Call upon them for help whenever needed. Program snags can often be quickly solved with their help, or perhaps you need something “special” for your Scouts that just does not appear to be available. Ask your Campsite Commissioner about it - chances are he or she will know right where to go.
The Theodore Naish Scout Reservation uses a table waiter system. Table waiters, or more commonly referred to as KP’s, assigned from your unit, report to the Dining Hall before the meal, and assist in being certain that the table is ready for the Scouts. During the meal, the waiter makes certain that the food is retrieved from the kitchen and placed on the table. Tables are assigned to each unit, and waiters eat at their assigned tables. Waiters also assist in the clean-up of the Dining Hall and of their tables after meals. Special instructions are given to all waiters at each meal to cover variables. Your first meal will be served at 6:00 PM on Day 1, and your last meal will be breakfast on Saturday morning. The following is a list of mealtime duties that the table waiter will be expected to handle:

- The table waiter (a Scout, not an adult) arrives at the Dining Hall following the KP call (30 minutes before mealtime).
- The table waiter must pass a cleanliness inspection by the commissioner staff. As in a normal restaurant situation, waiters are expected to have clean hands and have on a clean shirt (NO SLEEVELESS SHIRTS ALLOWED). If they do not pass inspection, they will be required to clean themselves, and then be re-inspected, before they can begin their duties.
- The table waiter sets his or her assigned table with plates, glasses, and silverware for eight people.
- Special instructions will be given as the waiter sets his or her table. The Scout can check and replenish sugar, salt, pepper, and napkins, if needed, at this time.
- When the table is set, the waiter should sit down and wait for further instructions.
- Food and drinks are picked up at the kitchen serving counter as directed by the staff.
- All additional campers will then enter the Dining Hall and remain standing for grace. After the blessing, waiters are sent to the kitchen by section to obtain any remaining items.
- Everyone eats. Refills on drinks, bread, etc. are on an as needed basis. The food service staff will direct obtaining “seconds” of food, if available.
- At the conclusion of the meal and program, the Program Director will announce, “KPs please remain seated.” Clean up should not begin until the Dining Hall is dismissed. All food is scraped into one serving bowl, all liquids are put into pitchers, and the silverware is separated. The waiter then disposes of the garbage, and returns dirty dishes to the washing area in the order requested by the staff.
- Once the table is cleared, the waiter will wash the tabletop using a prepared solution. The floor under and around the table is to be swept, and the debris placed in trashcans. When each waiter’s area is clean, the Scout holds up his or her hand for an area inspection. The Scout cannot leave until dismissed by a staff member.
- The clean up after the meal should take between 12 to 15 minutes. If there is spilled food, the waiter responsible will be required to do some spot cleaning as well. We request that there only be one KP per table per meal, and that they follow directions closely. Adults are not to perform or help perform KP (unless directed to do so by the camp staff).
HEALTH and SAFETY

CAMP ACCREDITATION
Each year the Theodore Naish Scout Reservation, Heart of America Council, BSA, has maintained the BSA’s full accreditation to operate its Scout camps.

HEALTH OF CAMPERS
Each Scout and adult leader participant at the Theodore Naish Scout Reservation should be aware of the vigorous nature of camp living. Strenuous activity may include one or more of the following conditions: high heat and humidity, high particle or pollen counts, more walking than normal, fatigue and physical competition, exposure to bee stings, ticks and poisonous plants is likely as well as occasional encounters with snakes and other wildlife. While camp life is not “roughing it” like a high adventure trek, exposure to the elements, sleeping under canvas and participation in vigorous activities all require relatively good health. Every effort will be made to meet the special needs of Scouts (youth) attending camp when proper notification is made using the Special Needs Request form. Camping at the Theodore Naish Scout Reservation may be too much for some Scouts and adults. Scouts are invited to try the special program offered through the Heart of America Council’s Rotary Scout Camp.

Adults must also be in good health if they are to fulfill their role of supporting young people. Sometimes the special needs of adults’ place stress on camp resources and divert from the purpose of Scouting – to serve youth. Please understand that electricity, air conditioning and special diets are not always available for adult leaders. Therefore, we ask that you carefully consider whether your participation will serve the needs of the Scouts or be a distraction.

BUDDY SYSTEM
All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. Using a formalized buddy system is mandated in certain adventurous or potentially dangerous activities.

SPECIAL NEEDS
Any Scout or adult with special needs (physical need or special dietary) that require the attention of the camp staff, should complete the 2022 Online Special Needs Request form. Special dietary needs will only be accommodated for medical or religious purposes. This on-line form can be found at www.hoac-bsa.org under Camping/Camp Resources section. This form needs to be submitted through the online site 3-4 weeks before your camp session begins and a doctor’s or religious leader’s note MUST be uploaded. This form must be submitted annually. (Paper forms will NOT be accepted) Golf carts or similar personal transportation devices are not permitted at camp without prior approval on a Naish Special Needs Request form. SPECIAL NEEDS REQUEST - www.hoac-bsa.org/camping-resources
USAGE POLICY OF MOTORIZED CARTS

The Health and Safety of all Scouts and Leaders attending is the first priority of our operation while they participate in outdoor programs at our summer camp operation. From time-to-time, youth members with disabilities may have a challenge with the amount of foot-travel that is required to participate in the programs at camp and are in need of special assistance in the form of a motorized cart while at camp. In order to protect all Scouts and Leaders while in camp, the following guidelines have been established for the use of motorized vehicles, principally golf carts, for transportation of individuals with limited mobility.

- If available, Naish will provide golf carts for transportation of YOUTH with special needs only. A Special Needs Request Form should be filed with the appropriate camp four weeks prior to the Scout arriving at camp.
- On the Scout’s Camp Physical, the need for a motorized vehicle must be noted as required by the signing physician.
- Personal vehicles are not allowed, unless they are specifically designed for a particular scout with a disability. Personal vehicles must be inspected by its authorized dealer or maintenance facility for the personal vehicle and approval for the suitability of use of the vehicle at camp must be provided in writing to the camp staff prior to being used at the camp so that it can be determined safe to operate on the rocky terrain found at both of our reservations. Not all such vehicles are designed or are safe in this environment and could put a scout at risk of injury. When a personal vehicle is used, a Certificate of Liability Insurance covering the vehicle must be presented to the camp staff. This Certificate must name the Council as a co-insured with limits of one million dollars.
- The assigned driver of the personal vehicle or golf cart shall be over the age of 21 and the disabled youth shall not operate the vehicle.
- The personal vehicle must only be used for the purpose of the transporting the Scout with a disability. Additional riders or operating the vehicle for other purposes will not be permitted.
- The camp will not provide vehicles for adult volunteer use.
- Adults may bring their own personal vehicle (which could be a golf cart but not any kind of ATV such as a Gator) to camp if the following criteria are met:
  - Their Camp Physical signed by a physician, states that they are in need of this type of assistance.
  - The personal vehicle is inspected by its authorized dealer or maintenance facility for the personal vehicle and approval for the suitability of use of the vehicle at camp must be provided in writing to the camp staff prior to being used at the camp so that it can be determined safe to operate on the rocky terrain found at both of our reservations.
  - The personal vehicle is operated only by the person authorized for its use and shall not be used to haul passengers.
  - A Special Needs Request Form MUST be filed with the appropriate camp four weeks prior to the Leader arriving at camp.
  - A Certificate of Liability Insurance which names the Council as a co-insured must be provided to the camp staff with such limits of one million dollars.
  - All carts must have head lights, first aid kits and fire extinguisher.

The use of a golf cart or personal vehicle authorized for use pursuant to this policy is restricted to the scout reservation where the approval has been given and shall not be used anywhere off that reservation or on public roads.

PHYSICAL EXAMINATIONS
Scouts and adults going to camp must, upon arrival, present a completed Annual Health and Medical Record.

HEALTH LODGE
The Health Lodge is located just off the Central Camp Parking Lot, and is available for emergency assistance 24 hours a day. Camp medical personnel will assist you with any medical emergency during the session. If they are not in the Health Lodge upon your arrival, their location will be posted on a sign outside the Health Lodge door. All emergencies must be reported to the Central Camp Office. Also, due to limited power capabilities in campsites, CPAP Machines can be charged during the day in the Health Lodge.
MEDICAL TREATMENT NOTES

If transportation is needed, check with the Reservation Director, Camp Director, or the Lead Commissioner for assistance. If emergency transport is needed while at the Naish Scout Reservation, please contact a Camp Staff member.

Prescription Medication: A Scoutmaster may dispense any prescription if properly labeled with frequency and dosage by the pharmacy. All prescription drugs dispersed by the unit must be locked with restricted access and records kept detailing dispensing activity. If the unit chooses to, it may check in all medication at the Health Lodge to be dispensed by the medical staff. Also, please note that needles used for insulin injections or other prescribed medications must be placed in the biohazard container located in the Health Lodge. The Health Lodge will also provide cold storage for medications requiring refrigeration.

Everyone should be familiar with basic first aid. It is important that each troop be prepared to treat minor cuts, scrapes and abrasions. Bandaged wounds should be kept clean to aid in preventing infection, especially in an outdoor setting. The following is a list of recommended contents for a troop first aid kit:

- One 4” Roller Bandage
- One 2” Roller Bandage
- Two Rolls 1” Tape
- Two Triangular Cravats
- Four Elastic Bandages
- Antibacterial Soap
- One Box of Band-Aids
- Twelve 4x4 Sterile Pads
- Scissors
- Six Pairs of Latex Gloves
- Twelve 2x2 Sterile Pads
- Needle & Tweezers
- Safety Pins
- Sunburn Lotion
- Tylenol or Non-Aspirin Tablet
- Antacid

Tick Borne Disease: Anyone participating in outdoor activities should take steps to prevent exposure to tick bites:

1. Wear long-sleeved shirt and long pants. Tuck pants into boots or socks.
2. Wear light colored clothing to make it easier to spot ticks.
3. Conduct frequent and thorough “tick checks.” Finding and removing the ticks quickly is important. “Tick checks” should be conducted at least every 4-6 hours while in remote areas of camp.
4. Insect repellents can help repel ticks (use non-aerosol).
5. Stay on trails and avoid “bush whacking” through high grass and brush.

ACCIDENT, HEALTH, and ILLNESS INSURANCE COVERAGE

The Heart of America Council provides supplemental accident and illness insurance coverage for each registered member and leader of our council. This council-wide coverage protects each member all year long while attending official Scouting functions. Maximum benefits are $15,000 for Accident Medical expenses and $7,500 for Sickness Medical expenses (sickness that manifests itself during the Scouts activity). All claims are to be submitted directly to Council Service Center by the family. Claim forms may be obtained at the Council Center or the Health Lodge. Contact the Heart of America Council for further details.

NOTE: All units or individuals visiting the Theodore Naish Scout Reservation from out of council must provide their own insurance and claim forms, in case of accident or illness while at camp or in route to camp. You will be required to provide proof of coverage at the check-in.
CAMP RULES and REGULATIONS

Heart of America Council General Camp Rules for Naish Scout Reservation.

Each camp and activity area will follow BSA guidelines for safety and youth protection for any given activity. Our staff and Commissioners are highly trained and in most cases camp leadership, lodge directors and senior staff are BSA Camp School trained for their activities.

We ask our staff and commissioners to uniformly enforce these rules. There is never a case where a youth or adult should argue with the staff about camp rules. Belligerence and abuse of staff will not be tolerated. We ask that youth and adults cheerfully follow the direction of staff for everyone’s safety and enjoyment. If you feel that a rule is not being enforced or not being enforced fairly, you should comply with the direction of the staff and then ask your Unit Leader to discuss the issue with the Camp Director following a meal or after the next leaders meeting. Likewise, we would never ask anyone to continue participation if they do not feel safe. If you feel unsafe, please report that to the staff member in charge of the activity and they will excuse you from the program area. We are aware of “unwritten” camp rules and do not condone them. If you feel we are enforcing an unwritten rule follow the procedure noted above to speak with the camp director.

SCOUT OATH, SCOUT LAW, OUTDOOR CODE and THE GUIDE TO SAFE SCOUTING
All youth and adult participants are expected to act in accordance with the Scout Oath, Scout Law, Outdoor Code and follow the current edition of the Guide to Safe Scouting.

YOUTH PROTECTION
National BSA Youth Protection standards must always be followed. All adult Scouters must have a current Youth Protection Certificate. All Scouts are expected to follow all Youth Protection Rules at all times – NO EXCEPTIONS.

You may be a mandatory reporter of violations of State youth protection laws. As such, you are required to report any incident or report of an incident directly to Law Enforcement. Youth protection incidents involving State Law are not to be investigated by Troops or HOAC staff. You may as a courtesy inform the Reservation Director local law enforcement are likely to arrive in camp, but no details should be shared. Youth Protection incidents that do not involve a violation of State Law should be reported per Council Policy to Alan Sanders at 816-569-4928 or Alan.Sanders@scouting.org.

Scout appropriate language: Sexual conversations of any nature including “jokes” are prohibited. Racial, ethnic, religious, sexist and sexual orientation comments, jokes and slurs are prohibited. All youth and Adults must follow Youth Protection Standards for language and behavior.

Visitors: With the exception of Family Night, all visitors must check in at the Camp Office upon entering camp.
SMOKING, ALCOHOL, MARIJUANA and ILLEGAL SUBSTANCES

Use of tobacco products and vaping is only permitted in designated areas.

There is no place in Scouting for the possession or use of alcohol or illegal substances. Anyone found in violation of this policy will be required to leave HOAC property and may be reported to local law enforcement and their local council. If the unit is unable to provide proper leadership to satisfy BSA Youth Protection standards, the entire Troop will be required to leave camp.

While some states have provisions for medical use of Marijuana, it is still illegal at the federal level and is not allowed on any BSA property.

CLOTHING, UNIFORM, ATTIRE and FOOTWARE

**Uniform**: All participants are expected to arrive in either field uniform or Class B. Field uniform is also required for formal flag raising, flag lowering and religious services.

**Camp Attire**: Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism or bigotry. Clothing must cover all private parts and undergarments completely. Clothing should not be so tight fitting as to outline genitalia. Generally, it is hot at camp. Loose fitting and light-colored clothing is more comfortable.

**Swimming Attire**: Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure or outlining of genitalia are not allowed. For females, bikinis and tight-fitting swimsuits that allow exposure or outlining of genitalia are not allowed. Modest tankinis or one-piece swimsuits are appropriate. Participants are encouraged but not required to wear a swim or T-shirt in the pool for modesty and sun protection.

**Footwear**: Footwear is required by all participants while at camp. Closed toed shoes, closed toed sandals, “tennis” shoes or boots that are most appropriate for safety reasons. When at the pool or shower house, flip flops or slides may be worn. Regular footwear should be worn to the pool. Socks are not required to be worn with shoes.

Arrowmen and called Arrowmen will follow the direction of the Order of the Arrow as to their dress.

EQUIPMENT and FACILITIES

**Showers**: Showers are available at the pool.
  - “Makeshift” showers are NOT allowed in campsites.
  - Scouts may use their designated showers from 7am until 9:45pm.
  - On Order of the Arrow ceremony night, new Arrowmen may use their designated showers until midnight.
  - Female showers are always off limits to both male Scouts and Adult Males and visa-versa.
**Dining Hall:**
- Scouts should wash their hands prior to entering the Dining Hall. If their hands are visibly dirty, they will be asked to go wash them.
- As a courtesy, we offer and encourage the use of antibacterial gel as participants enter the Dining Hall.
- Hats are to be removed as participants enter the dining hall.
- Participants are expected to follow the directions given by the staff while in the Dining Hall and to use proper table manners during the meal.
- All Scouts and adults should attend meals in the Dining Hall. If for some reason they are not able to attend, Youth Protection practices must be maintained.
- All clothing rules apply in the Dining Hall.

**Troop Equipment:** Unless otherwise noted, troops are free to bring their typical equipment to camp with them. This includes canopies, stoves and other equipment. You must respect the conservation areas when placing your equipment. Troops may use dry cell batteries of any type that are in good working condition. The camp does not offer charging facilities beyond cell phones and C-Pap Machines.

**Care of Equipment and Facilities:** It is expected that all participants will care for and protect camp equipment and facilities. In most cases, if damage occurs, the Troop is expected to make any necessary repairs. If camp equipment cannot be repaired, the Troop will be charged the replacement cost of the item. Tent platforms and other camp facilities are not to be moved. There are to be no flames in tents or cabins. This would include charcoal, mosquito coils and similar items.

**Liquid Fuels:** The use of liquid or jellied fuels, gasoline, or oil lighting and/or cooking equipment, petroleum-powered motors and generators other than in automobiles are prohibited at camp except when used in an Outpost program area. The storage of any type of liquid fuel (excluding propane or isobutane compressed gas used for stoves, grills, and lanterns) in the troop campsites is strictly prohibited. Motors or generators run by battery or other means are not acceptable at camp due to the potential fire hazard and noise pollution they create.

**Battery Charging:** Generally, phone and C-Pap battery charging is available at the Commissioner’s Cabin. HOAC is not responsible for items left unattended. In some cases, locking phone charging areas are available. Battery charging stations are free, but we do ask for donations to maintain the charging stations. Please turn your phone off while charging. Phones not turned off may be put into a quiet place, so they do not disturb the area.

**Wet Cell Batteries (Car batteries):** Due to the dangerous chemicals in car batteries, they aren’t allowed.

**Hammocks:** Hammocks are not allowed

**Bikes:** Bikes are not allowed in camp

**Vandalism and Pranks:** Vandalism and pranks which cause damage and/or require labor necessary to restore the camp property to its original condition will not be tolerated. Scout troops engaged in such practices may lose their placement in future camp draws. Scouts and leaders making unauthorized entry into buildings and/or program areas or not in their campsite after taps may be asked to leave the reservation.

**Aerosol Products Banned:** Aerosol spray used inside tents WILL remove waterproofing from tents. If waterproofing is destroyed, the replacement cost is charged to the troop.

**U.S. Army Corps of Engineers and Boundary Markers:** Army Corps of Engineer property surrounds much of the reservation. Yellow signposts mark these boundaries. Removing or damaging these markers or other boundary markers is very costly because resurveying is required to replace any missing markers. Tampering with survey markers is also illegal. Please be sure that Scouts respect these markers.
EMERGENCY and SAFETY PROCEDURES AT CAMP

Emergency Procedures: Emergency procedures are discussed in detail at the first leaders meeting; please make sure that a representative is available at this meeting! In the event of an emergency, each Unit Leader should account for their youth and adults (keep a roster with you) reporting any missing persons to their campsite host or Camp Office immediately. All Youth and adults must follow the direction of the camp staff during emergencies.

- **FIRE GUARD CHART:** Each campsite is required to fill out a Fireguard Chart given to them at check-in and have it displayed on their bulletin board. Please remember that every Scout should feel a responsibility for fire prevention.
- **FIRE:** In case of fire, report it to the camp office IMMEDIATELY. The camp staff is organized to help in firefighting, and the Bonner Springs Fire Department will respond. Stay out of their way so no one gets hurt.
- **LOST CAMPER:** Report a lost camper to the commissioners immediately.
- **SEVERE WEATHER:** In case of severe weather warning (wailing siren for 3 minutes), please go to assigned storm shelter.
- **STORM SHELTER PROCEDURES:**
  - During campsite check-in on Day 1 the complete troop will have a Storm Shelter Overview presented by the campsite host.
  - After the camp-wide photo on Day 1, you will be escorted by your campsite host into your storm shelter and they will go over all Storm Shelter and Fire procedures.
  - Campsite Scoutmaster should have a complete roster of everyone in camp and bring this roster with you when entering the storm shelter.

Vehicle Safety: Do not ride in truck beds or tailgates – NO EXCEPTIONS. Boy Scouts of America regulations prohibit using the cargo area of trucks (including pick-ups with camper shells) and trailers for transportation of passengers, or persons riding on the tailgate of station wagons. Each occupant should have and use a seat belt. Please cooperate by keeping your Scouts off such equipment. Drivers of vehicles must be at least 18 years of age with current driver’s license. Anyone driving with passengers must be at least 21 years of age with a current Driver’s license. All vehicles must have seat belts for the number of occupants. This is a state law.

Camp Speed Limit: The maximum speed limit for all vehicles at camp is 15 miles per hour (5 miles per hour inside camp). Driving off-road is not permitted.

Pioneering and Rope Projects: Any rope or pioneering projects must comply with the current edition of the Guide to Safe Scouting. Check with Camp Director before erecting any projects.

Running and Walking in Camp: We do not run-in camp for safety reasons. Biking, hiking, jogging, etc. are at your own risk on this road.

CLEANLINESS

Please keep yourself and your campsites clean and help us keep your reservation looking nice. Your troop is responsible for keeping your campsite clean.

The Maintenance Commissioner can give you information for proper procedures to clean and maintain your latrine.

Trash should be taken to the dumpster daily and when leaving your campsite. Do not leave chairs, rugs, etc., when you depart.
Your troop can help keep trash picked up along the roads. All participants should maintain a high level of personal cleanliness including regular hand washing and daily showers.

Cleaning the Pool Shower House is the responsibility of the leaders under the direction of the Pool Staff. Please see the Pool Staff for direction, scheduling and procedures. The Maintenance Commissioner can also help you with this.

Please remind everyone that a good Scout takes only pictures and leaves only footprints. Please do not litter.

**CONSERVATION PRACTICES**

- Follow the Outdoor Code
- Do not cut down any trees.
- Do not hike trails that are marked “Closed” and do not cut across switchbacks.
- Only conduct conservation projects that have approval of the Camp Management.
- Never leave a fire unattended! Make sure to put it “dead out” with water and dirt.
- Please leave your campsite cleaner than you found it.
- Please pick-up any trash you find along camp trails.

**Wildlife:** The Theodore Naish Scout Reservation is home to many types of wild animals. Hunting, harming or collecting wildlife is not permitted. Only the Camp Nature Lodge Director is authorized to collect and display wild animals.

**Endangered Species:** Federal Law protects birds of prey, and possession is punishable by fines or imprisonment. These are also inappropriate for use in the Order of the Arrow.

**PERSONAL FIREARMS**

Personal firearms, archery equipment and sheath knives are not allowed at camp, or on camp archery or firing ranges. If brought to camp, such personal equipment must be turned in to the camp administration until checkout at the end of the camp session. Tell your Scouts to leave them at home.

Scouters may NOT carry firearms at Scouting Activities outside of Shooting Sports Programs. While various state laws may have authorized individual Scouters to legally carry or conceal firearms, they are NOT permitted to carry them while involved in scouting activities outside of the shooting sports program. This applies to all persons involved in the activity, as the activity should be under the control of an appropriate Scouter. This has not changed.

The BSA policy on this can be found in the Guide to Safe Scouting in both the Shooting Sports section and the unauthorized activity listing: “Except for law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought on camping, hiking, backpacking, or other Scouting activities (emphasis added) except those specifically planned for target shooting under the supervision of a currently certified BSA national shooting sports director or National Rifle Association firearms instructor.”
VEHICLE STORAGE

All vehicles must be parked in designated parking areas with proper ID tags displayed. Absolutely no cars/vehicles/trailers of any kind will be allowed in campsites. All troop buses, trucks and trailers must be parked in designated areas. The owner of each vehicle is the person solely responsible for its security. The Heart of America Council is not responsible for loss or damage caused by fire, storm, theft or vandalism to any person, vehicle, and trailers or for any loss or damage to articles left in vehicles.

TAPS

All youth should be in their bunks with lights out at taps. Adults should turn lights down and remain quiet for the rest of the evening. Please do not disturb other campsites.

EAGLE BOARDS OF REVIEW

Eagle Boards of Review must be scheduled during visitor’s hours only. If they are setup for any other time, family and District Chairman may not be allowed on the Reservation. Boards can be scheduled for the Chapel areas. Please don’t embarrass yourself by inviting parents to camp for a Board of Review when they will be turned away after a long drive. It is requested that you do not use Camp Staff for Eagle Boards as it takes them away from their staff duties.

STAFF HOUSING

Campers and troop leaders are not permitted in the Staff Housing Areas. Remember, this is their camp home. Just as you deserve privacy in your troop site, the staff also deserves their privacy.

SELLING POLICY

The sale of merchandise to campers, leaders, or staff for personal or unit profit is not permitted. The use of Heart of America Council, H. Roe Bartle Scout Reservation, Theodore Naish Scout Reservation, Rotary Camp or Tribe of Mic-O-Say logos are protected, and written permission is required.

“The Heart of America Council, Boy Scouts of America, by signature of the Scout Executive shall have the sole right to authorize the use of insignia, words, phrases, designation marks, pictorial representation and descriptive remarks related to the program of the corporation, including the Tribe of Mic-O-Say, on commercial products, promotional efforts and/or sale and distribution to members of the Boy Scouts of America and/or the general public. The use of same shall be only as authorized and approved by the Scout Executive.”
HEART OF AMERICA COUNCIL DRONE (sUAS) POLICY

The use of Drones (sUAS) on the Heart of America Property and camps or events must have the approval of the Reservation Director or the Event Professional or Staff Advisor. To request the use of Drones (sUAS), a Council request form must be filled out and turned in two weeks prior to the date of the event.

PETS

Pets are not allowed. However, Service Animals are allowed. Service Animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA. In order to bring a service dog to camp you must fill out a 2022 Special Needs Request, attach proof of insurance, and proof of training for the Service Dog.

TROOP ROCKS and TOTEM POLES

“Troop Rocks” and “Troop Totem Poles” are a unique method for troops to build camp traditions. If your troop would like to establish a troop rock, see your Camp Director for approval. Troop rocks are not permitted in campsites.

EQUIPMENT DAMAGE CHARGES

Each campers and troops are responsible for taking care of the assigned camp equipment. In case of damage, the individual or troop is responsible for the cost of repairing or replacing the damaged item. The current fees for damages are as follows:

- Canvas Replacement for Cots (Rips, Cuts, Writing on Canvas)......................................................$35.00
- Cot Replacement (when canvas and frame are both damaged.) ....................................................$75.00
- Cot End, Leg or Side Board Replacement..........................................................................................$20.00
- Picnic Table Boards.........................................................................................................................$15.00
- Rip in Tent .......................................................................................................................................$10.00 per Inch
- Writing on Tent Canvas .....................................................................................................................$25.00 min
- Tent Replacement...............................................................................................................................$365.00
- Waterproofing Destroyed .................................................................................................................... Determined on a case-by-case basis
TRADING POST

The Naish Trading Post is stocked with various merit badge items, souvenirs, t-shirts, patches, camping gear, stamps, refreshments, and toilet articles.

**Hours of Operation***

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<tr>
<th>Morning</th>
<th>Afternoon</th>
<th>Evening</th>
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<tr>
<td>8:00 AM – 8:30 AM</td>
<td>1:00 PM – 5:30 PM</td>
<td>7:00 PM – 9:15 PM</td>
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*Hours are subject to change and will be posted. The Trading Post will be closed for ALL camp-wide events, including Campfires, Chapel Services, camp-wide photos and Emergency Procedure Drills. The Trading Post reserves the right to close early to allow time for meals and events.

SPENDING MONEY

It is suggested that Scouts bring spending money to camp. Troops may wish to operate a “bank” to hold money for Scouts while at camp.

All personal items and spending money should be kept in a secure camp box while at camp. Clothing should be clearly marked with your full name and unit number. **The Theodore Naish Scout Reservation is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp.**

CAMP-WIDE PHOTO

The camp-wide photo will be taken after dinner on Day 1. Copies of the photo are available later in the Session and can be purchased at the Trading Post. All units are encouraged to wear Class “A” uniforms or Troop T-Shirts.

FLAG ASSEMBLIES

Camp Naish flag raising occurs at 7:25 AM daily (prior to breakfast) and flag lowering is at 5:55 PM daily (prior to dinner). **All units must be present for all assemblies.** If your unit is not already on the Flag Mall at the precise time flags are being raised or lowered, pedestrian traffic should stop, come to attention and salute as appropriate. You are also welcome to fly your own flags on the flag pole located in your campsite.
CENTRAL CAMP OFFICE and COMMISSIONER’S CABIN

The Central Camp Office is open daily from 7:00 AM to 10:00 PM. The office staff is eager to meet the needs of any leader. The following are important things to know about the Central Camp Office:

- The “Lost and Found” is located in the Central Camp Office.
- All Scouts and leaders must check in and out with the Central Camp Office when coming to or leaving camp during office hours. After office hours check-in and -out is via the Commissioner’s Cabin.
- Additional toilet paper for campsites is available to unit leaders at the Central Camp Office.
- Report any emergencies to the Central Camp Office immediately. Office staff will notify the proper personnel (Fire, Medical Emergency, Law Enforcement, etc.).
- Incoming telephone messages are placed in your campsite’s mailbox in the Central Camp Office.
- All incoming mail for your unit will be placed in your campsite’s mailbox.
- Letters and postcards can be mailed from the Central Camp Office.

RESERVATION PHONE SERVICE

The Reservation Office telephone is used for camp business and emergencies only. The telephone number is 913-422-1035, and is answered 24 hours a day. For information prior to camp please call the Council Service Center at 816-569-4928. Faxes can be sent to the Council Service Center at 816-569-4981.

CAMP MAIL SERVICE

Mailboxes for each campsite, which should be checked by a leader daily, are located in the Central Camp Office. Outgoing mail is also picked up by the postal carrier daily. Letters for Scouts at camp should be sent to the following address:

Theodore Naish Scout Reservation  
Troop Number____  
1100 Martinek Lane  
Kansas City, KS 66111

DRINKING WATER and ICE

Each campsite is equipped with a drinking fountain outside the campsite latrine. Drinking lots of water is important during hot weather. Scouts should be encouraged to drink at least one gallon of water a day outside of meals. Troops are encouraged to bring water coolers to camp and keep them filled with ice water for their Scouts. Ice for coolers can be purchased at the camp Trading Post, but the unit must furnish cups (preferably a separate cup for each Scout or disposable).

RECYCLING

To help protect our environment, Naish offers recycling! Your assistance is crucial in this effort. Camp facilities are furnished with recycling bins. Please place appropriate recyclable materials in those bins.
CAMP RELIGIOUS SERVICES
“A SCOUT IS REVERENT”

Working with the Council’s various Religious Committees, the Theodore Naish Scout Reservation will be offering several opportunities for Scouts and Scouters to live out the twelfth point of the Scout Law.

There is a full-time Chaplain serving the reservation, who is an excellent person to help with interpersonal relationship issues that arise in camp, including working with homesick Scouts. The Camp Chaplain will also have introductory information about the BSA religious emblems program.

**Grace at Meals:** The Camp Staff will lead campers in grace before every meal.

**Tuesday Religious Services:** On Tuesday evening at 7:00 PM, the following two religious services will be offered to Scouts and Leaders (locations will be announced during the session):
- Inter-Faith Camp-Wide Vesper Service
- Catholic Mass and Holy Communion

**Inter-Faith Camp-Wide Vesper Service:** The Camp Chaplain will lead the Inter-Faith Camp-Wide Vesper Service each session. The Chaplain would be pleased to include Scouts or leaders who would like to assist with the worship service, especially (but not only) if they have musical instruments! New Testaments will be available during Vespers for Scouts who do not already own one. There will be a free-will offering received during each chapel service to help continue the work of the chaplains at camp.

**Naish Duty to God Award:** Sponsored by the Protestant Committee on Scouting, but open to all Scouts and leaders of all faiths, the Naish Duty to God Award is intended to stimulate the religious journey of the Scouts and Scouters as they spend their time at the Theodore Naish Scout Reservation. Led by the Camp Chaplain, the Naish Duty to God Program invites participants to engage in morning and evening devotionals. Workbooks are available. Participants can purchase a special patch at the completion of the program from the Trading Post.

**Catholic Ministry at Naish:** The Archdiocesan Catholic Committee on Scouting will be offering Mass and Holy Communion. Rosaries and/or other Catholic devotional items will be distributed to those who attend the Mass. Catholic Scouts and Scouters will also have the opportunity to earn the Year of Faith patch, which is offered through the Diocese of Dodge City Catholic Committee on Scouting. Announcements will be made at Camp regarding this program.
WEDNESDAY FAMILY NIGHT

Parents and family members are invited to come out to camp and see the Naish experience that their Scouts have come across in their day-to-day activities at camp. For summer 2022, Family Nights will again occur on Wednesdays. Parents and Visitors are welcome in camp AFTER 5:00 PM. There are two options for dinner:

- **OPTION 1:** Dinner for visitors is available and consists of a picnic-style meal served in the Dining Hall with the unit. For visitors, the cost is $6.00 per meal for adults and $3.00 per meal for children 8 years of age and younger. Guests for the Dining Hall meal must make paid reservations through their troop leader prior to Family Night. Reservations must be turned into the Central Camp Office by lunch on Tuesday of your camping session.

- **OPTION 2:** Troops may invite their guests to bring dinner to share in their campsite instead of eating in the Dining Hall. Leaders need to make sure that visitors DO NOT bring alcoholic beverages.

The schedule for Family Night will be as follows:

- **5:00 PM – Nature Lodge Open House.** Bring families to see and hold the animals on display.

- **5:55 PM – Flag Lowering Ceremony on the Camp Naish Flag Mall**

- **6:00 PM – Dinner at the Dining Hall.** The Food Service staff provides a picnic style dinner for $6.00 per person (Visitor meal tickets may be purchased at the Trading Post).

- **7:00 PM – Campfire.** The campfire will take place in the Campfire Arena. The campfire will include skits and songs performed by the Camp Staff.

- **8:00 PM – OA Call-Out Ceremony.** This Ceremony will take place directly following campfire. Everyone is invited to attend this ceremony; however, parents and other family members are reminded that this is a solemn occasion and are asked to conduct themselves accordingly.

For Family Night, all Order of the Arrow members are asked to wear their OA Sashes. All Scouts and Scouters should wear Field Uniform for Flag Ceremony, Campfire, and Call-Out Ceremony.

All visitors must depart from Camp Naish by 9:00 PM.
From the Camp Leadership

Dear Camp Scoutmaster,

It is time to dust off those old camp boxes and come home! In just a few months, we will kick-off the ninety-sixth summer camping season at the Theodore Naish Scout Reservation. We are excited to return to Naish as the Camp Leadership for Central Camp, and we will do everything in our capacity to serve you and your Scouts.

Since last August, your camp staff has been hard at work for you! We have listened to your comments and suggestions and have made program improvements so that we can offer your Scouts the best summer camping experience possible!

This summer has several program changes. Examples are:

- The Rimrock Trek experience will offer a mock high-adventure backpacking trek! This new program is geared towards second-year Scouts and above.
- We will be offering Cooking Merit badge. These Scouts will cook all of their own meals!
- Several Merit Badges will have field trips associated with them! These excursions are an opportunity to further delve into the material of the badge.
- The daily schedule has been altered to accommodate merit badge trips and allow for the Scouts to better explore the reservation.

We will continue offering the Trailblazer Program, designed specifically to help younger Scouts advance through their first three ranks in Scouts BSA with instruction on campfire cooking, knot tying, and first aid.

Older Scouts are invited to complete the C.O.P.E. Course that features Zip Line, two-wire traverse, vine walk, Giant’s Ladder, and a few other events to challenge their physical and mental capabilities.

Don’t miss exiting nighttime activities like Black Powder Shooting, Tie-Dye, and the Order of the Arrow Legacy Hike!

Thank you for your hard work in helping make the 2022 summer at the Theodore Naish Scout Reservation an incredible experience for your Scouts. We guarantee you and your Scouts will leave camp with skills, memories, and friendships that last a lifetime.

Happy Trails!

James Cookingham
2022 Camp Director, Central Camp

TBA
2022 Program Director, Central Camp
DAILY CAMPING SCHEDULE

Check-In Day Schedule

- No earlier than Noon: Campers Arrive: Set-up, Health Checks, Swims Tests
- 12:00 – 2:30 PM: Unit Leaders Checks-in with Business Manager at Central Camp Office
- 4:00 PM: Camp Scoutmaster & Senior Patrol Leader Meeting at Campfire Arena
- 5:30 PM: KP Call
- 5:55 PM: Flag Retreat
- 6:00 PM: Dinner
- 8:00 PM: Camp-wide Photo at the Campfire Arena
- 8:15 PM: Opening Night Campfire
- 9:45 PM: Call to Quarters (All Scouts in Campsite)
- 10:00 PM: Taps (Lights Out, All Scouts in Tents)

Weekday Schedule

- 7:00 AM: Reveille and KP Report Time
- 7:25 AM: Flag Raising
- 7:30 AM: Breakfast
- After Breakfast: Camp Scoutmaster Meeting at Campfire Arena
- 8:30 AM: Lifesaving Participants to Pool
- 9:00 AM: Merit Badges and Scouting Skills
- 10:00 AM: Merit Badges and Scouting Skills
- 11:00 AM: Merit Badges and Scouting Skills
- 12:00 PM: KP Report Time
- 12:30 PM: Lunch
- After Lunch: Senior Patrol Leaders Meeting at Dining Hall
- 2:00 PM: Troop Swim, Trailblazer Program, and Open Activities
- 3:00 PM: Open Activities
- 4:00 PM: Troop Swim, Trailblazer Program, and Open Activities
- 5:00 PM: Leader Swim
- 5:30 PM: KP Report Time
- 5:55 PM: Flag Retreat
- 6:00 PM: Dinner
- 7:00 – 9:30 PM: Evening Program Activities and Ceremonies
- 9:45 PM: Call to Quarters - All Scouts in Campsite
- 10:00 PM: Taps - Lights Out, All Scouts in Tents

Check-Out Day Schedule

- 7:00 AM: Reveille
- 7:05 AM: Unit Leaders Checks-out with Business Manager at Central Camp Office
- 7:25 AM: Flag Raising
- 7:30 AM: Breakfast
- 8:00 AM: Troops Begin Check-Out Process
- 10:30 AM: All Troops Should Be Off-Reservation
ADVANCEMENT OPPORTUNITIES AT CAMP

The opportunity for a Scout to spend time in a Scouts BSA Summer Camp is a very important part of his or her life, and it should stand out as a key experience in the Scouting year. **Do not make rank and merit badge 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 that no Scout can advance beyond the rank of Tenderfoot Scout if he or she does not have a hiking and camping experience as a member of a 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.

Unit program plans should also include activities for patrol and troop. Camp provides the best atmosphere for building patrol and troop teamwork. Be ever alert to the needs of each Scout. Do not overschedule his or her time. Allow each Scout the opportunity to do what he or she wants and needs to do: whittle, hike, bird watch, or whatever.

EARNING MERIT BADGES

The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award and in the book *Scouts BSA Requirements*, available at Scout Shops and at Council Service Centers. Before camp, the Scout should obtain the merit badge booklet, become familiar 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 shows up for class, completes the requirements, and meets with the counselor whenever necessary until the badge is completed. The Scout should bring pencils, pens and paper for appropriate reports.

The advancement program allows the Scout to move ahead in his or her own way, and at his or her own speed. Rather than competing against others, a Scout challenges oneself to go as far as self-ambition will carry him or her. The rate of advancement depends upon personal interest, effort, and ability.

**A Scout must meet the requirements as stated - no more and no less.** A Scout is to do exactly what is stated. If it says, “Show or demonstrate,” that is what the youth must do. Simply discussing the skill or concept is not enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect, identify, and label.” However, instruction and discussion can go beyond the requirements with the Scouts.
Not all requirements for offered merit badges can be completed during the camping session. For requirements done before camp, Scouts are advised to bring evidence of completion of projects with them to camp. For example, Scouting Heritage Merit Badge asks Scouts to attend a Jamboree or visit a Scout Museum. Camping Merit Badge requires a Scout to have 20 days and 20 nights of camping. A note from a Scout leader certifying the required 20/20 is less satisfactory than the Scout providing a log of his or her camping experience. Notes attesting to completion are less satisfactory than evidence like photos, logs, journals, drawing, etc. Physical evidence and the Scout’s personal knowledge 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 noted in this Leader’s Guide are non-negotiable. 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 he is not qualified. All merit badges follow the requirements as printed in the current edition of the Scouts BSA Requirements. HOAC sets some age limitations for some Program Areas.

**MERIT BADGE ONLINE REGISTRATION SYSTEM**

Online Access for Merit Badges and Outpost Activities.


b. Click on “Login” and enter your ID and password

c. For additional details click on “Help”

d. Click on “Enroll”

e. Then click on “Classes”

• Before camp, the Scout should familiarize themselves with the requirements, and complete any prerequisites listed in order to compete the badge at camp.

• At camp the counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them so that they can get the most out of the experience.

• The Scout shows up for 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

**REGISTER EARLY. Some merit badges will be limited to a certain number of scouts per time slot.**

**HELPFUL HINTS FOR LEADERS**

Feel free to bring supplies, materials, and tools for any merit badge work. Please review the prerequisites and restricted items for all merit badges. Help your Scouts by distributing merit badge work sheets.

Remind Scouts need to bring pen, pencils and paper for class work and reports.

It is not necessary for Scouts to sign up for all four merit badge periods. Leaders should remember that scouts need time for non-merit badge activities.

**Copies of Forms and Records:** The camp does not provide copies or print outs of unit merit badge records nor program area record sheets. This information is available digitally online. Records will be available online and updated frequently. Leaders are encouraged to check these records regularly. Individual conferences with counselors/directors may be arranged.

**Additional Merit Badge Offerings:** Your troop probably has several leaders coming to camp who are merit badge counselors. Ask them to bring their materials and offer those badges to the Scouts “next door” and from other units around the camp. Help expose Scouts to Merit Badges they otherwise wouldn’t get.

Talk with your Program Director and Commissioner Staff to get a class or two organized.
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<th>Merit Badge</th>
<th>See Notes Below</th>
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### Merit Badge Schedule

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The following codes apply to the Merit Badges above:

- **A** – Second-year camper and above.
- **B** – Limited enrollment or special request.
- **C** – Fourteen (14) years of age or older.
- **D** – Totin’ Chip required.
- **E** – Must have Swimmers Tag.
- **F** – Must have Swimming Merit Badge.
- **G** – Must have Lifesaving Merit Badge.
- **H** – Off-site transportation will be provided.
- **I** – Needs previous work in order to complete at camp.
- **J** – Overnight requirement will be completed & announced during the session.
- **K** – Requires four hours of conditioning.
- **L** – Thirteen (13) years of age or older.
- **M** – Sixteen (16) years of age or older.
- **N** – First two days are morning prep work. Last three are the actual trek.
- **$** – Additional costs associated.
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<tr>
<th><strong>MERIT BADGE PROGRAMMING</strong></th>
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<tr>
<td>Helpful hints:</td>
</tr>
<tr>
<td><strong>ARCHERY</strong></td>
</tr>
<tr>
<td>Times Offered:</td>
</tr>
<tr>
<td>Location:</td>
</tr>
<tr>
<td>Prerequisites:</td>
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<tr>
<td>Advance Preparation:</td>
</tr>
<tr>
<td>Costs:</td>
</tr>
<tr>
<td>Helpful hints:</td>
</tr>
<tr>
<td><strong>ART</strong></td>
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<tr>
<td>Times Offered:</td>
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<td>Location:</td>
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<td>Prerequisites:</td>
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<td>Advance Preparation:</td>
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<td>Costs:</td>
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<tr>
<td>Helpful hints:</td>
</tr>
<tr>
<td><strong>AVIATION</strong></td>
</tr>
<tr>
<td>Times Offered:</td>
</tr>
<tr>
<td>Location:</td>
</tr>
<tr>
<td>Prerequisites:</td>
</tr>
<tr>
<td>Advance Preparation:</td>
</tr>
<tr>
<td>Costs:</td>
</tr>
<tr>
<td>Helpful hints:</td>
</tr>
</tbody>
</table>
| **BASKETRY** | Times Offered: 2:00, 3:00, 4:00  
Location: Handicraft Lodge  
Prerequisites: None  
Advance Preparation: None  
Costs: $10 to $20 depending on project selected.  
Helpful hints: Basketry kits are available in the Trading Post for purchase. |
| **CAMPING** | Times Offered: 9:00, 2:00  
Location: Scoutcraft  
Prerequisites: Read merit badge pamphlet. Bring your “camping log” listing your 20 days and 20 nights. Complete Req. 9A, 9B, and 9C.  
Advance Preparation: Camping log must be signed by Scoutmaster.  
Costs: None  
Helpful hints: Will need paper and pencil. |
| **CHEMISTRY** | Times Offered: 9:00  
Location: STEM Bay  
Prerequisites: None  
Advance Preparation: Read merit badge pamphlet.  
Costs: None  
Helpful hints: This badge has a field trip to MRI Global |
| **CLIMBING** | Times Offered: 9:00 – 11:00  
Location: Climbing Tower  
Prerequisites: 13 years or older. Climbing experience is helpful, but not necessary.  
Advance Preparation: Read merit badge pamphlet. Must have proper footwear, long pants, and leather gloves (if possible). Class 3 physical is required.  
Costs: None  
Helpful hints: No personal equipment may be used. |
| **COOKING** | Times Offered: During meals  
Location: Dining Hall  
Prerequisites: Req. 4  
Advance Preparation: Read merit badge pamphlet.  
Costs: None  
Helpful hints: None |
<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Times Offered</th>
<th>Location</th>
<th>Prerequisites</th>
<th>Advance Preparation</th>
<th>Costs</th>
<th>Helpful hints</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EMERGENCY PREPAREDNESS</strong></td>
<td>10:00, 11:00</td>
<td>Scoutcraft</td>
<td>First Aid Merit Badge must be completed prior to taking this badge.</td>
<td>Read merit badge pamphlet.</td>
<td>None</td>
<td>Scouts will participate in an emergency drill during the week.</td>
</tr>
<tr>
<td><strong>ENVIRONMENTAL SCIENCE</strong></td>
<td>9:00, 10:00</td>
<td>Nature Lodge</td>
<td>Previous nature experience. Req. 3E and 4</td>
<td>Previous work needed to complete at camp. Read merit badge pamphlet. It is easier to complete Req. 3E and 4 before camp. Bring evidence of completion. Will need paper and pencil.</td>
<td>None</td>
<td>This is an intense merit badge program, designed for older Scouts.</td>
</tr>
<tr>
<td><strong>FIRE SAFETY</strong></td>
<td>11:00</td>
<td>Scoutcraft</td>
<td>None</td>
<td>Read merit badge pamphlet.</td>
<td>None</td>
<td>This badge has a field trip to the Bonner Springs Fire Department.</td>
</tr>
<tr>
<td><strong>FIRST AID</strong></td>
<td>9:00, 10:00</td>
<td>Scoutcraft</td>
<td>None</td>
<td>Will need a personal first-aid kit (available in the Trading Post).</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>GAME DESIGN</strong></td>
<td>10:00, 3:00</td>
<td>STEM Works</td>
<td>None</td>
<td>Read merit badge pamphlet.</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Course</td>
<td>Times Offered</td>
<td>Location</td>
<td>Prerequisites</td>
<td>Advance Preparation</td>
<td>Costs</td>
<td>Helpful hints</td>
</tr>
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<td>--------------------------------------------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>INDIAN LORE</td>
<td>10:00</td>
<td>Great House</td>
<td>None</td>
<td>Read merit badge pamphlet.</td>
<td>$5.00 to $20.00 depending on the projects selected.</td>
<td>None</td>
</tr>
<tr>
<td>INSTRUCTIONAL SWIM</td>
<td>9:00, 10:00, 2:00, 3:00</td>
<td>Pool</td>
<td>None</td>
<td>None</td>
<td>None</td>
<td>Visit the Aquatics Director in the Pool Office to make arrangements for lessons. Bring adults to help.</td>
</tr>
<tr>
<td>LEATHERWORK</td>
<td>2:00, 3:00, 4:00</td>
<td>Handicraft Lodge</td>
<td>None</td>
<td>None</td>
<td>$5.00 to $20.00 depending on the projects selected.</td>
<td>Need leatherworking kit or sheets of leather, which are available in the Trading Post for purchase.</td>
</tr>
<tr>
<td>LIFESAVING</td>
<td>8:30 - 10:00</td>
<td>Pool</td>
<td>Must have Swimming Merit Badge before beginning this badge.</td>
<td>Will need long pants, long-sleeved shirt, socks, belt and shoes.</td>
<td>None</td>
<td>Camp physical must allow for participation in stressful activities.</td>
</tr>
<tr>
<td>MAMMAL STUDY</td>
<td>10:00, 11:00</td>
<td>Nature Lodge</td>
<td>None</td>
<td>Read merit badge pamphlet.</td>
<td>None</td>
<td>Will need paper and pencil.</td>
</tr>
</tbody>
</table>
| **METALWORK** | Times Offered: 9:00, 10:00, 11:00  
Location: Metalwork Area—near Handicraft  
Prerequisites: 14 years or older.  
Advance Preparation: Read merit badge pamphlet.  
Costs: $10.00 for supplies payable in Trading Post. Please bring receipt to first class.  
Helpful hints: Class size will be limited. |
| **MILE SWIM BSA**  
(Not a Merit Badge) | Times Offered: Daily 6:00 AM Practice  
Location: Pool  
Prerequisites: Pass the swimmer test.  
Advance Preparation: Send a leader to count laps. Requires four hours of conditioning.  
Costs: None  
Helpful hints: None |
| **NATURE** | Times Offered: 10:00, 11:00  
Location: Nature Lodge  
Prerequisites: None  
Advance Preparation: Read merit badge pamphlet. Req. 4D2 & 4E1 will not be completed at camp.  
Costs: None  
Helpful hints: Will need paper and pencil. |
| **OCEANOGRAPHY/ WEATHER** | Times Offered: 11:00  
Location: Nature Lodge  
Prerequisites: None  
Advance Preparation: Read merit badge pamphlet.  
Costs: None  
Helpful hints: Will need paper and pencil. |
| **POTTERY** | Times Offered: 2:00, 3:00, 4:00  
Location: Handicraft Lodge  
Prerequisites: None  
Advance Preparation: None  
Costs: $10.00 for clay payable at the Trading Post. Please bring receipt to first class.  
Helpful hints: None |
<table>
<thead>
<tr>
<th><strong>REPTILE &amp; AMPHIBIAN STUDY</strong></th>
<th><strong>Times Offered:</strong></th>
<th>9:00, 2:00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Location:</strong></td>
<td>Nature Lodge</td>
<td></td>
</tr>
<tr>
<td><strong>Prerequisites:</strong></td>
<td>Req. 8</td>
<td></td>
</tr>
<tr>
<td><strong>Advance Preparation:</strong></td>
<td>Needs previous work in order to complete at camp. Read merit badge pamphlet. Req. 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed.</td>
<td></td>
</tr>
<tr>
<td><strong>Costs:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Helpful hints:</strong></td>
<td>Scouts may be handling live animals, including snakes.</td>
<td></td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th><strong>RIFLE SHOOTING</strong></th>
<th><strong>Times Offered:</strong></th>
<th>9:00, 10:00, 11:00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Location:</strong></td>
<td>Shooting Sports – Rifle Range</td>
<td></td>
</tr>
<tr>
<td><strong>Prerequisites:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Advance Preparation:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Costs:</strong></td>
<td>$10.00 for ammunition payable at the Trading Post. Please bring receipt to first class.</td>
<td></td>
</tr>
<tr>
<td><strong>Helpful hints:</strong></td>
<td>Attend sessions until requirements are completed.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>ROBOTICS/PROGRAMMING</strong></th>
<th><strong>Times Offered:</strong></th>
<th>9:00, 11:00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Location:</strong></td>
<td>STEM Bay</td>
<td></td>
</tr>
<tr>
<td><strong>Prerequisites:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Advance Preparation:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Costs:</strong></td>
<td>None.</td>
<td></td>
</tr>
<tr>
<td><strong>Helpful hints:</strong></td>
<td>Attend sessions until requirements are completed.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>SCOUTING HERITAGE</strong></th>
<th><strong>Times Offered:</strong></th>
<th>9:00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Location:</strong></td>
<td>Great House</td>
<td></td>
</tr>
<tr>
<td><strong>Prerequisites:</strong></td>
<td>Req. 4</td>
<td></td>
</tr>
<tr>
<td><strong>Advance Preparation:</strong></td>
<td>Read merit badge pamphlet. Requirement 4 cannot be completed at camp.</td>
<td></td>
</tr>
<tr>
<td><strong>Costs:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Helpful hints:</strong></td>
<td>None</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>SEARCH AND RESCUE</strong></th>
<th><strong>Times Offered:</strong></th>
<th>11:00</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Location:</strong></td>
<td>Scoutcraft</td>
<td></td>
</tr>
<tr>
<td><strong>Prerequisites:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Advance Preparation:</strong></td>
<td>Read merit badge pamphlet.</td>
<td></td>
</tr>
<tr>
<td><strong>Costs:</strong></td>
<td>None</td>
<td></td>
</tr>
<tr>
<td><strong>Helpful hints:</strong></td>
<td>Physically demanding merit badge. Space is limited.</td>
<td></td>
</tr>
</tbody>
</table>
| **SHOTGUN SHOOTING** | **Times Offered:** 9:00, 10:00, 11:00  
Location: Shooting Sports – Shotgun Range  
Prerequisites: 14 years or older.  
Advance Preparation: None  
Costs: $25.00 for supplies payable at the Trading Post. Please bring receipt to first class.  
Helpful hints: Will need to attend open shoot to complete merit badge. |
| **SNORKELING BSA**  
(Not a Merit Badge) | **Times Offered:** 11:00  
Location: Pool  
Prerequisites: Must qualify as a “swimmer” during the swim test on Day 1.  
Advance Preparation: None  
Costs: None  
Helpful hints: None |
| **SWIMMING** | **Times Offered:** 9:00, 10:00, 11:00  
Location: Pool  
Prerequisites: Camp physical must allow for participation in stressful activities.  
Advance Preparation: Must qualify as a “swimmer” during the swim test on Sunday.  
Costs: None  
Helpful hints: None |
| **WILDERNESS SURVIVAL** | **Times Offered:** 9:00  
Location: Scoutcraft  
Prerequisites: None  
Advance Preparation: Read merit badge pamphlet.  
Costs: None  
Helpful hints: Will need paper and pencil. The overnight requirement will be completed and announced during the session. |
| **WOODCARVING** | **Times Offered:** 2:00, 3:00, 4:00  
Location: Handicraft Lodge  
Prerequisites: Totin’ Chip required.  
Advance Preparation: None  
Costs: $5.00 to $20.00 depending on projects selected.  
Helpful hints: Will need Woodcarving projects available at Trading Post. |
RIMROCK TREK PROGRAM

Brand new this year, the Rimrock Trek Program is a mock-high adventure experience. Scouts will backpack the entire Rimrock Trail—approximately 11 miles—in three days. **Scouts must be a second-year camper or older.** Sign-ups will be limited to 15 participants. Additional sign-ups must be approved by the Program Director.

Monday and Tuesday during the merit badge hours (9:00 AM – 12:00 PM) will be preparation work and conditioning. Then, after breakfast on Wednesday, Scouts will depart from the Nature Lodge and head along the eastern side of the Rimrock Trail. Lunches will be trail-lunches along the trek. Dinners and breakfasts will be in campsites along the trail.

At the end of the first day of trekking, Scouts will set up camp in a campsite near Cub World. There they will do activities such as knife throwing, branding, candle making, and Dutch oven cooking.

During the second day of the trek, Scouts will be able to stop at the Climbing Tower and Ranges. That night, they will set up camp on The Point in South Camp.

The third, and final, day of the trek will only take the morning. Scouts will be back in time for lunch in the Dining Hall. They can then enjoy the free afternoon activities and relax. Scouts who complete the trek will earn the Rimrock Trek patch.

Scouts will need to provide themselves the following items: a **backpacking backpack**, **hiking shoes**, **changes of clothes**, a **tent** (preferably no larger than a two-person tent), and **sleeping bag**.

Over the course of the trek, Scouts will complete the following requirements for merit badges: Backpacking Merit Badge requirements 1-9, Cooking Merit Badge requirement 6, and Hiking Merit Badge requirements 1-3.

Scouts in this program **will be unable to attend other merit badge classes**. Additionally, Scouts planning to do their **Ordeal or Brotherhood processes** during the session will be unable to do the trek.
One of Camp Naish’s greatest advantages is its proximity to Kansas City. Because of this, several merit badges utilize field trips. Those badges are: American Heritage, Aviation, Chemistry, and Fire Safety. These trips will take place during the open afternoon blocks. Scouts will leave immediately after lunch from the office and return by about 5:00 PM. Transportation will be provided by the camp. Some field trips will have costs associated with them. The day of the trip will be communicated by the merit badge counselor on the first day of program.

American Heritage Merit Badge will take a trip to the National World War I Museum. There are admission costs associated with this trip.

Aviation Merit Badge will take a trip to Charles B. Wheeler Downtown Airpoint to get up close and personal with aircraft and aircraft support equipment. There are no costs associated with this trip.

Chemistry Merit Badge will take a trip to MRI Global to visit a chemistry lab and speak with a chemist. There are no costs associated with this trip.

Fire Safety will take a trip to visit the Bonner Springs Fire Department. Scouts will be able to see the different types of fire trucks and see the inside of a station. There are no costs associated with this trip.
COOKING MERIT BADGE

Want to escape Dining Hall food? One of our newest offerings this year is the Cooking Merit Badge! Scouts enrolled in this merit badge will cook all of their meals starting with breakfast on Day 2. Groups of six to eight will have a kitchen station on the front porch of the Dining Hall. Scouts will arrive 30 minutes before the start of each meal, cook, eat, and clean-up their stations. Enrollment will be limited to 40 Scouts.

NOVA & SUPERNOVA AWARDS

The Boy Scouts of America has introduced two awards that Scouts can earn by demonstrating an interest and understanding in various STEM (Science, Technology, Engineering, and Mathematics) areas. Additional information on the NOVA and SUPERNOVA Awards, including the requirements beyond the Merit Badges, can be found online at http://www.scouting.org/stem/Awards.aspx.

If you are interested in earning any of these awards, information is available at the Central Camp Office. Several merit badges that Scout can earn at camp support the various NOVA and SUPERNOVA awards.

NOVA and SUPERNOVA Award Merit Badges Offered at Naish:

- Archery
- Environmental Science*
- Fish & Wildlife Mgmt.*
- Game Design*
- Mammal Study*
- Nature*
- Oceanography*
- Reptile & Amphibian Study*
- Rifle Shooting
- Shotgun Shooting
- Weather*

* Denotes SUPERNOVA Award Merit Badge
TRAILBLAZER PROGRAM

The Trailblazer Program has been developed to help Scouts earn Tenderfoot through First Class requirements. Scouts do not have to attend every session. They can just take advantage of the skills they need by going to the days those skills are covered.

This program will be led by the Scoutcraft Staff. The Scoutcraft Program Area will be the headquarters, but the activities may take you to other locations in camp. Troop Guides and Assistant Scoutmasters should accompany your first- and second-year campers in order to assist them in the skills development. Although instruction is provided by the camp staff, requirements are tested and signed off by unit leadership.

There are five (5) separate sessions in which activities are grouped. Schedule changes will be announced at Camp. Activities are held twice daily (2:00 PM and 4:00 PM) and are grouped as follows:

A. DAY 1 (Monday): Ropes and Knots
   Tenderfoot Scout:
   Requirement 3a, b, c – square knot, two half-hitches, taut-line hitch
   Second Class Scout:
   Requirement 2f – sheet bend knot
   Requirement 2g – bowline knot
   First Class Scout:
   Requirement 3b – timber hitch and close hitch

B. DAY 2 (Tuesday): Wood Tools
   Tenderfoot Scout:
   Requirement 3d – tool care and sharpening

C. DAY 3 (Wednesday): Compass and Map Reading
   Tenderfoot Scout:
   Requirement 5a, b, c – safe hiking rules & buddy system
   Second Class Scout:
   Requirement 3a – compass work/map symbols
   First Class Scout:
   Requirement 4a – orienteering course

D. DAY 4 (Thursday): Nature
   Tenderfoot Scout:
   Requirement 4b – identify poisonous plants
   Second Class Scout:
   Requirement 4 – evidence of 10 animals
   First Class Scout:
   Requirement 5a – identify 10 native plants
   Requirement 5b, c, d – weather conditions

E. DAY 5 (Friday): First Aid
   Tenderfoot Scout:
   Requirement 4a – simple first aid
   Second Class Scout:
   Requirement 6a – first aid injuries
   Requirement 6b – “hurry” cases
   Requirement 6d – emergency cases
   First Class Scout:
   Requirement 7a – bandages
   Requirement 7b – transport
   Requirement 7c – heart attack signs, CPR

Special Notes:
- For Day 3 (Compass and Map Reading), Scouts should bring a compass.
- Day 4 (Nature), Scouts will meet at the Nature Lodge [JC4]
MEALTIME & EVENING ACTIVITIES AVAILABLE

The Camp Naish Staff has planned exciting mealtime and evening programs for your unit. Below, find an outline of scheduled events and descriptions. **PLEASE NOTE:** Schedule changes will be announced at camp.

**MONDAY PROGRAMMING:**

**BLACK POWDER SHOOTING, ACTION ARCHERY, and CHALKBALL**
The ranges will be open for unique shooting opportunities. To mitigate crowds, a sign-up sheet for each activity (black powder, action archer, and chalkball) is available in the office. **There is a $2.00 ammunition fee for black powder and chalkball,** payable at the Trading Post. Please bring receipt to the Shooting Sports Staff.

**MOVIE NIGHT AT THE HANDICRAFT PORCH**
At 7:30 PM, join the staff at the Handicraft Porch for a movie. Drinks and popcorn will be available. Additional snacks will be available at the Trading Post for purchase.

**TUESDAY PROGRAMMING:**

**RELIGIOUS SERVICES**
Following the evening meal, there will be the opportunity for Scouts to attend Religious Services. All Scouts and Scouters should wear Field Uniform for the Religious Services. See page 21 for more details.

**DISCOVER SCUBA**
At 7:00 PM, Mark Gilbert of the local Dive Shop will offer an introduction to SCUBA. Participants can learn the basics of scuba and scuba gear. Class is limited to 15 participants. Scouts must be at least twelve (12) years old. Units can sign-up Scouts online. To accommodate Scouts, there will be a lottery after dinner on the first night. The Scout or leader must claim the spot after dinner the first night. In addition, **all participants must complete the PADI Discover Scuba Form** (special health form and liability release; refer to HOAC website). To ensure Scouts’ health and safety, there are three medical conditions that preclude participation in this program: (1) history of seizures, (2) history of asymptomatic asthma, (3) Diabetes. **Cost is $15 per Scout.**

**DESSERT COOK-OFF**
The Famous Dessert Cook Off is at 8:00 PM on Tuesday night. Bring your troop’s most famous or infamous dessert to the Commissioner’s Cabin. Each troop is expected to bring their own ingredients to make their dessert.

**ORDER OF THE ARROW LEGACY HIKE**
The Order of the Arrow has a long and rice history at the Theodore Naish Scout Reservation. The Camp Staff invites all Arrowmen to join them on a trip to view an integral part of that history: the old Ceremonial Grounds. Before the completion of the modern-day ceremonial site, this relief in the side of a hill served as the beginning to many Arrowmen’s journey in the Order of the Arrow. We will start at 8:45 pm in the Great House and will hike down to the old Ceremonial Grounds for a special ceremony. **NOTE: The hike is strenuous.**
WEDNESDAY PROGRAMMING:

ADULT BELLY FLOP CONTEST
Send down your leaders with the most flare (or gut) to compete in our camp-wide Belly Flop Contest. The Adult Belly Flop Contest will take place after lunch on Wednesday. To participate, Adult Leaders MUST be a Swimmer Classification (Blue Band).

STAR HIKE
Join the STEM staff on a light night adventure! Journey the stars and view the constellations. Scouts attending the hike will meet at the STEM Bay at 9:30 PM.

SENIOR SCOUT SNACK
Scouts, ages 15 – 17, are invited to the Great House Wednesday night at 9:30 PM for free milk and cookies and a conversation with the Camp Naish Staff about what they like best about Camp Naish and what changes they would like to see.

THURSDAY PROGRAMMING:

TIE-DYING
All Scouts should bring a blank white t-shirt to camp with them. The Handicraft Staff will help offer Scouts an opportunity for tie-dying during camp. Tie-dying will begin at 7:00pm.

NIGHT SWIM
For those not participating in the Order of the Arrow Ceremonies, the pool will be open to Scouts from 7:00 - 9:00 PM. Come and enjoy the water after a long day in the sun!

FRIDAY PROGRAMMING:

KARDBOARD KAYAK RACES
Troops are invited to construct a boat using only the following materials: cardboard, duct tape and trash bags. After lunch on Friday, troops will be able to race their creations and see if they can float! There will be limited supplies at Camp Naish, so please plan ahead.

WEEKLONG PROGRAMMING:

CAMP NAISH STAFF BINGO
First-Year Campers can pick up a BINGO Sheet in the Trading Post and see if they can find a camp staff member that matches the descriptions in each box. Ask that person to sign his or her name in that particular box. A staff member may only sign one box. Get five signatures in a row to get BINGO, and turn-in to the Trading Post for a prize!

HONOR TROOP AWARD
Troops will have the opportunity to achieve the status of Honor Troop at camp for the week. This award will be comparable to Quality Unit, in that any unit that completes a list of requirements will qualify. Requirements can be found in the APPENDIX.

SCOUTMASTER MERIT BADGE
The Scoutmaster Merit Badge is a program that allows Scoutmasters to experience various areas of camp and maximize their stay at camp. Scoutmasters will receive a Scoutmaster Merit Badge Award upon completion. Requirements can be found in the APPENDIX.
PROJECT C.O.P.E.

Theodore Naish Scout Reservation is home to Project C.O.P.E. (Challenging Outdoor Personal Experience). This exciting adventure program is geared towards older Scouts, inviting them to participate in a series of group games, team building exercises, low-course and high-course events. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, and rappel.

Project C.O.P.E. culminates with the challenging High-Ropes Course, which consists of a zip line, two-wire traverse, vine walk, Giant’s Ladder, and a few other stages to challenge your physical and mental capabilities. The High Ropes Course is a physically intense program requiring good physical health.

Participation is a session-long commitment. Scouts can sign-up for the daily morning program session, 9:00 AM – 11:00 AM. Participants must be at least 13 years of age. Scouts will register for C.O.P.E. after the evening meal on Day One. Participants will be capped at 10 Scouts. Participants should wear clothing that can get dirty.

PATROL TIME ACTIVITIES

Daily at 2:00 PM, 3:00 PM, and 4:00 PM, the Camp Naish Staff invites Scouts to explore camp and activities with free time for patrol activities and free swims.

The Archery, Rifle and Shotgun Ranges will be open for free shoots during these periods. Scouts must attend a safety talk at least once before being allowed to shoot. Cost is $2.00 for each shooter. Pay at the Trading Post and take your receipt with you to the range.

From 2:00 PM – 5:00 PM the Handicraft Porch will be open for merit badges. The badges offered are: Art, Basketry, Leatherworking, Pottery, and Woodcarving. Scouts can arrive and work on their projects at their own leisure.
SWIM TEST

Part of the camp check-in procedure is reporting to the camp pool to take the swim test. In accordance with BSA standards, the swimming ability of all Scouts and leaders must be evaluated before they can take part in any aquatic activity. There are three classifications of swimming skills: non-swimmer (white band), beginner (red band), and swimmer (blue band). The test consists of:

1. Jump feet first into water over the head.
2. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
3. Then swim 25 yards or using an easy, resting backstroke.
4. The 100 yards must be swum continuously and include at least one sharp turn.
5. After completing the swim, rest by floating.

Scouts and Scouters fulfilling all the above requirements wear a blue swimmer band.

Scouts and Scouters who can only jump in water over their head, swim 50 feet, and make one sharp turn, wear a red beginner band.

Scouts and Scouters who cannot complete the beginner requirements, or who choose not to swim, will wear a white band.

All Participants must have a swim band.

TROOP SWIM

Twice daily, troops are assigned free swimming times depending upon the campsite in which they are camping:

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<tr>
<td>Cheyenne, Apache, Delaware, Cherokee</td>
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The Order of the Arrow, founded in 1915, is Scouting’s National Honor Society. At Camp Naish, the Order has been an integral part of the camping program since 1939. The Order has four main purposes:

- To recognize those campers - Scouts and Scouters — who best exemplify the Scout Oath and Law in their daily lives, and by such recognition, cause others to conduct themselves in such manner as to warrant recognition.
- To develop and maintain camping traditions and spirit.
- To promote Scout camping, which reaches its greatest effectiveness as a part of the unit’s camping program, and to help strengthen the district and council camping program both year-round and at summer camp, as directed by the camping and activities committees of the council.
- To crystallize the Scout habit of helpfulness into a life of leadership in cheerful service to others.

Summer Camp is an ideal place to induct your unit’s Ordeal candidates. The schedule for Ordeal candidates during each summer camp session is as follows:

- **Wednesday evening:** Call-out Ceremony (After Family Night Campfire)
- **Wednesday night:** Pre-Ordeal Ceremony (Candidates need to be prepared to sleep out on this night.)
- **Thursday:** Ordeal continues throughout the day (Candidates need to be prepared to work throughout the day. Note that candidates will not be able to attend merit badge classes on Thursday. Make-up opportunities are possible on Friday, although participation in the Ordeal may preclude completion of certain merit badges at Summer Camp.)
- **Thursday evening:** Ordeal Induction Ceremony

There is also an opportunity for Ordeal members to rededicate themselves by attaining their Brotherhood membership. The schedule for Brotherhood candidates during each summer camp session is as follows:

- **Wednesday:** Brotherhood Candidates attend both Call-out and Pre-Ordeal Ceremonies
- **Thursday:** Brotherhood continues throughout day (Candidates will not be able to attend merit badge classes. Make-up opportunities are possible on Friday.)
- **Thursday evening:** Brotherhood Ceremony

OA Day will be on Friday of each session. Every member of Tamegonit Lodge (especially any new Ordeal member) is encouraged to wear the OA sash or an OA t-shirt to demonstrate OA spirit.

All Arrowmen are invited to attend Arrowman 101 and 202 during Cracker Barrel on Thursday evening. Arrowman 101 helps new Arrowmen become familiar with the opportunities in the Order of Arrow, while 202 serves as a refresher course.
ADULT LEADER ACTIVITIES

Coffee for leaders is available all day in the Commissioner Cabin, which is located off the side of the Flag Mall. Coffee is also available during posted hours in the Dining Hall. Adult leaders are encouraged to check in on Scouts at the various program areas throughout the camping session.

LEADER TRAINING COURSES

Training opportunities for all Boy Scout of America leaders will be available during the session, coordinated by the Camp and Commissioner Staffs. Leaders can register for trainings at the Commissioner’s Cabin.

Introduction to Outdoor Leader Skills (IOLS) will be offered via the Commissioner Staff. Participants will take part in a fun-filled two-day overnight program of hands-on skills training in the outdoors, designed to help you master basic camp skills required for Tenderfoot to First Class. This training is open to all adult leaders and Scouts 17-years-of age. This training is required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters. There is not an additional charge for training for Scouters registered for camp ($25 fee for non-campers), but you will need to bring some additional equipment. Participants should bring with them the items a Scouts needs to pack for an overnight camping trip (refer to the Scout Handbook). The course requires a minimum of 5 participants to be offered. Training starts on Day 3 of camp and concludes on Day 4.

BSA Aquatics Supervisor will be offered daily at the Pool, from 9:00 AM to 12:00 NOON. Textbook costs are approximately $15. This course is open to youth 16 years of age and older. Additionally, the Aquatics Director will offer Safe Swim Defense and Safety Afloat (required leader trainings for unit activities involving aquatic activities; confirmation of this training is required on local and national tour permits for trips involving boating, canoeing, or kayaking).

Fundraising and Recruitment Seminar will be offered Tuesday Night at 8:00 PM in the Commissioner Cabin. This seminar focuses on what you can do to maximize your troops potential in fundraising and recruiting new Scouts and Scouters. Please feel free to bring your own ideas to the table in addition to our suggestions.

Wilderness First Aid will be offered TBA. This course covers First Aid scenarios relevant to situations in the Great Outdoors. It is highly recommended for a unit to have at least one leader with this certification.

All training times will be announced at meals and posted at the Commissioner’s Cabin during each session.
SERVICE HOURS

If your Scouts are looking for service hours, we can provide! Service projects can include items like: helping the aquatics staff clean shower houses, cleaning up a trail, and dressing tents. Talk to the Program Director about items around camp that Scouts can help with.
The Theodore Naish Scout Reservation is located 5 miles from the junction of I-435 and K-32. The address of the reservation is 1100 Martinek Lane, Kansas City, Kansas 66111. The Naish Scout Reservation is between K-7 and 435, and North of K-32.

From 435: Take 435, to K-32 (K-32 exit is South of the I-70/Legends interchange). Exit K-32 and go WEST (right) on K-32 to 121st Street. Turn North (RIGHT) on 121st Street and follow the winding road to the entrance of Naish Scout Reservation.

From K-7. Go NORTH on K-7 to the K-7/K-32 Junction. Go EAST on K-32 to 121st Street. Turn LEFT on 121st Street and follow the winding road to the entrance of Naish Scout Reservation.

You can get driving directions from most internet directions sites.
INSERT HEALTH FORM HERE
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INSERT HEALTH FORM HERE
LETTER TO EMPLOYER
REQUEST FORM

The Heart of America Council stands ready to send a letter to your supervisor or company informing them of the leadership you provide to the Scouts in your unit while at summer camp. We will also stress the importance of this summer camp experience for each Scout. To have a letter sent on your behalf, please complete the information below and turn it in to the camp office during the check in process.

PRINT LEGIBLY

Camp (circle one): Naish Boy Scout Camp    Webelos Camp    Bear Camp

Session of Camp: _______________ Dates attended of Camp _______________

(Circle one) PACK  TROOP  UNIT NUMBER_______  DISTRICT_______

SCOUTER’S NAME: Mr. Mrs. Ms.__________________________________________

Address_______________________________________________________________

City & State_________________________Zip Code_________________________

SEND LETTER TO

Supervisor’s OR Spouse’s Name: (Circle either supervisor or spouse)

Mr. Mrs. Ms.__________________________________________________________

Supervisor’s Position or Title_____________________________________________

Company Name________________________________________________________

Address________________________________________________________________

City & State_________________________Zip Code_________________________

RETURN TO: HOAC, 10210 Holmes Rd, Kansas City, MO 64131 or fax 816.942.8086
2022 PRE-CAMP ORDER – BOY SCOUT CAMP
THEODORE NAISH SCOUT RESERVATION

ONE ORDER PER TROOP

Receive a DISCOUNT when your troop orders and pays in full for all camp T-shirts and camp-wide photos ordered on this form. Your order will be pre-packaged and waiting at the camp trading post.

Mail by May 2, 2022 to:
HOAC – Naish Trading Post
PO Box 414177
Kansas City MO  64141-4177

Campsites/Camps/Army/Reservation:

Apache
Cherokee
Cheyenne
Chickasaw
Delaware
Kiowa
Navajo
Osage
Pawnee
Shawnee
Sioux

Date: ________________
TROOP #: ____________
DISTRIBUTION: ________________________
Unit Leader Name: ___________________________
Phone Number ____________________________
Address: ____________________________
City: __________________________
State: __________________________
Zip: __________________________
Email: __________________________

The following items are available for your troop to pre-order for camp:

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<th>Discount</th>
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Total Enclosed $
CUSTOMISATION FORM FROM SEEN MERCH COMING SOON
# Naish Part Time Leader Days

Troop________District Name___________Session_______Camp_________Campsite________________

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<th>Leader Name</th>
<th>Day 1</th>
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**TOTAL BY DAY**
### Shared Full Time Leader Days

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YOUTH
2022 SPECIAL NEEDS REQUEST
MUST BE SUBMITTED BEFORE THE CAMP SESSION BEGINS

Any Scout or adult with special needs (physical need or special dietary) that require the attention of the camp staff, should complete the 2022 Online Naish Special Needs Request form. Special dietary needs will only be accommodated for medical or religious purposes. This on-line form can be found at www.hoac-bsa.org under Camping/Camp Resources section. This form needs to be submitted through the online site 3-4 weeks before your camp session begins, and a doctor's or religious leader's note MUST be uploaded. This form must be submitted annually. Golf carts or similar personal transportation devices are not permitted at camp without prior approval on a Naish Special Needs Request form.

SPECIAL NEEDS REQUEST - www.hoac-bsa.org/camping-resources
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HONOR TROOP AWARD

To be recognized as an Honor Troop for your week at camp, your unit must complete 10 items. The 4 starred are required. This worksheet is due to the Program Director by the end of lunch Friday. Late sheets will not be accepted.

The Program Director reserves final authority to determine the eligibility of units to earn the status of Honor Troop.

1. Your Senior Patrol Leader must attend at least 4 of the daily SPL Meetings.*
2. Volunteer to do a skit or song for the Closing Night Campfire.*
3. You can be late for no more than 1 meal throughout the week.*
4. 75% of your troop must have perfect attendance for their merit badge sessions.*
5. Raise or lower the flag for camp assembly.
6. Participate in the Night Swim.
7. Build a gateway for your campsite.
8. Have scouts participate in at least 2 of the Outpost Meal Programs.
9. Have Arrowmen participate in the Order of the Arrow Legacy Hike.
10. Perform a Troop Yell or Cheer during a meal in the Dining Hall.
11. Enter the Dessert Cook Off.
12. Send a leader for the Adult Belly Flop Contest.
13. Participate in the Kardboard Kayak Races.
14. Complete a serve project approved by the Commissioner or Reservation Ranger.
15. Show improvement in your campsite inspection scores for the week.

Senior Patrol Leader Signature: ______________________________________________________________

Scoutmaster Signature: ___________________________________________________________________
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SCOUTMASTER MERIT BADGE

Name: _____________________________________________________ Unit Number: ______________

Below you will find the requirements for the Scoutmaster’s Merit Badge. You must complete 10 of 15 requirements, including the 5 starred items to qualify for the recognition. You may start working on the Merit Badge as soon as you arrive in camp. This sheet must be turned in to the Program Director with all the requirements initialed by the end of lunch Friday. Late sheets will not be accepted. Each item may only be completed once for credit.

_____1. Attend at least three leaders’ meetings during your week at camp. *

_____2. Participate in one Adult Leader Training Session. *

_____3. Volunteer in the Trailblazer Program for one session. *

_____4. Serve as a volunteer lifeguard at the pool during free swim. *

_____5. Take a nap in a camp chair. *

_____6. Participate in the Adult Belly Flop Contest.

_____7. Complete the Mile Swim.

_____8. Attend an Evening Program.

_____9. Help your Scouts compete in one of the competitions throughout the week.

_____10. Introduce yourself to someone you don’t know at the Trading Post and buy them a slushie.

_____11. Make a tie-dye shirt.

_____12. Bribe the Camp Director or Program Director (Creativity Counts).

_____13. Invite a staff member to eat a meal with your troop.

_____14. Help a Scout complete a craft project at Handicraft.

_____15. Sit in on one merit badge session and assist with “crowd control.”
CAMP NAISH GRACE

Be present at our table Lord,
Be here and everywhere adored,
These Mercies Bless and grant that we,
May feast in paradise with thee...
Amen

CAMP NAISH SONG

High above the broad Kaw Valley
Stands the camp we love.
‘Midst the elms and tall oak branches,
With God’s sky above.
Here we say that on our honor
We will ever be
Loyal scouts and ever faithful,
Dear Camp Naish to thee.