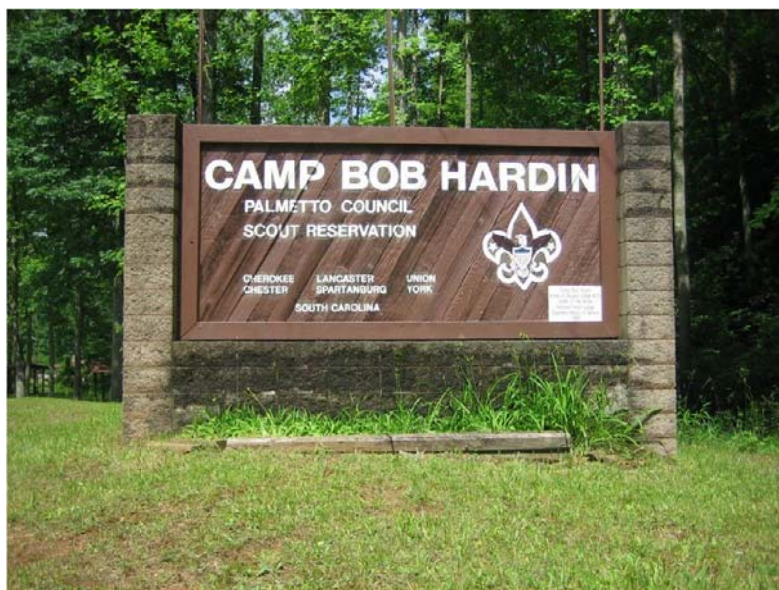


Palmetto Council, BSA

CAMP BOB HARDIN

at

Saluda, North Carolina



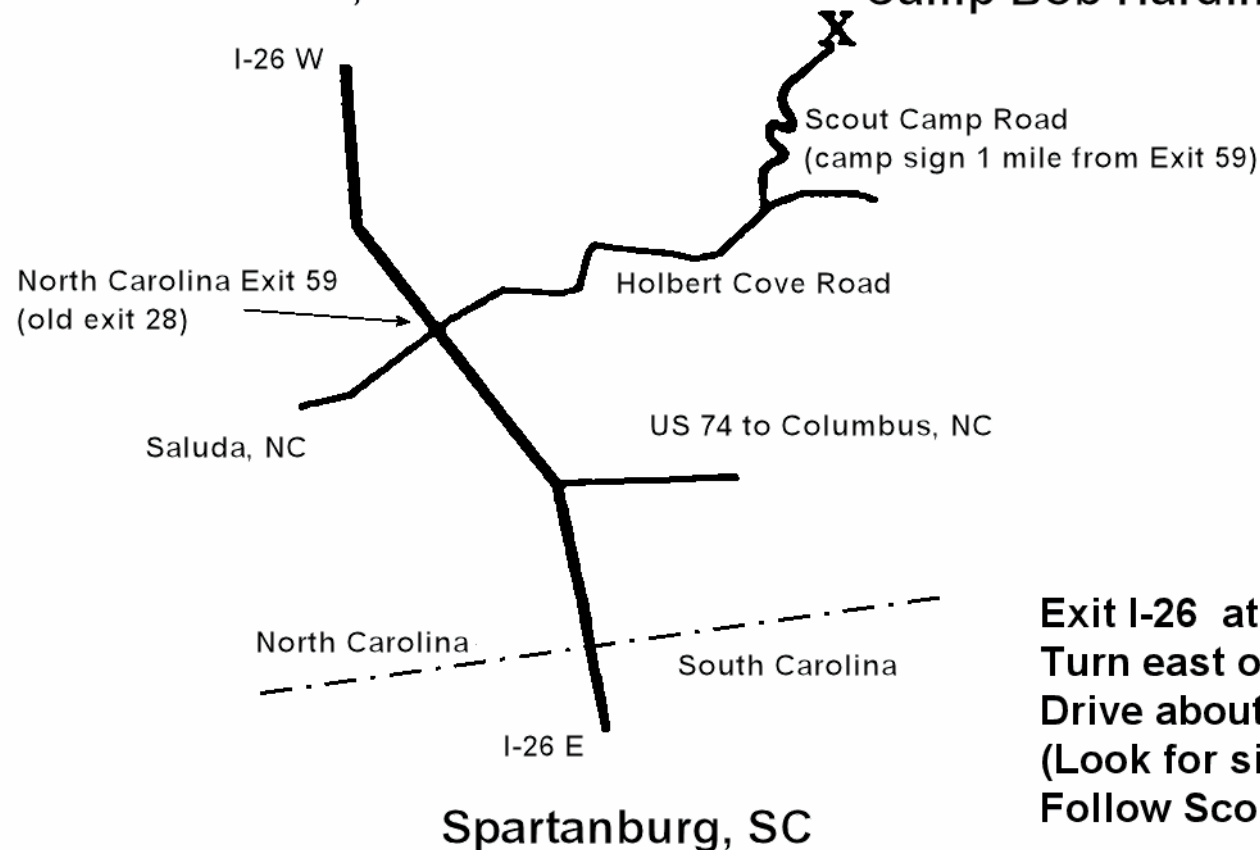
2010 Leader's Guide

Host of National Camping School
1999, 2003

Camp Bob Hardin Palmetto's Pride

Hendersonville, NC

Camp Bob Hardin



Exit I-26 at Saluda, NC. (Exit 59)
Turn east on Holbert Cove Road.
Drive about 1 mile to Scout Camp Road.
(Look for sign on the left.)
Follow Scout Camp Road to the camp.



Fellow Scouters,

It is an honor to welcome you to our camp, Camp Bob Hardin. Located in what was once the home of the Cherokee Nation, Camp Bob Hardin is nestled along the Green River in the North Carolina Mountains. The rugged terrain is reflective of the hardy pioneering spirit of those who settled here. The Appalachian Mountains are the perfect setting for Scouts to discover their own abilities while exploring the many adventures that await them at Camp Bob Hardin.

Through the "Upward Bound" program, in which younger Scouts learn fundamental skills, and the Merit Badge program for intermediate Scouts, Camp Bob Hardin puts you on the fast track to advancement. Our Shooting Sports program has separate Archery, Shotgun, and Rifle Ranges to provide the best and safest training possible. We offer Merit Badge courses all the way from A to Z, and a complete Aquatics program with something for swimmers of all levels, including BSA Lifeguard training, at Lake Bob Justice. The athletic field adjacent to Murphy Pavilion is ideal for Ultimate Frisbee games, and is the site of the camp-wide Frisbee Tournament. The boat-house at Lake Heron offers the ideal outdoor classroom for teaching rowing, canoeing, and motor boating, and the lake itself is excellent for boating, and there are great fish to be caught at both of our lakes. Add to this a first class Nature Lodge and the best camp food anywhere and it's easy to see that Camp Bob Hardin offers something for everyone. For the older Scouts, we offer high adventure programs such as Project COPE, which teaches leadership skills and team building through a series of challenging rope courses, and Trek, an off-site, five-day wilderness backpacking and canoeing adventure that is sure to test even your Eagle Scout's limits. There is even a Scouter's Lodge, which is an ideal place to sit and relax after a long day at camp.

The Boy Scouts of America's honor society, "The Order of the Arrow," chartered Skyuka Lodge 270 in 1954. Since then our members have worked hard to continuously improve the facilities and programs offered at our camp. Lodge officials and the members of Indian Affairs put on an impressive Tap-out ceremony each week to induct our new members. At these ceremonies you will learn the legend of Skyuka, a famous Cherokee, from whom our Lodge gets its name. The Cherokees believed that they were only caretakers of the land, rather than owners. Help us as we strive to fulfill this belief. Thank you for choosing to attend Camp Bob Hardin, we promise to work hard to make this year's summer camp your best Scouting Experience ever.

WWW

Yours in the Spirit of Scouting,

Andrew Strasburger

Andrew Strasburger
Skyuka Lodge Chief
2009 – 2010



Dear Scouter

Camp Bob Hardin is nestled in the hills of northeast North Carolina. It is located on 250 acres of mountainous terrain and offers a true mountain top experience. There are cool temperatures in the morning and evenings with warm afternoons. It is perfect to offer your Scouts a week full of adventure and advancement.

We offer a full advancement program, which is responsive to your troop needs, while setting an example of the Scout Oath and Scout Law for the campers. There are also plenty of opportunities for your leaders to get out and about and experience all the great things we have to offer at Camp Bob Hardin. We have trained and experienced staff ready to work with your unit on advancement and other areas in which your troop may be interested. Aquatics, Upward Bound for first year Scouts, Handicraft, Scoutcraft, white water rafting, Horsemanship and shooting sports are just some of the great programs available for your Scouts. Look for new merit badges in 2010. The camp is licensed to operate by the Boy Scouts of America, is inspected by the State Department of Health and the regional BSA inspection team. Camp Bob Hardin is a 100 percent nationally accredited Boy Scout resident camp.

There were many facility improvements during 2008 and we others were added in 2009. New tents, showers, kitchen stove, and dining hall upgrade were just a few of the areas improved. Our modern Nature Lodge with a new air-conditioner houses our Nature classes and program reviews with leaders in the evening. COPE is new and improved and will add excitement for your older Scouts. A new Climbing program was added for 2008. All of our campsites are either tents or eight bunk adirondacks.

We are continuing to expand and improve the programs offered at Camp Bob Hardin. We are always looking for input on how to make the camp better. Please do not hesitate to let us know if there is anything that we can do to improve your stay. The staff is available to help you with your troop program if needed.

Please read this guide from cover to cover because we have made numerous changes from 2009. If you have any questions, you may call the Palmetto Council Center at 1-864-585-4391.

Royce Copeland

Royce Copeland
Camp Director

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I. Fees and Camp Promotion

Camp Fees

Site Reservation	\$125.00
Palmetto Council Youth	\$165.00
Out-of-Council Youth	\$185.00
Initial Two Adults	No Fee
One Additional Adult for Each Six Boys Above Twelve	No Fee
Leaders Over the Above	\$70.00

The site reservation fee is neither refundable nor transferable to another troop. It will be applied towards your troop's total registration and program costs.

An initial deposit for Scouts is due March 1. You may add additional Scouts up to May 1 without a late fee. Scouts added after May 1 will pay an additional \$10.00. Fees are transferable from one Scout to another within the same troop. The additional late fee will be assessed in 2009.

Program Fees

Archery merit badge	\$10.00
Project COPE	\$25.00
Trek	\$40.00
Climbing merit badge	\$25.00
Horsemanship merit badge	\$35.00
Chuck Wagon trip for Horsemanship	\$20.00
Whitewater Rafting	\$35.00
Rifle Shooting merit badge	\$25.00
Shotgun Shooting merit badge	\$35.00
Tubing	\$7.00
Basketry merit badge	materials *
Leatherwork merit badge	materials *
Indian Lore	materials *
Wood Carving	materials *
Advance order CBH T-shirt	\$12.00
Mountain Lake Biking	\$15.00
Motorboating	\$10.00
Water Sports	\$15.00

* Kits for these can be purchased at the trading post Sunday night. Kit prices start at:

Basketry - \$15.00 (seat)
Indian Lore - \$10.00
Leatherwork - \$10.00
Wood Carving - \$5.00

Camp Promotion

There are several tasks that need to be completed long before your troop arrives at check-in for the first day of camp. One of the most important is to make certain that your troop has reviewed and shared all necessary promotional and informational materials with its Scouts and their parents. The idea is to keep everyone well informed on what to expect from camp. Scouts will need to know the dates for camp, what to bring, and which merit badges they will be taking. Parents need to know the costs of the camp's various programs, where to send mail, the location of Camp Bob Hardin, and who to contact in case of an emergency.

We encourage you to hold a parent/Scout information meeting in December or January. In this meeting, it is suggested that you review this Leader's Guide and discuss details about the camp and its program. Please ensure that all leaders are familiar with this guide.

Ways to Promote Camp

1. Visit Camp Bob Hardin with your troop.
2. Participate in fund raising projects that enable Scouts to pay their own way.
3. Apply for camp scholarships for financially disadvantaged Scouts. (Limited quantity)
4. Invite current or former CBH staff members to a troop meeting.
5. Talk about camp activities.
6. Show how those who attend camp earn more merit badges and advance in rank faster.
7. Create a 100% patrol camp participation award.
8. Share photos and patches.
9. Conduct troop camping trips that focus on camp skills and competitions.
10. Involve the Order of the Arrow.

Non-Discrimination Statement

Camp Bob Hardin and Scout camping is available to all youth registered with the Boy Scouts of America regardless of race, religious preference, creed, or nationality.

Meals

Meals are served family style at Camp Bob Hardin.

II. Reservations, Check-In & Arrival

Camp Reservations

Please make every attempt to reserve your campsite as early as possible. Any troop that fails to pay its site reservation and confirmation fees prior to March 1 may lose its campsite to other troops on the waiting list. Small troops will not hold exclusive reservations to campsites. Such troops will be restricted to the number of tents and beds required to serve the needs of the troop.

Getting started on the right foot can often set the tone for your troop's entire summer camp experience. Understanding the following procedures will help make the check-in procedure run as smoothly as possible.

Before You Leave Home

1. Read the CBH Leader's Guide carefully.
2. Conduct a summer camp parent/Scout meeting within your troop.
3. Plan the troop's program during a patrol leaders' council meeting.
4. Ensure that all reservations have been made and all fees paid.
5. Ensure that program pre-registration forms and roster have been completed and mailed.
6. Schedule merit badges for each Scout.
7. Assign an assistant Scoutmaster as troop health & safety officer and give him the following:
 - A. Physicals for camp medical director.
 - B. List of Scouts taking medications and medications being taken.
 - C. Insurance policy and forms for out-of-council troops.

Please Have the Following at Check-in

1. CBH Leader's Guide.
2. Copies of all camp reservation and payment forms.
3. Receipts for all fees paid.
4. Check or cash to settle any outstanding fees.
5. Completed BSA physical for all people.
6. Letter from local Order of the Arrow lodge chief for out-of-council Scouts being tapped out.

Check-in

Note: If you arrive early, please wait in the parking lot for the check-in procedure to begin.

1. Scoutmaster reports to the camp director with copies of all above materials while the program director assigns a troop guide to your troop.
2. Scouts load all troop and personal gear onto the camp trailer for the ranger to deliver to your campsite.
3. Scoutmaster and camp director settle all outstanding attendance and program fees.
4. A troop Leader should proceed to medical checks and troop guide and scouts to campsite.
5. Scoutmaster reviews medical forms, medicine distribution, limitations, and concerns with camp medical director.
6. Scouts unload trailer at campsite.
7. All campers will then proceed to the swim test with the troop guide.
8. Return to campsite.

Note: No one will be permitted to attend CBH without a proper physical.

Campsites

All troops attending Camp Bob Hardin will stay in either a tent site or an adirondack site. All tent sites have standard two person BSA wall tents erected over wooden platforms. These sites sleep sixteen people each except for Sioux (28) and Pueblo (24). (On a first come, first served basis, Sioux and Ute can be combined to form a 36 bed site for a large troop. Requests to combine these sites must be approved in advance by the camp director.) Each adirondack site has two three-sided buildings that sleep eight people each. All campsites have their own fire circle. We encourage all troops to conduct at least one troop campfire.

Arrival at Your Campsite

The troop guide will take you and your troop to the campsite. The camp ranger will carry all personal and troop equipment to your campsite (including troop trailers). The troop guide and Scoutmaster will inspect the campsite and make an inventory of all equipment. Any equipment that is damaged or missing will be noted and the troop guide will report all discrepancies.

Camp Tour

A staff guide will take troops on a tour of camp after Sunday's evening meal. The guide will point out camp landmarks and visit all key program areas. After the camp tour, all troops should prepare for the opening campfire.

SPL Meeting

There will be a SPL meeting in the nature lodge for your SPL to go over camp details Sunday at 4 pm. Each morning the Program Director will have a quick SPL immediately after breakfast at the dining hall to cover the days activities

Leaders Meeting

A meeting of all Scoutmasters, camp management, and program area directors will take place in the Bremer/Hunter Nature Lodge after supper Sunday (while the Scouts are taking the camp tour). At this meeting, area directors will give a brief overview of their program areas and will review camp policies, procedures, special programs, and activities.



First Year Scouts in Upward Bound

III. Camp Policies

Campsite Selection & Reservation

All troops wishing to reserve a campsite are encouraged to do so as soon as possible. Campsite reservations are on a strict first-come, first-served basis and require a \$125.00 non-refundable deposit for both in-council and out-of-council troops. A Site Reservation form is included in this guide.

Adult Leader Fees

BSA regulations require a minimum of two adult leaders per troop. These two leaders are FREE at Camp Bob Hardin. Further, for each six Scouts above twelve, an additional adult pays no fee.

For example:

Up to 17 Scouts	two free adults
18 – 23 Scouts	three free adults
24 – 29 Scouts	four free adults

Additional leaders beyond this one adult per six Scout ratio may attend for a fee of \$70 each.

Camperships

The Palmetto Council offers some limited partial and a limited number of full camperships for in-council Scouts in need of financial assistance to attend Camp Bob Hardin. Please call the Palmetto Council for more detailed information.

Registration

Each troop is required to submit a **Summer Camp Reservation** form prior to attending camp. Forms are available in this guide. It is very important that you register early in order to get your reservation confirmed.

A late fee of \$10.00 per Scout will be charged for any late payments or for camp reservations made after May 1. **Youth reservations by May 1 are important in order to control food and supply costs.** The **Summer Camp Confirmation (page 25)** and **Summer Camp Final Payment** are not refundable, but are transferable between Scouts of the same troop. There will be a charge of \$25 for registered Scouts that do not attend camp. Food and program supplies are ordered based on the number of Scouts registered by May 15. The camp director may waive this charge based on unusual circumstances.

Campsite Capacities

Each adirondack must have a minimum of 5 and a maximum of 8 people. The minimum for two units is 12 people, three units 20 people, and four units 28 people. Tent site maximums and minimums vary from 8 to 32. During registration, we will help you determine the best tent site for your troop.

The camp director reserves the right to change campsites in order to better serve the overall interest of camp.

Special Needs

Please let us know prior to the start of camp if you have any special dietary, religious, physical, or other needs. We will do our best to assist you.

Provisional Camper

If a Scout needs to attend camp as a provisional Scout, the troop's Scoutmaster must make prior arrangements with the camp director. All provisional Scouts will be assigned to a host troop only after the leadership of that troop has agreed to do so. Fees and schedules are the same as for out-of-council Scouts.

Roster of Scouts & Scouters

A **roster** is required with the **Summer Camp Final Payment** and is due in the Palmetto Council office no later than May 1. Refer to the **Troop Roster** form. A final roster of all Scouts and Scouters should be turned in to the camp director during check-in. Please indicate which days adults will be attending if not there all week. **Remember to ensure that two-deep leadership is in place at all times.**

Out-of-Council Insurance

Please take special note! Out-of-council troops must provide their own medical insurance while at Camp Bob Hardin. Please bring a copy of your medical insurance policy along with any claim forms.

Immunizations

The State of North Carolina requires that all people have adequate immunizations. Those listed on the medical form must be obtained prior to attending camp.

Fireworks

Fireworks are illegal in North Carolina and prohibited by BSA policy. Camp Bob Hardin will not permit their use in any way.

Mail

US Mail is delivered to camp daily. Mail for Scouts and leaders attending camp will be distributed each day at the meals in the dining hall. Please address mail as follows:

Name
Troop #
Camp Bob Hardin
805 Scout Camp Road
Saluda, NC 28773

Drugs, Alcohol & Tobacco

Consumption of alcohol is expressly forbidden at Camp Bob Hardin. Its use will not be tolerated. **Tobacco products are not to be used in sight of Scouts, in any buildings, or at any of the camp activities.** Any litter caused by the use of tobacco products is the responsibility of the user. You must make arrangements with the camp medical director for non-prescription drugs.

Firearms & Bows

Personal firearms and bows are **NOT** allowed at Camp Bob Hardin.

Fishing and Lake Usage

Scouts are not allowed to enter the water of either lake except during scheduled activities under appropriate staff supervision. Fishing is permitted only when using the buddy system. Under no circumstances are Scouts allowed to fish around the waterfront or boat dock areas. Please practice catch & release. Try out our new fishing docks when catching the big one!

Physicals

All Scouts and adults must have the current Annual Health & Medical form. Scouts and Scouters with allergies, etc. are required to wear wristbands.

Property Damage

Your troop will be responsible for all damages to your campsite that were not identified on your initial site inspection by your troop guide. Please pay very close attention to the initial site inspection.

Bicycles

The use of bicycles is not allowed at Camp Bob Hardin. This applies to Scouts, adult leaders, and camp staff. The mountainous terrain and heavily graveled roads make it unsafe for bike travel.

Vehicles

Vehicles are not allowed past the gate at the parking lot near Lake Bob Justice or the gate at the camp office. Only authorized service vehicles are allowed past these gates. The camp director will review special cases. The safety of the Scouts is the primary consideration. Your full cooperation is expected and appreciated. Golf carts or similar vehicles may be allowed with prior permission of the camp director to assist campers who have difficulty walking.

Code of Conduct

Camp Bob Hardin uses the high ideals of the Scout Law and Scout Oath as a code of conduct. Each participant is asked to live by the same. Scoutmasters and unit leaders are responsible for their Scouts and their behavior.

Discipline

For the purpose of camp, all adult leaders at CBH are referred to as "Scoutmasters." Under the troop system of camping, Scoutmasters are responsible for the Scouts in their troop at all times. Effective discipline and organization of your troop is your responsibility. The camp staff is there to conduct the program and to assist you where and when they can on delivering a quality program.

Two-Deep Leadership

National standards of the Boy Scouts of America require that all units have no less than two registered leaders (one no less than 21 years of age and the other at least 18 years of age) in camp at all times. Units must meet this requirement or they will be asked to leave camp. There will be no refund of fees if a unit cannot be admitted or departs camp because they cannot meet this standard.

Youth Protection

National policy of the Boy Scouts of America prevents Scouts from 6 to 17 years of age and adults 18 years and older from showering or sleeping together, except in parent/son relationships. Adult showers are located on the left-hand side of the bathhouse located next to the Murphy Pavilion. Locked adult showers are also available next to the Cherokee campsite (near the top of the hill). Get key at check-in with a \$10 deposit (refundable at checkout). Scoutmasters will be required to wear ID wristbands.

Leaving Camp

For your protection, all campers, whether they are youth or adults, must check with the camp office when leaving or arriving at camp. Adult leaders are reminded of the two-deep leadership rule. A sign-out board is posted at the office.

Visitors

Visitors are to park in the front parking areas, check in at the office, and be prepared to walk. On Wednesdays after 6:00 PM, parents are welcome to visit their son's troop, tour camp, and attend the Order of the Arrow pageant at 8:00 PM. Those wishing to have a picnic can use the Murphy Pavilion located near the activity field or the picnic shelters near the front of camp. Please clean up the area when you finish. **Vehicles are not permitted in camp.** Special transportation needs should be requested through the camp director. Good walking shoes are strongly suggested. Any area used must be left clean.



Lake Hearon

Friday Night Leader's Meeting

The final meeting will be conducted in the H. W. Close Dining Hall immediately following the closing campfire on Friday. Scoutmasters will pick up merit badge tracking sheets, physicals, medications, and camp patches.

Emergency Procedures

In the event of an emergency, the camp director should be notified immediately. If he is not available, the program director or the camp ranger should be notified. If the emergency is of a medical nature, the camp medical director should be contacted without delay. A prescribed emergency drill will be practiced during the week.

Checkout Procedure

Using the check-in inspection form issued Sunday, your troop guide and Scoutmaster will inspect your troop's campsite before you will be permitted to leave. The completed form is to be signed by the troop guide and Scoutmaster and then turned in during checkout.



A Bed in the Health Lodge

IV. Program Notes

Camp Commissioner

A Camp Commissioner will be available during the week to assist units with program questions and any needs that may arise. We encourage you to get to know our commissioner and make use of his services.

Troop Guides

When you check in on Sunday the program director will assign a staff member to act as your troop guide. This person will guide your troop through check-in and assist you with your arrival and closing site inspections.

Inspections

Inspections are conducted daily between 9:00 AM and lunchtime. Results will be posted in the dining hall. Troop fireguard plans should be posted by each troop in their campsite. Any vehicle left in the campsite will result in that troop having an inspection score of **zero** for that day. Handicapped vehicles and other special exceptions may be arranged with the camp director.

Cracker Barrel

A special Scoutmasters' cracker barrel is held Monday evening at 8:00 PM to review your first day in camp. This is to resolve any physical or program issues that may detract from the Scouts' enjoyment of summer camp.

Uniforms

Because a uniform is an integral part of the Boy Scout program, it is strongly suggested that all Scouts have a full Scout uniform. The full uniform is to be worn upon arrival at camp, for all evening meals, and at campfires. Casual clothing is worn during instructional and activity periods.

Family Style Dining

Scoutmasters should make sure that each Scout gets his fair share of food. If there is a spot for staff to sit at your table, food is saved for them as well. There should be a fair-sized serving for everyone at the table. Please notify the camp director if you are having any problems. Tables are set for eight.

Table Waiters

Waiters report to the dining hall 20 minutes before the meal and stay after the meal about 10 minutes. They set up the table, get the food, get seconds when called, and clean up afterwards. A staff member will instruct new waiters each day at lunchtime.

The unit will sit at the same table in the dining hall all week. Each Scout should be a table waiter at least one time while at camp.

Merit Badge Schedule

It is **required** that Scoutmasters use the **Troop Merit Badge Schedule form** to help plan their troop and each Scout's individual summer advancement experience. These forms need to be sent to the Palmetto Council office by May 1 in order for the camp director to ensure sufficient manpower and material to meet demand. Units who do not send in schedule forms by May 1 will NOT be guaranteed class space.

Merit Badge Sheets

Camp Bob Hardin does not use merit badge "blue cards." If your council or troop requires "blue cards", please give them to the camp director or program director by Thursday in order for the staff to fill them out. Each Scout will receive a Merit Badge sheet for each class they attend. These need to be checked carefully to ensure all expected merit badge completions are recorded. Any discrepancies need to be reported Friday night after the camp fire. All work missed due to out-of-camp activities, or otherwise, can be made up on Friday morning or the merit badge will be incomplete.

Hike to Indian Fort

You can see for miles and miles from this lofty granite outcropping. This is a moderate one-mile troop hike and is especially beautiful at sunset. The Indian Fort trail starts behind the health lodge and just up the hill from the staff building. You must notify the program director and camp director of your planned departure and arrival times. Be prepared to take a first aid kit as well as a cell phone for emergencies. Trail lunches can be provided on request. Please see the program director by breakfast on the day you want to hike. Groups taking hikes must sign out at the camp office.

Tubing

This is a relaxing float down the Green River. Any Scout or leader may go. Scouts or leaders who have not passed their Swimmer test must wear a PFD. You must sign up ahead of time with the program director. Tubing groups leave each day, when the water is high enough, at 11:30 AM from the camp office and return in time for supper. Participants must wear shoes in the river (strap-on sandals are acceptable). There is a \$7.00 fee.

Horsemanship

This merit badge course requires a half-day trip out of camp in addition to the regular merit badge instruction time. The trip includes instruction with horses plus a one and one half hour trail ride. The fee for this badge is \$40 payable on arrival at camp. Please register Scouts taking this badge on your final roster so that space can be reserved. Extra spaces will be allocated on a first-come, first-served basis. Scoutmasters are responsible for all fees. Lunch and transportation will be provided.

New in 2010 in conjunction with the regular merit badge, there is an overnight Chuck Wagon dinner and campout at the stables. Scouts will return to camp for lunch.

Trading Post

The trading post is located across from Lake Bob Justice. The trading post is open daily during all program periods and nightly until 9:30PM. The average Scout will spend \$35 - \$45 at the trading post. Some merit badges (i.e. Basketry) require additional expenses for materials. Although mosquitoes are rarely encountered in our mountain setting, mosquito netting will be available for purchase in order to conform to North Carolina Health Department regulations.

Order of the Arrow Tap-Out

Skyuka Lodge 270 and the CBH staff present **The Legend of Skyuka** each Wednesday night at 8:00. This is a dramatic interpretation of Cherokee myths, legends, and events that may have taken place near the camp two hundred years ago. The Order of the Arrow tap-out ceremony will immediately follow the show. Out-of-council troops must have a letter from your local lodge chief or lodge secretary for tap-out.

Shooting Sports

There is a \$10.00 fee for Archery, a \$35.00 fee for Shotgun Shooting, and a \$35.00 fee for Rifle Shooting. These fees are used to offset the costs of the program. Participants in all shooting sports at CBH must be at least twelve years old.

Scoutmaster Activities

Remember, Thursday is shooting range competition for leaders (winning Troop gets a watermelon) and all registered adult leaders will be served a special steak dinner.



Scouts on the Rifle Range

Whitewater Rafting

Dip your paddle into the waters of the Nantahala River as it flows through a scenic gorge of the Pisgah National Forest. This trip leaves on Tuesdays. A fee of \$35.00 per person is required at registration on Sunday afternoon. Rafters leave the camp from the dining hall immediately following breakfast. Bring a towel, a change of clothes, and a pair of shoes that you can get wet. Lunch and transportation are provided. We will return before supper. In order to avoid an incomplete, all merit badge work missed has to be completed.

** This exciting trip is not part of the Whitewater Merit Badge instruction. **

Friday Activities

Most merit badges end on Thursday unless complications such as weather prevent it. Merit badge instructors for those Scouts who missed any instruction on Monday thru Thursday may use Friday

as a make-up day. Otherwise Friday is for the following:

9:00 – 11:45 AM – Make-up Instruction

2:00 – Palmetto Games

Water Carnival immediately following the Games (time and weather permitting)

For Your Information

- 1 The most difficult merit badges are those requiring physical skill and stamina, and include: the shooting sports merit badges, Lifesaving, Swimming, and Rowing.
- 2 Summer camp offers merit badges, challenges, fun, spirit building, and special activities. Scouts and troops having the best experience participate in all of these.
- 3 Written merit badge requirements should be completed before camp. The outdoor setting at camp is better suited for exploring than for writing.
- 4 Our lakes are spring fed and cool – as is our evening air. Be prepared.
- 5 Valuables should be safeguarded per your troop policy. Knives, money, watches, and other items of value should not be left unattended.
- 6 Safe Swim Defense and Safety Afloat will be taught at 1:00 Monday at the Nature Lodge.
- 7 Totin' Chip and Firem'n Chit may be taught for older Scouts at 11:00 at Upward Bound. Scoutmasters need to request these through the program director.
- 8 Scouts taking BSA Lifeguard will need CPR/First Aid certification prior to coming to camp. They must bring documentation of the certification.
- 9 Flag etiquette will be taught Sunday right after the camp tour outside the dining hall.

If you have any problems, special needs, or suggestions, please do not hesitate to let our program director or camp director know. We will do our best to take care of it.

Scoutmaster Lounge

There is much for you and your leaders to enjoy while at camp. Your presence at your Scout's merit badge classes is one of those important items, as

well as enjoying the comradeship of leaders from other troops and councils.

But when you have 30 minutes between activities, why not relax on the porch of the newly renovated and air conditioned Scoutmaster Lounge overlooking Lake Bob Justice.



Lake view from the Scoutmaster Lounge

Climbing Merit Badge

The climbing merit badge is a fun and exciting high adventure activity for older scouts. To complete climbing merit badge, each participant must participate complete at least three belays, three climbs, and three rappels within the week. Most instruction and climbing is done at the climbing tower however one day during the week participants will go and climb on an actual rock face. The climbing merit badge costs \$25 and includes a very cool t-shirt. Please submit t-shirt size for each person taking climbing on the registration form. In order to sign up you must be 13 or older and have achieved First Class Rank. Only 12 spots are open each week of camp. If room permits scouts that are 11 and older and have achieved First Class Rank can sign up with the commitment of an adult leader to attend class with them each day and belay for them.

Upward Bound (Designed for first year Scouts)

While many older Scouts come to camp for the merit badge program, it is impossible for younger Scouts to participate in the merit badge program and still complete all the requirements for First Class. Most Scout leaders agree that younger first year Scouts should concentrate on fundamental camping skills, the patrol method, and similar concepts that new Boy Scouts must learn. However, merit badge classes scheduled from 2 – 4 PM may be attended.

Each Scout participating in Upward Bound will learn fundamental skills and principles of Boy Scout camping. Among these are knife and axe use, first aid, fire safety, cooking, and knot tying.

On Tuesday, Upward Bound participants will camp out as a group and cook their meals over an open fire. We ask that one adult leader from each participating troop be on hand to assist with this overnighter.

Upward Bound participants should bring the following items to camp:

- Sleeping bag
- Backpack
- Folding or lock blade knife
- Canteen
- A tent per 2 Scouts
- Paper, pencil/pen, and Boy Scout Handbook

Upward Bound meets mornings only from 9:00 to 11:45 AM so that these younger Scouts will have an opportunity to earn some merit badges also.



Upward Bound

High Adventure for Older Scouts Project COPE

“Challenging Outdoor Personal Experience” presents new opportunities and challenges for Scouts and adults. Project COPE provides an opportunity for each participant to achieve success as an individual and as a member of a team. All activities are non-competitive and are not a race against time. The emphasis of COPE is outlined in the seven principles below:

1. Leadership
2. Teamwork
3. Communications
4. Problem Solving
5. Self Esteem
6. Decision Making
7. Trust

After introductions to your fellow teammates, the first part of the COPE program is initiative games. These games focus on problem solving, communications, and teamwork to reach the objective.

“Spotting” is a fundamental element that must be mastered before the team may proceed to either the low-course or high-course activities of COPE. Spotting prevents falls and injuries.

The low-course elements are more physically demanding than most initiative games, yet they still require good problem solving, communications, and teamwork.

The high-course at CBH provides the final and greatest test for all COPE participants. All team members will rely heavily on the skills and teamwork worked on throughout the week.

COPE requires attendance and participation for 3 hours each day.

All COPE participants should be:

1. First Class Scout or higher
2. Thirteen years of age by January 1
3. Physically fit
4. **Have a class A, B and C physical**

Other Activities

Climbing and repelling segments may be available depending on the number of COPE participants.

Current Medical form and parental consent are required.

TREK is a wilderness backpacking program for older experienced Scouts. Scouts must be 14 years old, First Class rank, and have backpacking experience. TREK participants will be out of camp all week: backpacking for three days along the Foothills Trail which straddles two states, North & South Carolina. The contingent will then take an overnight canoe trip on Lake Keowee where they will camp and have a cookout Thursday night.

Rivers and creeks with names of Bear Camp, Horse Pasture, Bear, Bad Creek, and Whitewater can only peak the adventuresome spirit in Scouts and their leaders. Waterfalls of the varying heights and size lead the TREKERS through the Cherokee Foothills above the blue 7656 acre Lake Jocassee, noted for its clear deep waters and large lake trout and bass. As they hike through land once dotted with Indian villages you might see the turkey, white tailed deer and bear that they hunted. Wild flowers, mountain laurel, rhododendron, oak, pine, hickory and hemlock, some which soar 100 feet and are 4 feet in diameter, will be your only neighbors. Because the trail was built almost completely by hand, disturbing life patterns as little as possible, hikers will want to take the same care in preserving the natural beauty of the trail. That means following the cardinal rule of backpacking - carry out all trash and Leave No Trace.

Most of the trail is graded moderate with one section graded strenuous. It is advantageous to have some backpacking experience and Scouts and leaders should be in good physical condition. Our experienced TREK leader will help you if you have questions and will instruct the participants in safety on the trail and on the water.

Should you have any special dietary needs, note these on your application or by contacting the Scout Office at least 2 weeks prior to your arrival at camp.



Crossing the Creek



One of Several Waterfalls



Canoeing on Lake Keowee



Thursday Night Steak Dinner



Resting at the River



Over the River and Thru the Woods

Required items:

- Backpack with padded hip belt
- Two man backpacking tent and ground cloth
- Sleeping bag in stuff sack with plastic bag
- Foam sleeping pad
- Hiking boots – well broken in
- 2 pairs of socks with liners
- Change of hiking clothes and underwear
- Lightweight jacket
- Rainsuit
- Deep bowl, cup, spoon
- 2 or 3 one quart water bottles
- Insect repellent
- Personal first aid kit
- Personal hygiene kit (small towel, toothbrush, toothpaste, Gold Bond powder, etc.)

Each Trek crew must have a minimum of four (4) Scouts and one (1) adult leader.

Scouts will need to pack an overnight bag that will catch up with them on Thursday. This bag should contain a change of clothes, shower items, and swimming trunks. A PFD will be supplied.

V. Merit Badge Program

Notes and Pre-Camp Requirements



Archery (\$10) (2 hour class)
Requires a lot of practice to qualify.



Art



Basketry (\$15)
Requires purchase of materials.



BSA Lifeguard
All day, physically demanding. Must be 14 years old. Bring verification of completing CPR / First Aid certification prior to camp.



Camping
Bring verification of completing 8A, 8C, 9A, & 9C prior to camp. Bring own appropriate equipment. Camp out Thursday night.



Canoeing (2 hour class)
This badge is not for Tenderfoot or younger Scouts. Must complete Swimming MB.



Citizenship in the Nation
Field trip possible. Complete requirement 8 after camp.



Citizenship in the World



Climbing
Limited to 12 Scouts 13 years old or older



Communications
Bring verification of completing requirements 5 and 8 prior to camp.



Cooking (2 hour class)
Scouts will cook out Thursday evening. Can only earn a partial. Limited to 20 Scouts.



Emergency Preparedness
Complete First Aid MB. Bring verification of completing requirement 8 prior to camp.



Environmental Science (2 hour class)
Cannot miss any session of this course. A merit badge book is required. Must bring paper and pencil



Farm Mechanics 1.5 hours
Class on Wed, Thur. and Fri Morning



Fingerprinting
A popular class that only takes one or two hours depending on class size.



Fire Safety
Bring verification of completing requirements 6, 6A, 6B, 9A, and 9B prior to camp. Field trip to a fire station.



First Aid
Bring verification of completing 2nd Class and 1st Class First Aid requirements prior to camp.



Fish & Wildlife Management
Bring verification of completing requirement 5 prior to camp.



Fishing
Can buy cane pole at trading post or bring your own tackle.



Forestry
Fairly difficult badge for younger Scouts.



Horsemanship (\$40) Mon/Tues Only
Participants will campout at stables on Tuesday night and return Wed Morning



Hiking
Will not cover requirements 5, 6, or 7. Complete these before or after camp.

**Indian Lore (\$10)**

Bring verification of completing requirement 1 prior to camp. Requires purchase of materials.

**Leatherwork (\$10)**

Purchase materials at the trading post.

**Lifesaving (2 hour class)**

Must complete Swimming merit badge.
Bring clothing for requirement 7.

**Mammal Study**

Recommended for younger Scouts.

**Mile Swim**

Participants practice every day during free swim.

**Nature****Orienteering (2 hour class)**

For older Scouts. Bring a compass. Allow time for setting up camp and negotiating three compass courses.

**Pioneering (2 hour class)**

Must have a working knowledge of knots and lashings. Bring verification of completing requirement 2 prior to camp.

**Reptile & Amphibian Study**

Bring verification of completing requirement's 8 & 9 prior to camp. Very difficult for younger Scouts.

**Rifle Shooting (\$25) (2 hour class)**

Very challenging. Allow time for practice. Must read merit badge book prior to camp.

**Rowing (2 hour class)**

Must complete Swimming MB.

**Shotgun Shooting (\$35) (2 hour class)**

Very challenging. Allow time for practice. Must read merit badge book prior to camp.

**Soil & Water Conservation****Swimming (2 hour class)**

Required for Eagle. Bring long pants and long sleeve shirt with a collar for requirement #7.

**Weather**

Requires time outside of class.

**Whitewater (2 hour class)**

Good for older Scouts. Bring verification of having Swimming and Canoeing merit badges. Green River trip on Friday.

**Wilderness Survival**

Bring sleeping bag and ground cloth. Sleep out on Thursday. Bring requirement 5 to class.

**Wood Carving**

Bring a pocketknife with 2" or shorter blade. Must have Totin' Chip. Buy materials at the trading post. No serrated blades.

Attention Leaders

Several of the merit badges require verification of prior completion of requirements or other badges. A Scoutmaster signed note with the Scout's name, troop number, and merit badge name is suggested.

Schedule and Locations (SUBJECT TO CHANGE)

** Eagle Required			1 st Period	2 nd Period	3 rd Period	4 th Period	5 th Period	6 th Period
Merit badge	Loc.	# Classes	9:00 9:45	10:00 10:45	11:00 11:45	2:00 2:45	3:00 3:45	4:00 4:45
Archery	SS (A1)	2	2 hr		Free Time Shooting	2 hr		
Art	MP (B8)	1			1 hr			
Basketry	MP (B8)	1					1 hr	
BSA Lifeguard	LBJ (D6)	1	3 hr			3 hr		
Camping **	S (B4)	1		1 hr				
Canoeing	LH (B2)	2	2 hr			2 hr		
Cit. in the Nation **	MP (B9)	2			1 hr	1 hr		
Cit. in the World **	HL (E6)	1			1 hr			
Climbing	C (C3/4)	1				2 hr		
Communication **	DH	2					2 hr	
Cooking	S (B4)	1			1 hr			
COPE	C (C3/4)	1	3hr					
Emergency Prep **	HL (E6)	2		1 hr			1 hr	
Environmental Sci. **	NL (B3/4)	2	2 hr			2 hr		
Farm Mechanics	S	1						1.5hrs W/T/F
Fire Safety	S (B4)	1				1 hr		
Firem'n Chit	UP (B4)				Monday Only			
First Aid **	HL (E6)	2	1 hr			1 hr		
Fish & Wildlife Mgt	NL (B3/4)	1	1 hr					
Fishing	O	2			1 hr			1 hr
Forestry	NL (B3/4)	1					1 hr	
Free Swim	LBJ (D6)	2			1 hr			1 hr
Hiking	S (C4)	1	1 hr					
Horsemanship	S (B3/4)	1						1 hr M/T/W*
Indian Lore	MP (B8)	1		1 hr				
Leatherwork	MP (B8)	1		1 hr				
Lifesaving **	LBJ (D6)	2	2 hr			2 hr		
Mammals	NL (B3/4)	1						1 hr
Mile Swim	LBJ (D6)	1			Free Period 1 hr			
Nature	NL (B3/4)	1					1 hr	

** Eagle Required			1 st Period	2 nd Period	3 rd Period	4 th Period	5 th Period	6 th Period
Merit badge	Loc.	# Classes	9:00 9:45	10:00 10:45	11:00 11:45	2:00 2:45	3:00 3:45	4:00 4:45
Orienteering	S (B4)	1					2 hr	
Pioneering	S (B4)	2	2 hr			2 hr		
Reptile & Amph.	NL (B3/4)	1				1 hr		
Rifle Shooting	SS (A1)	1				2hr		
Rowing	LH (B2)	1				1 hr		
Shotgun Shooting	SS (A1)	1	2 hr					
Soil & Water Cons.	NL (B3/4)	1						1 hr
Swimming **	LBJ (D6)	2	2 hr			2 hr		
Totin' Chip	UP (B4)	1			Monday Only			
Upward Bound	UP (B4)	1	3 hr					
Weather	NL (B3/4)	1				1 hr		
Whitewater	LH (B2)	1	2 hr					
Wilderness Survival	S (B4)	1		1 hr				
Wood Carving	MP (B8)	1	1 hr					

Safe Swim Defense & Safety Afloat: Monday at 1:00 in the Nature Lodge.

Free period for Rifle & Shotgun: Schedule with shooting sports director.

Thursday Evening Ultimate Frisbee in Murphy Pavilion.

NL = Nature Lodge

MP = Murphy Pavilion

S = Scoutcraft Field

HL = Health Lodge

O = Office

LBJ = Lake Bob Justice Aquatics Area

LH = Lake Hearon Boat House

DH = Dining Hall

C = COPE

UP = Upward Bound

TP = Trading Post

SS = Shooting Sports

T = Tower

Scouts should NOT take both Whitewater and Horsemanship. Whitewater is on Wednesday and they will not be able to complete both merits badges.

Climbing is highly recommended for Scouts 13 years old or older.

Horsemanship is offered on Monday and Tuesday. A Tuesday night campout is part of this class at the stables. Students should be prepared to campout one night. Long pants and shoes with a heel are needed.

Farm Mechanics is offered on Wednesday and Thursday afternoon and Friday Morning. This is a good class for those taking horsemanship since it is offered on the days they do not have class.

Fingerprinting will be offered on Thursday Evening after Dinner at Murphy's Pavilion.

Daily Program Schedule

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:00		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call
7:20		Assembly	Assembly	Assembly	Assembly	Assembly	Assembly
7:30		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
							Check Out
9:00-9:45		Instruction	Instruction	Instruction	Instruction	Makeup Instruction	
10:00-10:45		Instruction	Instruction	Instruction	Instruction	Makeup Instruction	
11:00-11:45		Totin' Chip SAFETY DRILL	Firem'n Chit	Free Time	Free Time	Makeup Instruction	
12:00		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	
12:20		Assembly	Assembly	Assembly	Assembly	Assembly	
12:30		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00-1:45	Registration Swim Test	Safe Swim Def Safety Afloat Rest Period	Rest Period	Rest Period	Rest Period	Rest Period	
2:00-2:45		Instruction	Instruction	Instruction	Instruction	Palmetto Games	
3:00-3:45		Instruction	Instruction	Instruction	Instruction	Palmetto Games	
4:00-4:45	SPL Meeting Camp Setup	Instruction & Free Swim	Instruction & Free Swim	Instruction & Free Swim	Instruction & Free Swim Scoutmasters Shoot	Palmetto Games	
5:30		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	
5:45	Assembly	Assembly	Assembly	Assembly	Assembly	Assembly	
6:00	Supper	Supper	Supper	Supper	Supper Scoutmasters Special Dinner	Supper	
7:00-7:45	Camp Tour Flag Etiquette			No Instruction			
8:00	Opening Camp Fire	Staff Hunt	Scavenger Hunt	OA Pageant and Tap-Out	Ultimate Frisbee	Closing Camp Fire	
9:00		Scoutmasters Cracker Barrel			Critiques Due		
10:00	Taps	Taps	Taps	Taps	Taps	Taps	

VI. Awards & Recognition

Weekly Awards

Honor Troop Award

Troops attending CBH can be recognized as an Honor Troop. This award is based on guidelines that ensure a Troop follows all camp procedures and takes full advantage of the program opportunities. Troops are not in competition with other troops for this award. See the requirements for this award.

Honor Patrol

The Honor Patrol Award allows individual patrols within a troop to receive recognition for showing patrol spirit. Each troop is encouraged to get their patrols to strive for this award. They can all earn it. See the requirements for this award.

Honor Camper

The Honor Camper Award is for those Scouts who stand out in a crowd. They're the ones who are always prepared, participate in nearly all activities, are often the first to volunteer, and get the other Scouts motivated when a task needs to be done. See the requirements for this award.

Scoutmaster's Merit Badge

Scoutmasters and all adult troop leaders are given a chance to earn an award uniquely suited for them. See the requirements for this award. The Scoutmaster's Merit Badge counts 136 points towards Honor Troop Award.

Purple Palmetto Paddle of Power

This award is earned from points accumulated by a troop during the Staff Hunt, Scavenger Hunt, Ultimate Freebee, and Palmetto Games. Presented to 1 troop.

Daily Awards

Spirit Award

The Spirit Stick is given to the troops that show the most Scout Spirit each day at camp. Each troop has an opportunity every day to receive this award.

Ways to Show Scout Spirit

Follow the Scout Oath and Law.
Participate in cheers and songs while in formation.
Help in the dining hall.
Be helpful and polite in classes.
Pick up trash around camp.
Be early to formation.

Troop Recognition Ribbons

Ribbons for your troop flag or will be awarded at the end of camp. Points toward the ribbons will be earned from the following areas.

Daily Inspections	100 points maximum
Average of daily camp site inspection	
Honor Camper Award	Maximum points vary
Average of total points per camper x factor	
Honor Troop Award	100 points maximum
Honor Patrol Award	130 points maximum
Scoutmaster Merit Badge	136 points maximum

Troops in the top 25 percent will receive a multicolor ribbon. A blue ribbon is earned by troops with at least 200 points. Other participating will earn a red ribbon.



Learning to Use a Bow Saw

Honor Troop Award Check Sheet

Troop: _____

To earn the Camp Bob Hardin Honor Troop Award your troop must complete the requirements as listed below. Honor Troop Award is worth 100 points towards your troop's final score.

Complete all of the following items.

1. _____ Register for camp on time.
2. _____ Pay all camp fees on time.
3. _____ Provide uninterrupted two-deep leadership while troop is attending CBH.
4. _____ Ensure that the troop is represented at all leader meetings and roundtables.
5. _____ Conduct a conservation project approved by the camp ranger.

Complete four of the following.

1. _____ Unit has at least 50% of registered members attending CBH.
2. _____ At least one Scout participates in COPE or TREK.
3. _____ At least one adult leader participates in COPE or TREK.
4. _____ Troop leads morning or evening colors.
5. _____ Scouts lead a religious program.
6. _____ Troop utilized the patrol method in camp.
7. _____ Attend Camp Bob Hardin twice in the past three years.

Complete five of the following.

1. _____ Attend all campfire programs.
2. _____ Lead a song or skit at lunch time.
3. _____ Troop participates in all camp-wide evening activities.
4. _____ Conduct a troop campfire.
5. _____ Hike to Indian Fort.
6. _____ One Scout or leader earns Mile Swim.
7. _____ Paddle the Nantahala OR go tubing.
8. _____ All (non-Upward Bound) Scouts earn at least two merit badges.
9. _____ One Scout earns BSA Lifeguard OR participates in Horsemanship merit badge.
10. _____ Assist with cleaning Dining hall after a meal

All completed forms must be turned in to the program director by the noon meal on Friday.



Honor Patrol Award Check Sheet

Troop: _____ Patrol: _____

To earn the Camp Bob Hardin Honor Patrol Award your patrol must complete 10 of the following 13 requirements with the participation of every patrol member. Each requirement must be initialed by the program director, camp director, or ranger. Honor Patrol Award is worth up to 130 points towards your troop's final score.

Complete 10 of the following items. (Each item completed is worth 10 points.)

1. _____ Give your patrol's yell as a response to roll call at the flagpole at least twice during the week.
2. _____ Lead the camp in a Scout song during a meal. (Prior approval of the program director required.)
3. _____ Participate in the Patrol Gateway Competition. (All entries must be complete by Wednesday morning camp inspection.)
4. _____ Spend at least one hour completing a meaningful conservation project. (Check with the camp ranger and ecology director for approved projects.)
5. _____ Conduct a flag raising or lowering. (Monday morning through Friday evening only.)
6. _____ Maintain a 90 or above for camp inspections for the week.
7. _____ Carry your patrol flag to ceremonies and all patrol activities.
8. _____ Make a handicraft gift for your favorite camp cook.
9. _____ Attend vespers / chapel with all patrol members.
10. _____ Conduct a trash patrol for one main camp road. (See the program director for assigned road.)
11. _____ Invite a first year staff member to Thursday night supper at your table.
12. _____ Participate in a campsite gathering with a neighboring patrol. (Campfire, sing-a-long, etc.)
13. _____ Hike as a patrol to Indian Fort. (Check with the program director for day and time if a guide is needed.)
14. _____ Assist with cleaning the Dining Hall after a meal

All completed forms must be turned in to the program director by the noon meal on Friday.

Honor Camper Award Check Sheet (HCA)

Troop: _____ Name: _____

Below you will find 58 points (plus bonus points) available toward the Honor Camper Award. Scouts must earn at least 29 points to qualify. Items with (*) are required. The points from these Honor Camper Awards will be added to the final troop score. To determine your score, add all the points earned from the HCA, divide by the number of Scouts in the troop and multiply by 4.

One Point Items.

1. _____ Recite the Boy Scout Oath, Law, Motto, and Slogan. (*)
2. _____ Demonstrate seven basic knots. (*)
3. _____ Earn Totin' Chip.
4. _____ Earn a Firem'n Chit.
5. _____ Catch two different kinds of fish.
6. _____ Identify ten different kinds of trees.
7. _____ Complete a handicraft project.
8. _____ Hike to Indian Fort.
9. _____ Serve as a table waiter. (*)
10. _____ Earn two merit badges.
11. _____ Participate in all camp wide activities.
12. _____ Pick up trash around camp.
13. _____ Participate in flag ceremony. (*)
14. _____ Tell the 5 signs of a heart attack.

Two Point Items.

1. _____ Paddle the Nantahala River.
2. _____ Work 2 hours on an approved conservation project.
3. _____ Lead a song during lunch.
4. _____ Earn two merit badges.
5. _____ Name who founded the Boy Scout movement.
6. _____ Name who founded the Boy Scouts of America.
7. _____ Go tubing on the Green River.
8. _____ Name your state's two US senators and your US congressional representative.
9. _____ Lead a prayer at meal time.
10. _____ Assist a new Scout in learning a skill.

Three Point Items.

1. _____ Participate in Upward Bound.
2. _____ Hike to the old chapel and either Logger's Trail, Deer Trail, or Everest Trail.
3. _____ Earn three merit badges.
4. _____ Participate in the CBH Palmetto Games.
5. _____ Participate in a campfire skit.
6. _____ Be on time for all formations.
7. _____ Name the president, vice president, and your state's governor.
8. _____ Name the thirteen original colonies of the United States.
9. _____ Assist with cleaning the Dining Hall after a meal

Bonus Point Items.

1. _____ Participate in COPE or Climbing (10 points).
2. _____ Participate in TREK (20 points).
3. _____ Earn BSA Lifesaving badge (15 points.)
4. _____ Earn the mile swim badge (15 points)



Scoutmaster's Merit Badge Check Sheet

Troop: _____ Name: _____

Below you will find 35 points (plus bonus points) available towards the Scoutmaster's Merit Badge. You must earn at least 25 points to qualify. Points earned are multiplied by 4 and added to the troop's final score for Troop Recognition. There are a total of 136 possible points available. You should start working on this award shortly after arrival at camp. This sheet must be turned into the program director no later than 12:00 PM on Friday. The program director will make alternate requirements for Leaders with unique situations.

One Point Items.

1. _____ Visit the Scoutcraft area, introduce yourself to and assist the instructor.
2. _____ Visit the handicraft area, introduce yourself to and assist the instructor.
3. _____ Visit the shooting sports area, introduce yourself to and assist the instructor.
4. _____ Visit the archery range, introduce yourself to and assist the instructor.
5. _____ Visit the nature lodge, introduce yourself to and assist the instructor.
6. _____ Visit COPE, introduce yourself to the instructor.
7. _____ Visit the waterfront, introduce yourself to the instructor.
8. _____ Visit boating, introduce yourself to the instructor.
9. _____ Visit Upward Bound, introduce yourself to the instructor.
10. _____ Shoot one quiver of arrows at the archery range during free shoot.
11. _____ Participate in skeet shoot.
12. _____ Help a Scout catch his first fish.
13. _____ Eat a steak at the Scoutmaster's dinner.
14. _____ Lead Scouts in a cheer during a campfire.
15. _____ Go tubing on the Green River.
16. _____ Hike to Indian Fort with at least one half of your troop.
17. _____ Pass the swimmer test.
18. _____ Lead a song.
19. _____ Visit the Health Lodge.

Two Point Items.

1. _____ Conduct a camp improvement project approved by the camp ranger.
2. _____ Troop conducts an approved conservation project.
3. _____ Assist with transportation for one out-of camp activity.
4. _____ Assist with the instruction of one merit badge.
5. _____ Paddle the Nantahala.
6. _____ Troop earns Spirit Stick for a day.
7. _____ Invite another troop to your campsite for a joint campfire.
8. _____ Instruct Scouts in a flag ceremony.

Bonus Point Items.

1. _____ Take the COPE course or Climbing (10 points).
2. _____ Participate in TREK (25 points)

All paperwork must be turned in by noon on Friday

CAMPSITE RESERVATION

(Due anytime PRIOR to March 1)

1. Answer all questions on this Site Reservation form.
2. Make your first three campsite selections (see camp map), or indicate your previously reserved campsite.
3. Circle your troop's preferred week of attendance, or your reserved week.
4. Send this form with the appropriate in-council or out-of-council Scout reservation fee to the Palmetto Council.
5. The Palmetto Council office will confirm your reservation and payment. Retain the receipt for your records.

Unit type:

Troop _____ Crew _____ Provisional _____ Other _____

Contact:

Name _____ Position _____
 Address _____ District _____
 Address _____ Council _____
 City _____ State _____ Zip _____
 Night Phone _____ Day Phone _____
 Email address _____ FAX Number _____

Campsite Selection: (see map for names and location)

1st Choice _____
 2nd Choice _____
 3rd Choice _____

Week Selection: (circle choice)

Week	Start Date	End Date	Week	Start Date	End Date
1	June 13	June 19	4	July 4	July 10
2	June 20	June 26	5	July 11	July 17
3	June 27	July 3			

Fee Calculation

	TOTAL Due before 3/1		Total
Site Reservation	125.00		125.00
(Subtract Total of Previous Payments)			()
Use the above line if you paid the deposit at the end of camp last year.			
Check No. _____	Total Payment:		



SUMMER CAMP RESERVATION

(Due March 1)

1. Answer all questions on this Summer Camp Reservation form.
2. Make your first three campsite selections (see camp map), or indicate your previously reserved campsite.
3. Circle your troop's preferred week of attendance, or your reserved week.
4. Indicate, to the best of your knowledge, the number of Scouts that will attend summer camp.
5. Send this form with the appropriate in-council or out-of-council Scout reservation fee to the Palmetto Council.
6. The Palmetto Council office will confirm your reservation and payment. Retain the receipt for your records.

Unit type:

Troop _____ Crew _____ Provisional _____ Other _____

Contact:

Name _____ Position _____
 Address _____ District _____
 Address _____ Council _____
 City _____ State _____ Zip _____
 Night Phone _____ Day Phone _____
 Email address _____ FAX Number _____

Campsite Selection: (see map for names and location)

1st Choice _____

2nd Choice _____

3rd Choice _____

Week Selection: (circle choice)

Week	Start Date	End Date	Week	Start Date	End Date
1	June 13	June 19	4	July 4	July 10
2	June 20	June 26	5	July 11	July 17
3	June 27	July 3			

Fee Calculation (Enter the TOTAL number of people expected.)

	TOTAL Due by 3/1	Total People	Total
Site Reservation	125.00		125.00
Palmetto Council Youth	\$65.00		
Out-of-Council Youth	\$75.00		
Total Due by 3/1			
(Subtract Total of Previous Payments)			()
Check No. _____	Total of This Payment:		

SUMMER CAMP CONFIRMATION

(Due April 1)

1. Fill in all unit information blanks
2. Enter your confirmed campsite and week
3. Complete the fee calculations. Note different fees for out-of-council units.
4. Send this completed form with your payment to the Palmetto Council Office
5. The Palmetto Council office will send you a receipt for your payment. Retain the receipt for your records.

Unit Type:

Troop _____ Crew _____ Provisional _____ Other _____

Contact:

Name _____ Position _____
 Address _____ District _____
 Address _____ Council _____
 City _____ State _____ Zip _____
 Night Phone _____ Day Phone _____
 Email address _____ FAX Number _____

Indicate Confirmed Campsite: _____ and Week: _____

Fee Calculation (Enter the TOTAL number of people expected.)

(All handicraft materials should be purchased at camp at the trading post.)

	TOTAL Due by 4/1	Total People	Total
Site Reservation	125.00		125.00
Palmetto Council Youth (March payment plus \$45)	\$110.00		
Out-of-Council Youth (March payment plus \$45)	\$120.00		
Free Adults (first 2 free, 1 more free for each 6 Scouts over 12)			
Paid Adults	\$70.00		
Archery	\$10.00		
TREK	\$40.00		
COPE	\$25.00		
Climbing Merit Badge	\$25.00		
Horsemanship (Can be paid at camp)	\$40.00		
Whitewater Rafting Trip (not merit badge)	\$35.00		
Rifle Shooting	\$30.00		
Shotgun Shooting	\$35.00		
T-Shirts:(S _____,M _____,L _____,XL _____,XXL _____, XXXL _____)	\$12.00		
Total Due by 4/1			
(Subtract Total of Previous Payments)			()
Check No. _____	Total Payment:		

Chuck Wagon trip (\$20) are paid at camp.

SUMMER CAMP FINAL PAYMENT

(Due May 1)

1. Fill in all unit information blanks
2. Enter your confirmed campsite and week
3. Complete the fee calculations. Note different fees for out-of-council units.
4. Send this completed form with your payment to the Palmetto Council Office
5. The Palmetto Council office will send you a receipt for your payment. Retain the receipt for your records.

Unit Type:

Troop _____ Crew _____ Provisional _____ Other _____

Contact:

Name _____ Position _____
 Address _____ District _____
 Address _____ Council _____
 City _____ State _____ Zip _____
 Night Phone _____ Day Phone _____
 Email address _____ FAX Number _____

Indicate Confirmed Campsite: _____ and Week: _____

Fee Calculation (Enter the TOTAL number of people expected.)

(All handicraft materials should be purchased at camp at the trading post.)

	TOTAL Due by 5/1	Total People	Total
Palmetto Council Youth (Total due in April plus \$55)	\$165.00		
Out-of-Council Youth (Total due in April plus \$65)	\$185.00		
Free Adults (first 2 free, 1 more free for each 6 Scouts over 12)			
Paid Adults	\$70.00		
Archery	\$10.00		
Trek	\$40.00		
COPE	\$25.00		
Climbing Merit Badge	\$25.00		
Horsemanship (can be paid at camp)	\$40.00		
Whitewater Rafting (not merit badge)	\$35.00		
Rifle Shooting	\$30.00		
Shotgun Shooting	\$35.00		
T-Shirts: (S _____, M _____, L _____, XL _____, XXL _____, XXXL _____)	\$12.00		
Total Due by 5/1			
(Subtract Total of Previous Payments)			()
Check No. _____	Total Payment:		

Chuck Wagon trip (\$20) are paid at camp.

All unpaid fees are due upon arrival at Camp Bob Hardin

TREK REGISTRATION

Please check with the Council Service Center BEFORE registering for TREK.

Each trek crew must have a minimum of 4 participants and 1 adult leader

Unit type:

Troop _____ Crew _____ Provisional _____ Other _____

Contact:

Name _____ Position _____
Address _____ District _____
Address _____ Council _____
City _____ State _____ Zip _____
Night Phone _____ Day Phone _____
Email address _____ FAX Number _____

Week Selection: (Circle Choice)

<u>Week</u>	<u>Start Date</u>	<u>End Date</u>	<u>Week</u>	<u>Start Date</u>	<u>End Date</u>
1	June 13	June 19	4	July 4	July 10
2	June 20	June 26	5	July 11	July 17
3	June 27	July 3			

List Participants:

Last Name	First Name	Birthday	Age
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Total number for trek _____ @ \$40.00 each = \$_____

As Scoutmaster of this unit, I recommend each person listed above to participate in the trek during the week listed above. I understand that the adults on trek do not count toward two-deep leadership at camp. I also understand that the \$40.00 per participant fee is due with the confirmation payment on April 1. This form is due with the final payment form on May 1.

Scoutmaster's signature _____ Date _____

Roster for Troop # _____

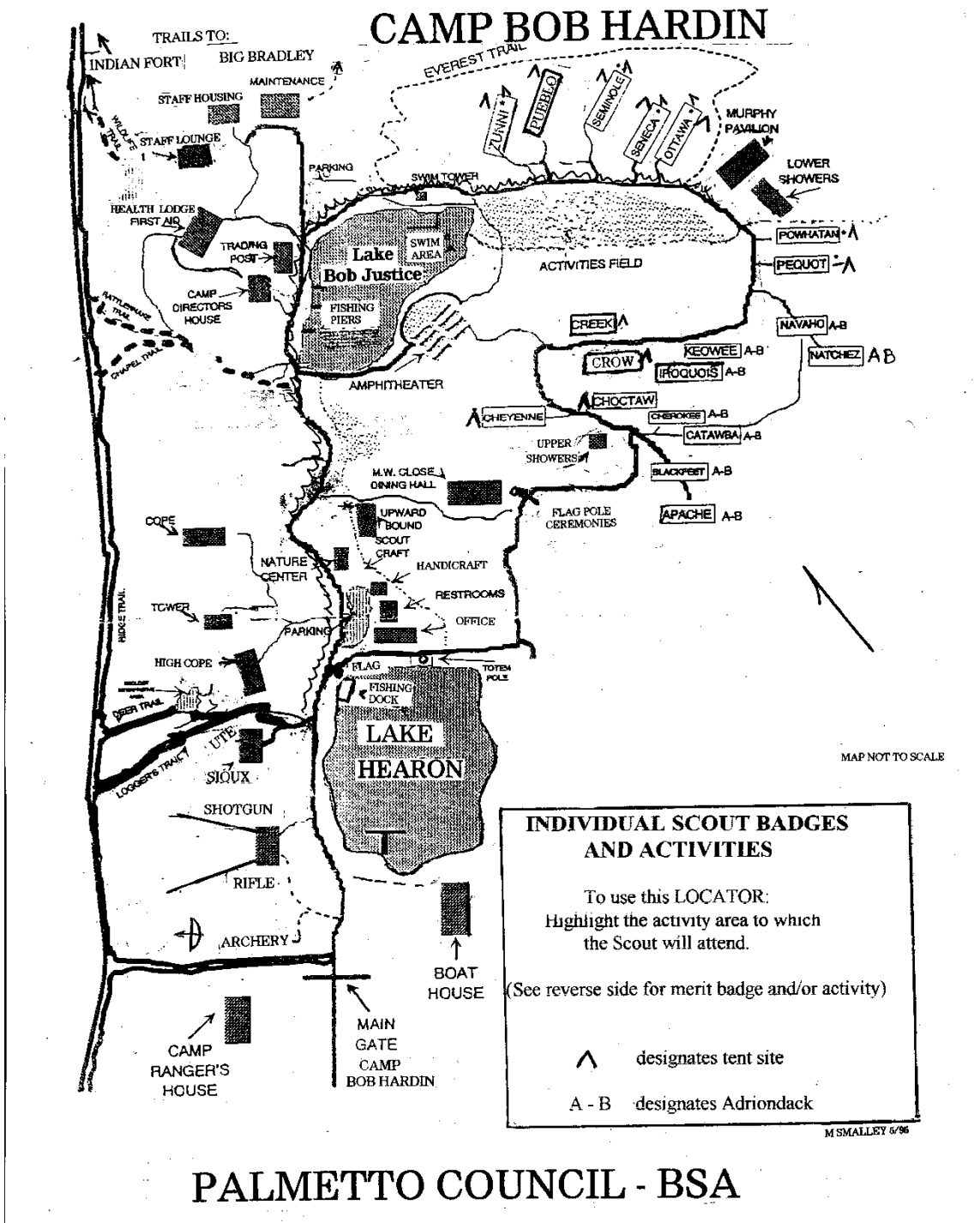
This roster should be turned in with the Summer Camp Final Payment. Have two corrected copies at camp check-in.
(Copy as needed.)

Leader Names: (print)	Archery \$10	COPE \$25	(To Advice) Trek \$40	(List Shirt Size) Climbing \$25	Horse \$40		White Water Rafting Trip \$35		Rifle \$30	Shotgun \$35			Indian Lore	Lthr Wrk	Wood Crv.	Bsktry	T-shirt (List Size) \$12
1																	
2																	
3																	
4																	
Scout Names: (print)																	
1																	
2																	
3																	
4																	
5																	
6																	
7																	
8																	
9																	
10																	
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17																	
TOTAL THIS PAGE																	

Merit Badge Schedule for Troop # _____

[illegible]

Please make copies as needed for additional Scouts or Scouters.



Scoutmaster's Letter to Parents

Dear Parents:

Our troop will be attending Camp Bob Hardin summer camp from _____ to _____. I hope your son is planning to be with us as this is the one event he should not miss.

Camp Bob Hardin is nestled in the foothills of North Carolina just northwest of Spartanburg, SC. Its 256 acres at over 1770 feet elevation are full of mountains, trees, lakes, hills, and fun. Camp Bob Hardin's highly qualified staff ensures that your son has a positive summer camp experience whether he is an older Scout or a first year Tenderfoot. Mail should be sent to; Scout's name, Troop #____, 805 Scout Camp Road, Saluda, NC 28773

IT IS IMPORTANT THAT EACH SCOUT "BE PREPARED" FOR SUMMER CAMP WITH GOOD INFORMATION, PROPER EQUIPMENT, AND THE RIGHT MEDICAL FORM. Class 3 forms are required for Scouts taking TREK and COPE. This form requires a doctor's exam within the past year. Other Scouts need a class 2 form. The class 2 form requires a doctor's exam within the past three years and a parent's signature within the past year. In case of an emergency, the camp director can be reached at 828-749-5381.

Each Scout should bring the following items to enjoy his stay at camp this summer.

1. UNIFORM - According to Troop standards (Wear class A uniform to supper each night and campfires)
2. Sleeping bag or two sheets and a blanket and a pillow (Each Scout is assigned a padded bunk or cot)
3. Flashlight, small book bag or fanny pack, notebook, pen and pencils, water bottle
4. Swim Suit- 2 (Needed for swim test as soon as Scout arrives on Sunday, pack on top)
5. Jacket, raincoat or poncho (Nights get cool and it rains.)
6. Shorts, T-shirts, socks, underwear, extra pair of shoes, hat (mark all items with name and troop number)
7. Bath Kit - Toothbrush, soap, comb/brush, towels, washcloth
8. Money - For snacks and craft items (the average Scout will spend \$40 - \$60)
9. Long pants and long sleeve button down shirts are required for aquatic merit badges, COPE, and Horsemanship.

First time Scouts at camp should participate in the Upward Bound program, and should bring the following in addition to the list above:

1. Backpack and sleeping bag suitable for an overnight camp out
2. Pocket knife (medium size with one or two lock blades, NO sheath knives or multipurpose tools)
3. Boy Scout Handbook, paper, and pencils/pens
4. Eating utensils and canteen
5. One tent for every 2 Scouts

Additional items Scouts may want to bring: camera, watch, compass, Bible, first aid kit, reference books, merit badge books, Frisbee, sports equipment, camp stool, battery clock. Please mark all items with a permanent marker so misplaced items may be returned. Items that Scouts CANNOT bring are: weapons, fireworks, sheath knives, radios, CD players, cell phones, bicycles, boats or canoes, ax or saw, clothing with alcohol or tobacco ads.

Visitors are welcome to visit their son and tour Camp Bob Hardin on Wednesday after 6:00 PM. You are also invited to observe the Order of the Arrow pageant held on Wednesday evening at 8:00 PM. Those wishing to have a picnic can use the Murphy Pavilion located near the activity field. CBH cannot provide dinner or seating for visitors in the dining room. Visitors should park at the camp office and walk to any of the events. Special transportation needs should be made to the camp director before arrival.

The base fee for one week of summer camp for your son is \$_____ and is due no later than _____. The troop must pay in advance and the fees are not refundable. Other fees will be needed for additional activities your Scout would like to participate in and supplies for handicraft projects. Please call if you have any questions.

I highly encourage you to allow your son to participate in this year's summer camp. Your son's week at Camp Bob Hardin can be the experience of a lifetime.

Scoutmaster _____

Phone No. _____

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Camp Bob Hardin Staff Application

Please Print Neatly

Date _____

Last

First

Middle Initial

Street Address

City

State

Zip Code

(____)-____-____
Telephone #

Date of Birth

Social Security Number

Are you a US Citizen ☐ Yes ☐ No

If no, give INS registration number: _____

Have you registered with Selective Services: ☐ Yes ☐ No ☐ Not Applicable

Driver's License Number & State: _____

Do you have any physical limitations that would prohibit you from performing arduous tasks? ☐ Yes ☐ No

Have you ever been convicted of a felony? ☐ Yes ☐ No

If yes please explain: _____

Are you currently a registered member of the Boy Scouts of America? ☐ Yes ☐ No

What troop, crew or post are you a member of? _____

What is your current or highest rank in Scouting? _____

Please list three references of people we may contact (Scout leaders, Teachers, Professors, etc.)

Include name, address, and telephone number

Positions & Minimum Ages

Please check which job you are applying for.

*Must hold current BSA National Camping School certification. The Palmetto Council will cover tuition for National Camping School.

<input type="checkbox"/> Aquatics Director (*)	21	<input type="checkbox"/> Trading Post Manager	21	<input type="checkbox"/> Archery Director (*)	18
<input type="checkbox"/> Shooting Sports Director (*)	21	<input type="checkbox"/> Program Director (*)	21	<input type="checkbox"/> Handicraft Director	17
<input type="checkbox"/> Medical Officer	21	<input type="checkbox"/> Camp Driver	21	<input type="checkbox"/> Merit Badge Instructor	16
<input type="checkbox"/> COPE Director (^)	21	<input type="checkbox"/> Scoutcraft Director (*)	18	<input type="checkbox"/> Cook's Assistant	15
<input type="checkbox"/> Camp Commissioner (^)	21	<input type="checkbox"/> Nature Director (*)	18	<input type="checkbox"/> Dining Hall Steward	15
		<input type="checkbox"/> Junior Ranger	18	<input type="checkbox"/> Camp Clerk	15

Which program would you prefer to work?

Every attempt will be made to accommodate preferred areas, but final assignments will be made by the camp director and program director based upon your qualifications and the needs of camp.

<input type="checkbox"/> Aquatics	<input type="checkbox"/> Scoutcraft	<input type="checkbox"/> Transportation
<input type="checkbox"/> COPE	<input type="checkbox"/> Shooting Sports	<input type="checkbox"/> Dining Hall
<input type="checkbox"/> Handicraft	<input type="checkbox"/> Support Services	
<input type="checkbox"/> Nature	<input type="checkbox"/> Upward Bound	<input type="checkbox"/> Camp Chaplain
<input type="checkbox"/> Camp Commissioner	<input type="checkbox"/> Nature Director	<input type="checkbox"/> Dining Hall Steward

Briefly state in your own words what you have to offer the camp, the program, and the staff. What do you personally hope to gain by serving on the staff at Camp Bob Hardin?

All staff members are required to reside in the assigned staff quarters provided by Camp Bob Hardin unless prior arrangements have been made with the camp director.

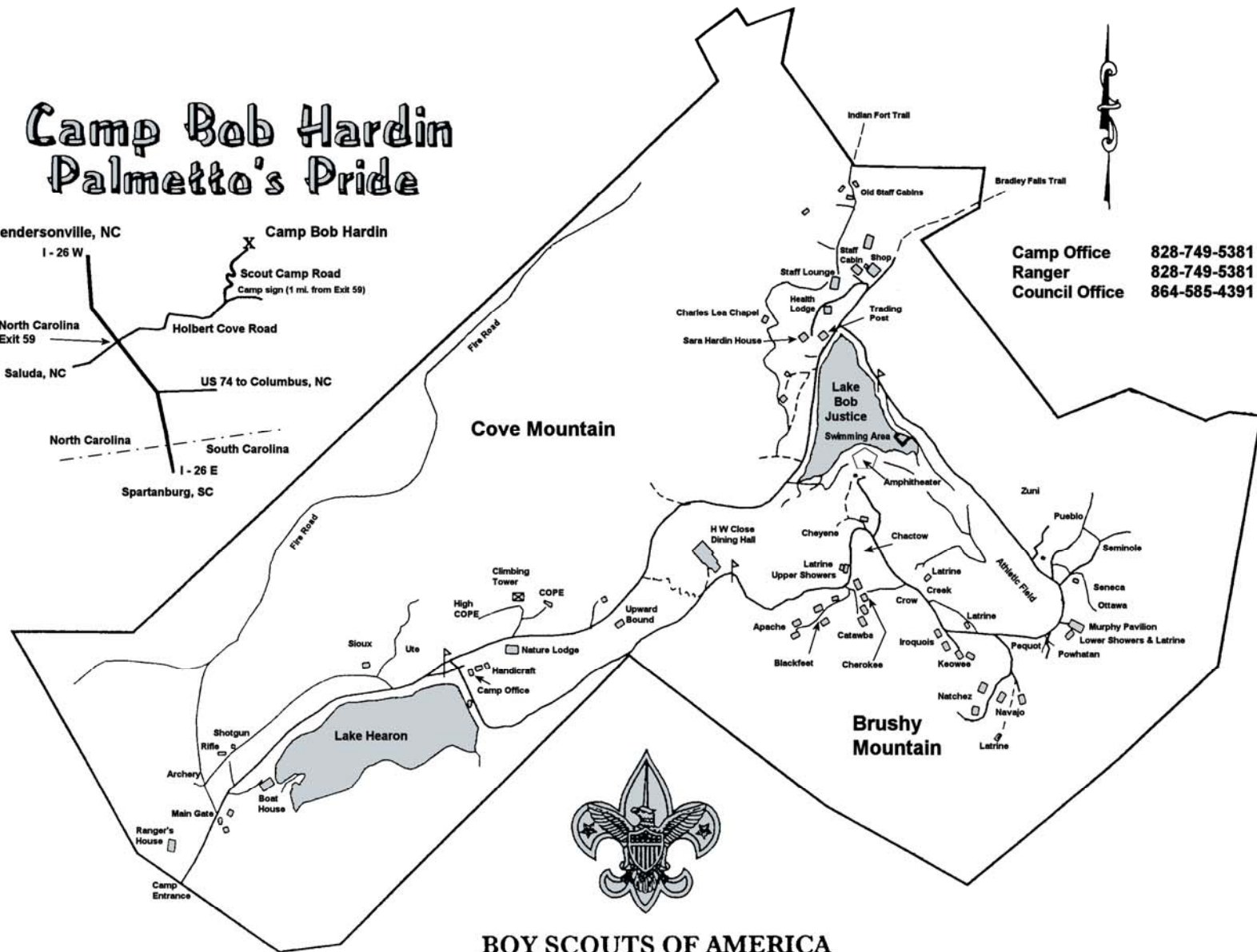
I hereby make application for employment and, in accordance with the principles of the Boy Scouts of America and the Palmetto Council, BSA, subscribe to the principles of the Boy Scout Oath, Law, and the Declaration of Religious Principle. If hired I agree to be loyal and to fully cooperate with all BSA policies, program, and management including those described in this application. I further agree to submit a completed Boy Scout physical prior to arriving at Camp Bob Hardin. If selected for employment, I understand that a personal interview and a background check may be required before employment will be granted.

Signature & Date

Parent/ Guardian (required if under 18 years of age)

Camp Bob Hardin Palmetto's Pride

Hendersonville, NC
I - 26 W
North Carolina
Exit 59
Saluda, NC
Holbert Cove Road
US 74 to Columbus, NC
North Carolina
South Carolina
I - 26 E
Spartanburg, SC



BOY SCOUTS OF AMERICA

This Leader's Guide published courtesy of
Skyuka Lodge 270



Palmetto Council, BSA

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