

Summer Camp 2024 at V-Bar Salmen Scout Reservation

27585 V-Bar Road, Perkinston, MS 39573

Camp Phone: (228) 255-7336



Southeast Louisiana Council

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Online registration

<http://www.bsa-selacouncil.org/summercamp>

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“A week of camp life is worth six months of theoretical teaching in the meeting room.”
- Lord Baden-Powell

GENERAL CAMP INFORMATION, DATES, 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 1 ½ hours outside New Orleans, LA. Driving directions found at: 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	Southeast Louisiana Council, BSA 4200 S. I-10 Service Road West Metairie, LA 70001
	Camp Office: (228) 255-7336 Ranger Office: (228) 255-1336	Council Offices: (504) 889-0388 Council Fax: (504) 889-1162 Toll Free (800) 394-9410

DATES	Week 1: Sunday – Saturday, Jun 9-15, 2024 Week 2: Sunday – Saturday, Jun 16-22, 2024 Check-In: Sunday, 1:00pm Check-out: Saturday
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CAMP FEES	Scout Fees \$300 / Regular – Deposit by 3/31/2024 \$330 / Late – Paid in Full by May 15 Registration Closes May 15 Deposit of \$50 per registrant (Youth & Adult) due at time of registration All fees must be Paid in Full by close of Registration	Adult Fees \$80 / Leader
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ADDITIONAL PROGRAM FEES					
Archery	5	Basketry	17	Leatherwork	18
Metalwork	15	Pathfinder	5	Rifle Shooting - Option A Modern Cartridge	15
Rifle Shooting - Option C Muzzle Load	30	Shotgun Shooting	25	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 BSA 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.

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>

Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:30 am					Sunrise Hike		
6:00 am		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:00 am		Assembly	Assembly	Assembly	Assembly	Assembly	Assembly
		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30 am		MB Session 1	MB Session 1	Wet 'N' Wild Wednesday	MB Session 1	MB Session 1	Troops Depart
9:35 am		MB Session 2	MB Session 2		MB Session 2	MB Session 2	
10:40 am		MB Session 3	MB Session 3		MB Session 3	MB Session 3	
12:00 pm		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 pm	Troop Check-In						
1:30 pm		MB Session 4	MB Session 4	MB Session 4	MB Session 4	Scout Expo	
2:35 pm		MB Session 5	MB Session 5	MB Session 5	MB Session 5		
3:45 pm		Free Time	Free Time	Free Time	Free Time		
5:00 pm		Overnight Adv Mile Swim	Overnight Adv Mile Swim	Overnight Adv Mile Swim Food Pickup @ Dining Hall	Overnight Adv		
5:45 pm	Assembly	Assembly	Assembly	Assembly	Assembly	Assembly	
6:00 pm	Dinner	Dinner	Dinner	Patrol Cooking in Camp	Dinner	Dinner	
7:30 pm		Watermelon Bash	Evening Program & Chili Cookoff	Ice Cream Social – Hosted by the OA & Cobbler Cookoff	Evening Program		
8:02 pm	Opening Campfire (followed by Leader's Meeting)	Night Swim / Night Climb	Night Swim / Night Climb	Movie Night	Night Swim	Closing Campfire	
10:30 pm	Taps	Taps	Taps	Taps	Taps	Taps	

Activity Schedule (Subject to modification)

IMPORTANT! Please have your Scouts review the activity cards on the following pages! There are specific details that they need to know. For example, Welding MB: requires Scouts have appropriate clothing (not shorts and Crocs). There may be pre-requisites or gear required. Also, these can change over time as different MB Counselors provide input, so be sure to review them every camp.

	8:30 - 9:25	9:35 - 10:30	10:40 - 11:35		1:30 - 2:25	2:35 - 3:30	3:45 - 5:00
Climbing	COPE				Climbing MB		Area Open
Aquatics	Swimming MB	Swimming MB	Swimming MB		Swimming MB	Pathfinder Swimming MB	BSA Stand Up Paddleboarding
	Instructional Swim	Instructional Swim	Instructional Swim		Instructional Swim	Instructional Swim	
	Lifesaving MB**	Rowing MB**	Canoeing MB**		Kayaking MB**	Canoeing MB**	Open Swim & Open Boating
	Canoeing MB**	Kayaking MB**	Small-Boat Sailing MB**		Motorboating MB**	Small-Boat Sailing MB**	Mile Swim** @ 5pm
	BSA Lifeguard**				BSA Lifeguard**		
Scoutcraft	Communication MB / Public Speaking MB	Emergency Preparedness MB**	First Aid MB		Personal Fitness MB	Search and Rescue MB	Area Open
	First Aid MB	Orienteering MB	Wilderness Survival MB		Emergency Preparedness MB**	Wilderness Survival MB	
	Personal Fitness MB**	Pioneering MB	Welding MB		Fire Safety MB	Welding MB	
	Camping MB		Camping MB		Automotive Maintenance MB / Farm Mechanics MB	Communications MB	
Handicraft	Basketry MB / Leatherwork MB	Metalwork MB	Basketry MB / Leatherwork MB	L U N C H	Metalwork MB	Wood Carving MB	Area Open
	Home Repairs MB	Digital Technology MB	Signs, Signals, and Codes MB		Game Design MB	Painting MB	
	Pottery MB / Sculpture MB	Theater MB	Pottery MB / Sculpture MB		Art MB		
		Scouting Heritage MB					
Eco-Con	Environmental Science MB**	Archaeology MB**	Plant Science MB		Environmental Science MB**	Soil and Water Conservation MB	Area Open
	Insect Study MB	Mammal Study MB**	Reptile and Amphibian Study MB		Bird Study MB	Animal Science MB	
	Fishing MB	Nature MB	Fish and Wildlife Management MB		Geology MB	Astronomy MB	
Shooting Sports	Archery MB	Archery MB			Archery MB		Area Open
	Rifle Shooting - Option A Modern Cartridge	Rifle Shooting - Option A Modern Cartridge	Rifle Shooting - Option A Modern Cartridge		Rifle Shooting - Option A Modern Cartridge	Rifle Shooting - Option C Muzzle Load	
	Shotgun Shooting MB	Shotgun Shooting MB	Shotgun Shooting MB		Shotgun Shooting MB	Shotgun Shooting MB	
Path-finder	Pathfinder Program				Pathfinder Program		Area Open

Note: Between 3:45 PM and 5:00 PM all program areas will be open for Scouts to work on requirements, and ask questions, or just learn more about the area and do more things. Please encourage your Scouts to take advantage of this!

Note: Some session sizes are limited due to facilities or other considerations. Early Registration is the best way to ensure that Scouts get the sessions they want. Camp administration may rearrange schedules to balance class size if necessary.

** Pre-requisite or specific gear required – please see activity cards below for details

PROGRAM DETAILS

LEGEND FOR PROGRAM AREA CODES



Recommended for any Scout



Recommended for older Scouts / Venturers



Adult Training



One Session Program



Full Day Program



Two Session / Half Day Program



Eagle required Merit Badge



Additional Fee for Supplies



Prerequisites



Cannot be completed at camp

PROGRAM ACTIVITIES



**Animal Science
Merit Badge**



Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.



**Archaeology
Merit Badge**



Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.
Pre-Req: 10, 11



**Archery
Merit Badge**



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. Program Fee includes arrow / fletching.

PROGRAM ACTIVITIES



**Art
Merit Badge**



This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design.



**Astronomy
Merit Badge**



In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.



**Automotive Maintenance
Merit Badge**



Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.



**Basketry
Merit Badge**



Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends. Program Fee includes kits.



**Bird Study
Merit Badge**



Birds are among the most fascinating creatures on earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.



**BSA Lifeguard
Award**



This is a special program for older Scouts & Adults who would like to further their skills in the Aquatics area. This is an extremely strenuous course, and candidates will work side by side with the Aquatics Staff for the entire week. Candidates are required to be on the waterfront whenever the waterfront is open, including free time. Pre-Req: CPR for the Professional Rescuer Certification (Not Basic CPR) Must be at least 15 years old to complete

PROGRAM ACTIVITIES



BSA Stand Up Paddleboarding Award



The BSA Stand Up Paddle Boarding Award introduces Scouts to the basics of Stand Up Paddle Boarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Pre-Req: Qualify as a "Swimmer"



Camping Merit Badge



Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.
Note: Requirements 8d,9 cannot be completed at camp.



Canoeing Merit Badge



For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.
Pre-Req: Qualify as a "Swimmer"



Climbing Merit Badge



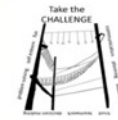
Basic climbing methods and rappelling techniques are taught at the Climbing Tower. Scouts will have the opportunity to rappel from the gravel pits on the back side of camp during this program.



Communication Merit Badge



"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.



COPE



COPE is an acronym for Challenging Outdoor Personal Experience. It consists of group initiative games, trust events, and high and low ropes course. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Scouts who are 14 years of age and adults may participate in C.O.P.E. Program Fee covers harnesses / ropes.

PROGRAM ACTIVITIES



Digital Technology Merit Badge



Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.



Emergency Preparedness Merit Badge



Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Emergency Preparedness merit badge is an option for the National Outdoor Badge for Adventure Pre-Req: 1 (First Aid MB), 8b



Farm Mechanics Merit Badge



From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.



Fire Safety Merit Badge



The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.



First Aid Merit Badge



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

Bring: Materials to make a First Aid Kit.



Fish and Wildlife Management Merit Badge



Wildlife management is the science and art of managing the wildlife—both animals and fish—with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species.

PROGRAM ACTIVITIES



Fishing Merit Badge



"Every Scout ought to be able to fish in order to get food for himself. A tender-foot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." - Robert Baden Powell. Scouts may want to bring their own fishing gear & tackle. Camp V-Bar is Catch & Keep! Get a V-Bar Fishing License from the Eco-Con Director.



Game Design Merit Badge



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.



Geology Merit Badge



Geology is the study of earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



Home Repairs Merit Badge



Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.



Insect Study Merit Badge



In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them. Note: Requirement 9 cannot be completed at camp.



Introduction to Outdoor Leader Skills (IOLS)



This 1½ day course expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method by teaching many of the practical outdoor skills they need to lead Scouts in the outdoors. IOLS is valuable training for all adult leaders, and required for Scoutmaster & Asst Scoutmaster positions.

PROGRAM ACTIVITIES



Instructional Swim



Instructional Swim is geared towards enabling Scouts to pass the BSA Swim Test, Second Class Rank requirement 5, and First Class Rank requirement 6. Open to all Scouts seeking to learn to swim, or improve their swimming ability.



Kayaking Merit Badge



A new merit badge that teaches use and safety of kayaking.
Pre-Req: Qualify as a "Swimmer"



Leatherwork Merit Badge



Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used.
Program fee includes kits



Lifesaving Merit Badge



The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Pre-req: 2nd Class 5a-5d, 1st Class 6a,6b and 6e. Swimming MB recommended



Mammal Study Merit Badge



A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.
Pre-Req: Recommended to start 4 prior to camp



Metalwork Merit Badge



Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options
Program Fee includes supplies.

PROGRAM ACTIVITIES



Mile Swim BSA Award



Show that you can swim the distance. Open to Scouts and Adults. Participants must make all of the required practices leading up to the actual Mile Swim. Practices during Troop time, Monday - Wednesday. Mile Swim on Thursday.
Pre-Req: Qualify as a "Swimmer"



Motorboating Merit Badge



With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.
Pre-Req: Qualify as a "Swimmer"



Nature Merit Badge



There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



Orienteering Merit Badge



Personal "orienteering" compass is encouraged. Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. Bring: Personal "Orienteering" compass.



Painting Merit Badge



This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.



Pathfinder



The Pathfinder Area is designed to acquaint our first-year campers with life at Camp V-Bar and give them many of the skills that they need to achieve the rank of First Class. Note: Program fee covers a Compass for each Scout

PROGRAM ACTIVITIES



Personal Fitness Merit Badge



Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic 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.



Pioneering Merit Badge



Pioneering—the use of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.



Plant Science Merit Badge



Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.



Pottery Merit Badge



The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.



Public Speaking Merit Badge



A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.



Reptile and Amphibi- an Study Merit Badge



Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Knowledge about these captivating creatures leads to an appreciation for all wildlife; understanding the lifecycle of a reptile or amphibian can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. Note: Requirement 8 cannot be completed at camp.

PROGRAM ACTIVITIES



Rifle Shooting - Option A Modern Cartridge



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. By earning this badge, Scouts can develop their shooting skills while learning safe practices. Program Fee includes ammunition.



Rifle Shooting - Option C Muzzle Load Merit Badge



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.



Rowing Merit Badge



Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. The Aquatics area has many rowboats that are also available for use during Free Time. Pre-Req: Qualify as a "Swimmer"



Scouting Heritage Merit Badge



"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.



Sculpture Merit Badge



This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood. The Sculpture merit badge was one of the original 57 merit badges issued by the Boy Scouts of America in 1911.



Search and Rescue Merit Badge



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.

PROGRAM ACTIVITIES



Shotgun Shooting Merit Badge



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. Our Shotgun Range provides Scouts with an opportunity to learn firearm safety and to enjoy target shooting. Scouts are strongly encouraged to register early. Program Fee includes ammunition.



Signs, Signals, and Codes Merit Badge



American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?



Small-Boat Sailing Merit Badge



Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.
Pre-Req: Qualify as a "Swimmer"



Soil and Water Con- servation Merit Badge



Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



Swimming Merit Badge



Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills



Theater Merit Badge



While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

PROGRAM ACTIVITIES



Welding Merit Badge



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 Merit Badge



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.



Wilderness Survival Merit Badge



In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. Bring: Materials for a personal survival kit.

SUGGESTED PERSONAL EQUIPMENT CHECKLIST

Scouts BSA Handbook
Signed Annual Health & Medical Form (A, B & C)
Scout uniform (shirt, shorts, socks, belt)
Socks (7 or 8 pair)
Shorts
5 or 6 t-shirts (no tank tops)
Shoes (closed toe) or hiking boots
Hat for sun protection
Underwear
Pajamas or sleeping clothes
Sleeping bag, liner or blanket & sheets
Pillow
Personal first aid kit
Poncho or rain jacket
Towels & washcloth
Soap and shampoo/conditioner
Toothbrush & toothpaste
Comb, brush, & mirror
Feminine hygiene products
Flashlight & extra batteries
Pocket knife & "Totin' Chit"
Insect repellent
Sun screen
Water bottle
Daypack
Notebook, Pen / Pencils
Weather-appropriate outerwear
Completed merit badge pre-requisites
Watch
Fishing rod & tackle
Camera
Bible or prayer book
Work gloves
Dirty clothes bag

Mosquito netting
Money for Trading Post (\$50 recommended, no large bills please)

SUMMER CAMP

Swim suit
Water shoes (aqua socks, etc.) For lake/swimming at the waterfront
Water survival clothing (for Scouts taking the Lifesaving merit badge)

THANKSGIVING & WINTER CAMP

Long pants
Cold-weather hat
Long-sleeved shirt

SURVIVAL KIT (for scouts taking Wilderness Survival merit badge)

Whistle
Ground cloth
Compass
Signal mirror
Sewing kit
Space blanket
Water purification tablets
Waterproof matches

DO NOT BRING

Personal electronic items such as radios, Bluetooth speaker, TV's, electronic games, cell phones, fireworks, sheath or hunting knives, pets, personal firearms & ammunition, jewelry or other expensive items, personal bows & 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 leaders guide book
Paper BSA medical forms

CAMP V-BAR INFORMATION & POLICIES

Refer to the [Camp V-Bar General Information and Policies](#) for:

- Driving Directions
- Camp Map
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STAFF CAMP V-BAR

WE WANT YOUR SCOUTS!

On Camp V-Bar Staff

Dear Scoutmasters,

The Camp V-bar staff is committed to providing quality merit badge instruction and exciting evening programs in order 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 of my life. Staff members learn the value of teamwork, and dedication while honing their Scouting skills, leadership and teamwork skill, and making lifetime friends. These are skills I dedicate my life to and expect nothing less from my staff. If your Scouts join our staff, they will become role models for hundreds of youth and make a valuable impression on the lives of others.

If there are Scouts in your troop who you feel are 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. In order to do this, we need new staff members with innovative ideas who are willing to work hard to continue the tradition of making Camp V-Bar the great camp that it is. We want your best Scouts. Have them sign up today!

First we MUST have them submit their resume to the Camp Staff Advisor, Juan Prado. The resumes can be emailed to Juan.Prado@scouting.org. If interested Scouts do not have a resume they can download a sample resume from the council website at <https://secure.bsa-selacouncil.org/document/summer-camp-sample-resume/156329>.

Yours in Scouting,

Your Camp V-Bar Staff