SOUTHEAST LOUISIANA COUNCIL CAMP V-BAR



WINTER CAMP 2025 LEADERS GUIDE

Salmen Scout Reservation Perkinston, MS



Online Registration
bsa-selacouncil.org/WinterCamp







Southeast Louisiana Council

4200 South I-10 Service Road West Metairie, Louisiana 70001 Telephone: (504) 889-0388



2025 Camp V-Bar Winter Camp Leaders Guide v1.4.docx

Table of Contents

Letter from the Camp Director	3
General Camp Information, Dates, and Fees	
Daily Schedule	5
Activity Schedule (subject to modification)	
Program Details	
Program Activities	
Activity Permission Slip	
Suggested Personal Equipment Checklist	16
Suggested Troop Equipment Checklist	17
Camp V-Bar Information and Policies	18
Earn the Conservation Good Turn Award	19
Staff Camp V-Bar	20

"A week of camp life is worth six months of theoretical teaching in the meeting room."

- Lord Baden-Powell





SALMEN SCOUT RESERVATION

SOUTHEAST LOUISIANA COUNCIL

27585 V-Bar Road, Perkinston, MS 39573 Camp Phone: (288) 255-7336 Office: (504) 889-0388

E-Mail: juan.prado@scouting.org

Online Registration

LETTER FROM THE CAMP DIRECTOR

Dear Scoutmasters,

Welcome to the Camp V-Bar Winter Camp program!

Got a new tent for Christmas? Come try it out at V-Bar Winter Camp! Knock out those Eagle required and STEM merit badges at the coolest camp on the calendar. Camp V-Bar offers quality instruction for merit badges in a variety of areas, including the new Horsemanship Merit Badge. The camp schedule also includes activities to make Camp V-Bar one of the most fun camps in the country! And, if you are coming from up north, escape the blizzard and come experience Christmas time in the Gulf South.

The Council also has been engaging in other initiatives to improve both the program and physical facilities at Camp V-Bar. For fish and wildlife management, Mississippi Department of Wildlife and Fisheries representatives have visited camp to collaborate in efforts to enhance both the wildlife environment and fishing from the lake. Facilities such as the Dining Hall have been repaired and improved. And several other efforts also have been undertaken for potential upgrades to existing facilities and the addition of new, exciting features to camp.

Feel free to contact Juan Prado, the Camp Staff Advisor, or me if you have any questions about the camp program or anything else to do with camp.

See you at Camp V-Bar!

Isaac Western, Camp Director





GENERAL CAMP INFORMATION, DATES, AND FEES

Order ALL merit badge class supplies online: When you register, you will pay a program fee for supplies you would have purchased in the Trading Post. Once you have registered and paid the program fee, your Scout will receive the supplies during class. Additional supplies will be available on a limited basis in the Trading Post at camp.

GENERAL CAMP INFORMATION CAMP LOCATION: Salmen Scout Reservation, Camp V-Bar, is located in southern Mississippi approximately 1½ hours outside New Orleans, Louisiana. Driving directions found at:

 $\underline{http://www.bsa-selacouncil.org/document/general-information-for-camp-guidebook/150802}$

Salmen Scout Reservation, Camp V-Bar

27585 V-Bar Road Perkinston, MS 39573

Camp Office: (228) 255-7336 Ranger Office: (228) 255-1336 Southeast Louisiana Council, Scouting America

4200 South I-10 Service Road West

Metairie, LA 70001

Council Offices: (504) 889-0388 Council Fax: (504) 889-1162 Toll Free (800) 394-9410

ATES

Saturday - Wednesday, December 27-31, 2025

Check-In: Saturday, 1:00pm Check-out: Wednesday AM

CAMP FEES Scout Fees Adult Fees \$175 / Early – Deposit by November 17, 2025 \$75 / Leader

Registration Closes December 15, 2025

\$215 / Regular - Paid in Full by December 15, 2025

Deposit of \$50 per registrant (Youth & Adult) due at time of registration All fees must be Paid in Full by close of Registration

ADDITIONAL PROGRAM FEES					
Archery	\$5	Horsemanship	\$60	Pathfinder	\$5
Rifle Shooting - Option A	\$15	Shotgun Shooting	\$25	Space Exploration	\$15
Modern Cartridge					
Welding	\$10	Wood Carving	\$15		

ALL merit badge reports are final as of departure from camp. It is the responsibility of UNIT LEADERS to CONFIRM accuracy of reports PRIOR to departure. Any questions regarding merit badge completion must be resolved prior to the unit's departure. In accordance with the Scouting America advancement policy, any incomplete merit badges may be completed with a duly registered merit badge counselor with the approval of the unit leader at any time prior to the Scout turning 18 years old.

New Scouts and Arrow of Light Patrol Crossovers do not incur Late Fees.

FEES: May be transferred from one Scout to another with written permission from the Scoutmaster. REFUNDS: Please refer to the council website for the council's policy concerning refunds and refund requests: http://www.bsa-selacouncil.org/camping-outdoor-program/council-refund-policy/62964

"The real way to happiness is to give it to others."
-Lord Baden-Powell

DAILY SCHEDULE

Time	Saturday	Sunday	Monday	Tuesday	Wednesday
6:00 am		Reveille	Reveille	Reveille	Reveille
7:00 am		Assembly	Assembly	Assembly	Assembly
7:00 am		Breakfast	Breakfast	Breakfast	Breakfast
8:30 am		MB Session 1	MB Session 1	MB Session 1	Troops Depart
10:15 am		MB Session 2	MB Session 2	MB Session 2	
12:00 pm		Lunch	Lunch	Lunch	
1:00 pm	Troop Check-In			Chapel Service	
1:15 pm		MB Session 3	MB Session 3	MB Session 3	
3:00 pm		MB Session 4	MB Session 4	MB Session 4	
4:30 pm		Free Time	Free Time	Free Time	
5:45 pm	Assembly	Assembly	Assembly	Assembly	
6:00 pm	Dinner	Dinner	Dinner	Dinner	
Evening Program	Opening Campfire (Flagpole - 8:02p) SPL / Leaders Meeting (Dining Hall - follows campfire) Staff Meeting (Dining Hall)	Hot Chocolate Bash & Chili Cookoff (Dining Hall – 7:30p) Table-Top Gaming (Dining Hall – 7:30p)	Movie Night & Cobbler Cookoff (Dining Hall - 7:30p) Night of Rock! (Climbing Tower - 7:30p) Table-Top Gaming (Dining Hall - 7:30p)	Closing Campfire (Flagpole - 8:0 $oldsymbol{2}$ p)	
10:30 pm	Taps	Taps	Taps	Taps	

ACTIVITY SCHEDULE (SUBJECT TO MODIFICATION)

IMPORTANT! Please have your Scouts review the activity cards on the following pages! The information contains specific information that the Scouts need to know such as pre-requisites or required clothing or gear. For example, Horsemanship and Welding merit badges require Scouts have appropriate clothing (not shorts and Crocs). Also, the information may change over time as different Merit Badge Counselors provide input, so be sure to review them every camp.

1st Session	2 nd Session	3 rd Session	4 th Session
8:30am - 10:00am	10:15am - 11:45am	1:30pm - 3:00pm	3:15 - 4:45pm
American Labor	Chess	Aviation	Cybersecurity
Backpacking	Cooking	Composite Materials	Engineering
Chemistry	First Aid	Electricity	Genealogy
Communication	Nuclear Science	Energy	Oceanography
Environmental Science	Personal Fitness	Environmental Science	Pulp and Paper
Geocaching	Photography	Game Design	Robotics
Moviemaking	Plumbing	Horsemanship	Scouting Heritage
Radio	Safety	Public Health	Skating
Wood Carving	Weather	Search and Rescue	
		Space Exploration	Space Exploration
		Welding	
Archery	Archery	Archery	Archery
Rifle Shooting - Option A			
Modern Cartridge	Modern Cartridge	Modern Cartridge	Modern Cartridge
Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting
	Weather	Space Exploration	Space Exploration
Citizenship in Society		Citizenship in Society	
(1st Class or above)		(1st Class or above)	
Climbing			
Pathfinder			

PROGRAM DETAILS

LEGEND FOR PROGRAM AREA CODES



Recommended for any Scout



One Session Program



Two Session / Half Day Program



Full Day Program



Eagle required Merit Badge



Recommended for older Scouts / Venturers



Cannot be completed at camp



Additional Fee for Supplies



Prerequisites required



Adult Training

PROGRAM ACTIVITIES



American Labor





The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.



Archery







Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



Aviation





For most of history, people have dreamed of flying, imagining how it would feel to soar like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.



Backpacking







Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace.

Bring: Gear list on page 33 of MB Pamphlet

Note: Requirements 10, 11 cannot be completed at camp.



Citizenship in Society







The first new merit badge for youth in the Scouts BSA program since 2017 officially launches today. Called Citizenship in Society, it provides Scouts with opportunities to learn more about our world by encouraging them to explore information on diversity, equity, inclusion and ethical leadership — and to learn why these qualities are important in society and in Scouting.



Chemistry





Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.



Chess





By earning the Chess merit badge, Scouts will learn all about the game of Chess from how to play, to the different moves, to the ability to develop strategy and logic to use against their opponent.



Climbing





Basic climbing methods and rappelling techniques are taught at the Climbing Tower. Scouts will have the opportunity to rappel from the gravel pits on the back side of camp during this program.



Communication









"Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication." - US Department of Education

Note: Requirement 5 cannot be completed at camp.



Composite Materials





Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.



Electricity





The Merit Badge is one of the original merit badges from 1911. Scouts can learn all about circuits and energy while earning the merit badge.



Cooking









The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

Note: Requirements 4, 5, 6 cannot be completed at camp.



Energy





Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.



Cybersecurity





Equip Scouts with essential knowledge and skills to navigate and protect the digital world. Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits.



Engineering





Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.



Environmental Science









While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Bring: Suitable clothing for outdoors field observation

Pre-Req: 3e



Genealogy





Exploring your roots—where your family name came from, why your family lives where it does, what your parents and grandparents did for fun when they were your age—can be fascinating.

Bring: One of the following - Birth Certificate, Death Certificate, Marriage Certificate for yourself or a family member.

Note: Requirement 2b cannot be



First Aid







First aid — caring for the injured or ill until they can receive professional medical care — is an important skill for every Scout. With knowledge of first aid, Scouts can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection, blood loss or save a limb or a life.

Bring: Materials to make a First Aid Kit.



Geocaching





The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.



Game Design





Scouts can earn a merit badge for playing games — and for creating their own. The Game Design merit badge teaches planning and critical-thinking skills, while introducing Scouts to an industry that's bigger than Hollywood.



Horsemanship







In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

Bring: (1) Appropriate riding gear including long pants, shirt and boots or shoes; (2) parent or guardian must complete & sign waiver form.



Moviemaking





Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.



Personal Fitness











In the twelve weeks it will take Scouts to complete the requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

Pre-Req / Bring: Statement for 1b

Note: Requirement 8 cannot be completed at camp.



Nuclear Science





Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Nuclear Science is one of the



Photography





Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place or a time in history. Bring: Personal Camera (preferably not a phone)



Oceanography





The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

Oceanography is one of the elective merit badges for the William T. Hornaday awards for Boy Scouts.



Plumbing





Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, naturalgas heating, and many other purposes. Plumbing merit badge was one of the original 57 merit badges issued in 1911.



Public Health





The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community -oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global



Pulp and Paper



Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



Radio





Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as twoway radio (where the same person can both receive and send messages).



Rifle Shooting -Option A Modern







Our .22 Caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. Scouts are strongly encouraged to register early. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others.

Program Fee includes ammunition.



Rifle Shooting -Option C Muzzle







Earn the Rifle Shooting MB using a Muzzle Loading Rifle. Due to the high caliber of the rifle, this merit badge should be taken by Scouts age 13 and over. Younger Scouts must have the approval of the instructor.

Program Fee includes ammunition.



Robotics





Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); demonstrate robot design in building a robot, and to discover whether this may be a field of interest as a career.



Safety





Knowing about safety helps
Scouts to make the right choices
and to take the best actions to
avoid accidents by making informed choices in their everyday
activities and to respond appropriately during an emergency
situation.



Shotgun Shooting







A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. Learn firearm safety and to enjoy target shooting.

Program Fee includes ammunition.



Scouting Heritage





"If I have seen further, it is by standing on the shoulders of giants." Isaac Newton wrote that in 1676; in 2016, the Scouting Heritage merit badge lets Scouts look further as well.

It introduces them to giants of Scouting like Robert Baden-Powell, Daniel Carter Beard, Waite Phillips and more. It helps Scouts claim their own place in Scouting history.



Skating - Option D Skateboarding





This merit badge introduces
Scouts to the exciting world of ice
skating, roller skating, in-line
skating or skateboarding. In addition to being an enjoyable leisure activity that promotes fitness, there are a variety of athletic careers in skating.

Bring: your Board, Stick, Shred Sled or Plank



Search and Rescue





The goal of Search and Rescue (SAR) is to locate, stabilize and extract individuals in distress. That can mean a hiker on the side of a mountain, a sailor lost at sea, a trapped urban disaster survivor, a captured soldier or an Alzheimer's patient wandering city streets. Each area of SAR employs techniques specific to the circumstance.



Space Exploration







Build, launch, and recover a model rocket. Make a second launch to accomplish a specific objective*. (Rocket must be built to meet the safety code of the National Association of Rocketry. The rocket you build won't reach the moon, but the science and technology that goes into your rocket is the same as NASA uses in launching giant rockets.

Program Fee includes kit.



Weather





Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.



Welding







This merit badge introduces Scouts to the basics of welding, and they will participate in hands on welding!

Bring: Long Sleeve Shirt and Long Pants

Program fee includes supplies.



Wood Carving







As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Program Fee includes kit.

Kiln, MS

Activity: Location: Off-camp visit to Stennis Airport

PLEASE PRINT AND COMPLETE THIS PAGE

SCOUT MAY TURN IN AT CAMP CHECK-IN, OR EMAIL TO <u>JUAN.PRADO@SCOUTING.ORG</u>

Date(s): Purpose:	This f	8 or 29, 2025 (weather permitting) Field trip is part of the Aviation Merit Badge at Winter Camp. E scouts not able to visit the airport will receive a partial for Aviation MB. Eactivity will take about 2 hrs.
Family Nam	ie:	
Scout's Nam	ne(s):	
		is/are granted permission to (and will) attend this activity.
Parent's Sig	nature	:
Transportat	ion to/	from the airport will be provided by troop leaders at camp.

SUGGESTED PERSONAL EQUIPMENT CHECKLIST

Scouts BSA Handbook

Signed Annual Health and Medical Form (A, B & C)

Scout uniform (shirt, shorts, socks, belt)

Bible or prayer book

Camera

Comb, brush, and mirror

Completed merit badge pre-requisites

Daypack

Dirty clothes bag

Feminine hygiene products

Fishing rod and tackle

Flashlight and extra batteries

Hat for sun protection

Insect repellent

Money for Trading Post (\$50 recommended, no large

bills please)

Mosquito netting

Notebook, pen and pencils

Pajamas or sleeping clothes

Long pants (for Horsemanship)

Personal first aid kit

Pillow

Pocket knife and "Totin' Chit"

Poncho or rain jacket

Raingear or weather-appropriate outerwear

Shoes (closed toe) or hiking boots

Shorts

Sleeping bag, liner or blanket and sheets

Soap and shampoo/conditioner

Socks (7 or 8 pair)

Sunglasses

Sunscreen

Toothbrush and toothpaste

Towels and washcloth

T-shirts (5 or 6/no tank tops)

Underwear

Watch

Water bottle

Work gloves

SUMMER CAMP only

Swimsuit

Water shoes (agua socks, etc.)

Water survival clothing (for Scouts taking the

Lifesaving merit badge)

THANKSGIVING AND WINTER CAMP only

Cold-weather hat

Long pants

Long-sleeved shirt

SURVIVAL KIT (for Scouts taking Wilderness

Survival merit badge)

Compass

Ground cloth

Sewing kit

Signal mirror

Space blanket

Waterproof matches

Water purification tablets

Whistle

DO NOT BRING

Personal electronic items such as radios, Bluetooth speaker, TVs, electronic games, cell phones, fireworks, sheath or hunting knives, pets, personal firearms & ammunition, jewelry or other expensive

items, personal bows and arrows, laser pointers





SUGGESTED TROOP EQUIPMENT CHECKLIST

Patrol flags

Lanterns (propane is best)

Matches / lighters / fire starters

Dining fly(s), poles, & stakes

Rope (1/4" manila)

Tents (if you have them), poles & stakes

Hammers & other hand tools

5-gallon water jugs

Ice chests

Trash bags

Lockable storage container

Troop first aid kit

Compass

Shovels, rakes, hoes, bow saws

Rolls of surveyor's marking tape

Camp chairs

Dutch oven and other cooking and cleanup gear (gear

as needed for cobbler and chili cook-off)

Camp stove, pots and pans (gear as needed for

patrol cooking on Wednesday)

CAMPSITE ENTRANCE/GATEWAY MATERIALS

Troop sign (should include troop number)

Troop flag

U.S. Flag

Twine & poles for lashing

BULLETIN BOARD

Bulletin board provided

Camp roster

Troop duty roster

Scout schedules

Emergency procedures

Push pins, etc. for bulletin board

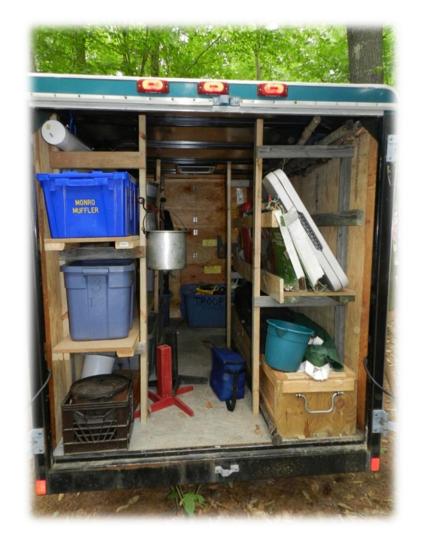
Fireguard chart

PAPERWORK

Troop advancement records

Troop Leader Guidebook

Paper Scouting America medical forms



CAMP V-BAR INFORMATION AND POLICIES

Refer to the <u>Camp V-Bar General Information and Policies</u> for:

- Driving Directions
- Camp Map
- Camp Amenities
- Policies



EARN THE CONSERVATION GOOD TURN AWARD

Since 1910, conservation has been an integral part of the program of Scouting America. Scouting America has been a positive force in conservation and environmental efforts. Scouts have rendered distinguished public service by helping to conserve wildlife, energy, forests, soil, and water. Past generations of Scouts have been widely recognized for undertaking conservation Good Turn action projects in their local communities.

Scouts of today have grown up hearing words such as ecosystem, biodiversity, and climate change. They recognize the need for, and the benefits of, conserving natural resources. Scouts understand that we all must work together for the betterment of the land, forests, wildlife, air, and water.



Much has been accomplished in recent years by individual Scouts and through unit conservation Good Turns. Much more needs to be done both in our communities and at Camp V-Bar.

To Earn The Conservation Good Turn Award

The Conservation Good Turn Award is an opportunity for Scout troops to carry out a Conservation Good Turn while at Camp V-Bar.

- The Scouting unit leader contacts Juan Prado (<u>juan.prado@scouting.org</u>) before camp or the Camp Director or Program Director while at camp and offers to carry out a Conservation Good Turn project.
- A worthwhile and needed project will be identified that the unit can accomplish.
- Working together, the unit and the Southeast Louisiana Council representative plan the details and establish the date, time, and location for carrying out the project.
- The Scout earns the Conservation Good Turn Award by participating in the planned conservation project to the satisfaction of the unit leader.
- The unit leader completes the application by clicking <u>here</u> (or obtaining one at camp) and then submits it to the Camp Director or Program Director for the unit to be recognized.
- Individual patches for recognition of youth and adults participating in the project may be purchased by the unit at the Southeast Louisiana Council Scout shop.



STAFF CAMP V-BAR

WE WANT YOUR SCOUTS ON THE CAMP V-BAR STAFF!

Dear Scoutmasters.

The Camp V-Bar staff is committed to providing quality merit badge instruction and exciting evening programs to give your Scouts an experience that will last a lifetime.

Working at Salmen Scout Reservation has been one of the most fulfilling and exciting experiences in their lives for many of the staff members. Camp V-Bar staff members learn the value of teamwork and dedication while honing their Scouting skills, leadership and teamwork skills, and making lifetime friends. These skills will benefit your Scouts for the rest of their lives. If your Scouts join Camp V-Bar's staff, they will become role models for hundreds of youths and make a valuable impression on the lives of others.

If you have Scouts in your troop who you believe to be the best of the best, encourage them to join one of the greatest camp staffs in the country. We have a passion for Camp V-Bar, and we want to see it grow and become even greater as the years progress. To accomplish this goal, we need new staff members with innovative ideas willing to work hard to continue the tradition of making Camp V-Bar a great camp. We want your best Scouts. Have them sign up today!

First, the Scout MUST submit a resume to the Camp Staff Advisor, Juan Prado via e-mail to juan.prado@scouting.org. If interested Scouts do not have a resume, a sample resume may be downloaded here.

Yours in Scouting,

Your Camp V-Bar Staff

