

Outpost Programs Available

ACTION ARCHERY

Great program for Scouts of all ages, particularly the first and second year Scouts. Enjoy the 3D Archery Range provided under a grant from the Missouri Department of Conservation.

Activities: Tour the Action Archery range and shoot arrows at various targets.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: Sawmill Archery Range. Park in Sawmill parking lot and take path to range.

HOW MANY: 30 participants (1 adult for each 10 Scouts).

BRILEY CREEK TRAP & SKEET

Challenging program for your older Scouts (14 and up)

Trap shooting with .20 gauge shotguns, Hunter and Gun Safety.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: Briley Creek. About ½ mile down the hill past the "Indian." Parking is located just inside the first gate.

HOW MANY: 24 participants including 1 adult for each 10 Scouts. All shooters must be 14 years of age or older.

COST: \$8.00 for each shooter. This pays for ammunition and supplies. Pay at the ORTC and take your receipt with you to Briley Creek.

CLIFF HANGER

A challenging program for your older Scouts (Must be 13 years of age by date of participation)

A lunch or evening program of rock climbing and rappelling at the Climbing Tower.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 7, and 8. (Hamburgers, Hot dogs, or cold Sandwiches)

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: At the Climbing Tower near the "Indian."

HOW MANY: 18 participants including 1 adult for each 10 Scouts. All participants must be at least 13 years of age.

DAVY CROCKETT

Great program for Scouts of all ages, particularly the first year Scouts.

Activities: Load and shoot air rifles. Receive Safety training and instruction.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)

WHERE: Sawmill Rifle Range. Park in Sawmill parking lot and take path to range.

HOW MANY: 18 participants (1 adult for each 10 Scouts).

DISC GOLF

New program for Scouts of all ages. Experience the excitement of the new Disc (Frisbee) Golf course. This lunchtime and evening program will feature a shotgun start for the nine-hole course (maximum of four people per hole.) Meals will be provided. Some discs will be available, but feel free to bring your own "special" disc..

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, and 8. (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7:30 p.m.

WHERE: The Golf Course is located between the Piercing Arrow archery range and the softball fields.

HOW MANY: 30 participants including 1 adult for each 10 Scouts.

INDIAN VILLAGE-OVERNIGHT

Great program for Scouts of all ages. Experience games and activities of the American Indian. This is an overnight program provided under the guidance of the staff (see the information following for the non-overnight Indian Village Program.) Participants will sleep in Indian style teepees. **Don't forget to bring your sleeping bags and ground cloths for the overnight! You may want to bring insect repellent and lawn chairs for the campfire.** Regular programs include archery, tomahawks, Indian crafts and Indian games.

WHEN: Evening Program – Three groups each session. Days vary by session. Dutch oven meal, with breakfast the next morning.

TIME: Evening Program – arrive at 4:30 p.m. Ends before 7:30 a.m. following breakfast.

WHERE: The Indian Village is located near the Reservation Headquarters. You'll see it when you arrive at camp.

HOW MANY: 30 participants including 1 adult for each 10 Scouts.

INDIAN VILLAGE-(Non-Overnight)

Great program for Scouts of all ages. Experience activities of the American Indian. This is NOT an overnight program and is provided under the guidance of the staff (see the information above for the overnight Indian Village Program.) Participants will see an Indian village of teepees. Regular programs include tomahawks and Indian games.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, and 8. (Varies by session depending upon when the Overnight program is offered.(Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal. (See comment on Lunch program)

TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7:30 p.m.

WHERE: The Indian Village is located near the Reservation Headquarters. You'll see it when you come to camp.

HOW MANY: 30 participants including 1 adult for each 10 Scouts.

LEWIS AND CLARK CANOE TRIP

This is a river/lake adventure for your older Scouts. Scouts and leaders may take a float/canoe trip from near the Bartle Lakefront area. The trip should last about 2-3 hours. A sack lunch will be provided. Everyone on the float trip must have a blue swimmer band. **If no one in your group has Aquatics Supervision, special arrangements will need to be made using the Lakefront staff. And, at least one person must have BSA Safety Afloat orientation.** (Contact the Lakefront Director or one of the Pool Directors for information about the Safety Afloat orientation.) Inclement or windy weather may necessitate the program being cancelled. The meals for the scheduled participants will then be available at the Lakefront.

WHEN: Lunch Program - Days 2, 3, 4, 5, 6, 7, and 8 (Except Visitor's Day)

TIME: Lunch program – starts at 10:30 a.m. Ends between 1 p.m. to 2 p.m.

WHERE: Meet at the Lakefront.

HOW MANY: 40 participants including at least 2 adults.

REQUIREMENTS: Swimmers blue bands, Aquatics Supervision (either from the unit or staff) Safety Afloat orientation.

LOBO'S CHALLENGE

Great program for younger campers and older.

This is an introductory Outpost Program to the COPE course for younger scouts. Participants will learn some team building games and participate in some of the COPE low course events. The evening will include an informative tour of the COPE High Course. This is NOT a COPE program and participants can not participate in events reserved for scouts 13 years or age and older.

WHEN: Evening Program - Days 2, 3, 5, 6, 7, and 8. Evening meal will be Dutch oven meals.
TIME: Evening Program only – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: At the Entrance to the COPE course. You will be escorted back to the events.
HOW MANY: 24 participants including 1 adult for each 10 Scouts.

MOUNTAIN MAN VILLAGE

Great program for Scouts of all ages.

Activities: Fire a black powder rifle. Eat a hearty mountain man dinner.

Please be prepared for a short hike (¼ mile) through the woods to the shooting area.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.
TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: "The Settlement" (Across from the Piercing Arrow baseball fields)
HOW MANY: Maximum 30 participants including 1 adult for each 10 Scouts.

SUPPER WITH SNAKES

Great program for campers of all ages – if you like snakes!!!!.

Every year the staff of our camp collect a number of local snakes for display in the Ecology lodges. We generally have Rattlesnakes, Copperhead, Ring Tail, Milk Snakes, Black Snakes, etc. Of course, they have to be fed at some time. So, come join us and have supper while we are feeding the snakes.

WHEN: Evening Program - Days 2, 3, 5, 6, 7, and 8. All meals will be sandwiches for the campers. The snakes will have mice.
TIME: Evening Program only – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: At the Ecology Lodge in camp Piercing Arrow – just off the circle going into camp.
HOW MANY: 24 participants including 1 adult for each 10 Scouts.

TURKEY WING GUN CLUB

Great program for Scouts of all ages.

Activities: Load and fire 22 caliber rifles. Safety training and instruction.

WHEN: Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor's Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 6, 7, and 8. Dutch oven meal.
TIME: Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
WHERE: Lone Star/Sawmill Rifle Range. Park in Sawmill parking lot and take path to range.
HOW MANY: 30 participants including 1 adult for each 10 Scouts.
COST: \$2.50 for each shooter. Pay at the ORTC and take your receipt with you to the range.

UP and DOWN CAVE

A challenging program for your older Scouts (Must be 13 years of age by date of participation)

Spend the evening testing your skill at the Up and Down Cave under the direction of the Climbing Staff. **(You may want to bring flash lights.)**

- WHEN:** Lunch Program – Days 2, 3, 4, 5, 6, 7, 8 (Except Visitor’s Day -Hamburgers, Hot dogs, or cold Sandwiches)
Evening Program - Days 2, 3, 5, 7, and 8. (Evening meal will be Hamburgers, Hot dogs, or cold Sandwiches)
- TIME:** Lunch Program – arrive at 10:30 a.m. Ends before 1 p.m.
Evening Program – arrive at 4:30 p.m. Ends before 7 p.m. (Does not interfere with ceremonies or campfires)
- WHERE:** Meet at the Climbing Tower. You will be escorted back to the cave.
- HOW MANY:** 10 participants including 1 adult for each 10 Scouts

PROJECT COPE

Project COPE (Challenging Outdoor Personal Experience) **(COPE is a three day morning only program for scouts (No Adults.) Participants will be provided lunch at the COPE course and will return to their campsites prior to the 2 p.m. merit badge classes.)**

- AGE REQUIREMENT:** Age 13 by date of participation.
- CLOTHING:** Long pants (NO sweats or nylon pants), boots or shoes (NO sandals or aqua Socks), leather gloves (if possible.)
- WHERE:** Project COPE groups meet at the entrance to the Project COPE area. The entrance is located a couple hundred yards towards the RHQ past the Climbing Tower.
- WHEN:** All groups meet at 8:30 AM (Sundays at 9:30 AM) and will return at approx. 1:30 PM. Lunch is served on the course. Participants will miss morning merit badge classes those days. **THIS IS A MORNING THREE DAY YOUTH PROGRAM.**
- SIGN-UP:** Must pre-register with NAMES and BIRTHDATES after the evening meal on Day One in each camp. The COPE Director is required to review the health forms the night before (“Annual BSA Health and Medical Record” form), so **NO LATE SUBSTITUTES.**

Group	Camp Days	Dates for 2010
Session 1		
1-A	2, 4, 6	June 4, 6, 8
1-B	7, 8, 9	June 9, 10, 11
Session 2		
2-A	2, 3, 4	June 14, 15, 16
2-B	6, 8, 9	June 18, 20, 21
Session 3		
3-A	2, 3, 6	June 24, 25, 28
3-B	7, 8, 9	June 29, 30, July 1
Session 4		
4-A	2, 3, 4	July 5, 6, 7
4-B	6, 8, 9	July 9, 11, 12
Session 5		
5-A	2, 3, 6	July 15, 16, 19
5-B	7, 8, 9	July 20, 21, 22
Session 6		
6-A	2, 3, 4	July 25, 26, 27
6-B	6, 7, 9	July 29, 30, August 1

SPECIAL REQUEST

Does your unit need food for a hike, softball, special event, or a trip? We can help you out. You choose from the following options: (NOTE: ALL FOOD PACKED IN BULK-OPTIONS B, C AND D MUST BE COOKED BY THE UNIT) Please use troop equipment to cook these meals.

Option A
(Sandwich Meal)
2 Sandwiches
Chips
Fruit
Cookies
Fruit Drink

Option B
(Hot Meal)
Cheeseburgers
Baked Beans
Chips
Fruit
Cookies
Drink Mix

Option C
(Hot meal)
Foil Scout Dinner
Salad
Drink Mix

Option D
(Hot meal)
Hot Dogs
Baked Beans
Chips
Fruit
Cookies
Drink Mix

Units may be limited to one meal of Option B, C or D per session. You must register to take either of these two options in the space marked "Menu Option" on the application. Units can take as many of Option A meals as needed. **All requests must be submitted before 5 p.m. on Day Two of your Troop's session.**

WHEN: Days 2 to 9 (Not available on any Visitor's Day)
TIME & WHERE: The requested food will be picked up by the unit at the Commissary: The food will be available about 10:30 a.m. for lunch meals and 4:30 p.m. for dinner meals. Arrangements may be made for other times, if necessary.
HOW MANY: Any number, but 3 or more preferred.
UTENSILS: Each Unit must provide their own cooking gear including plates, utensils, cups, and foil. Coolers, dry boxes, and any other reservation equipment will be returned to the Commissary by 8:30 a.m. the following morning.

LAKEFRONT PROGRAMS

General Information

The Lakefront staff wants to offer your troop the best possible Lakefront experience. Our goal is to provide each Scout with a top quality learning experience that he can remember for life. One key responsibility of that goal is safety. To provide a quality and safe program for the large number of people who use the Lakefront, some general policies are needed:

Lakefront Rules

1. All Scouts must have a swim tag. A swim tag does more than just display the skill level, it tells the Lakefront staff that the Scout is physically fit to participate in aquatic activities. All activities do not require Scouts to be a swimmer (blue band,) but everyone, must have a swim tag (any color.) The three classifications of swimming skills are: non-swimmer (white band,) beginning swimmer (red band,) and swimmer (blue band.)
2. All boating badges: Canoeing, Water Sports, Sailing, Kayaking, Motorboating, and Rowing, require a swimmer band and Lifesaving merit badge. (Emergency Preparedness is not a substitute.) Personal Flotation Devices (PFD's) must be used at all times when on the water.
3. Due to state law, Scouts in Motor Boating Merit Badge must be 14 years of age prior to operating the boat. Each boater needs state certification in motor boat handling. **This certification - "Missouri State Water Patrol Boating Safety Education Card" - requires operators to carry their card and have a valid photo ID with them while operating a motorized vessel on any Missouri waterway.**
4. Fishing merit badge requires a swim tag (Any color). Bring pictures or letter confirming fish caught, cleaned and cooked. Scouts and Scouters should wear appropriate swim wear and lake shoes that can get wet.
5. Patrol activity of canoeing is open to those with a swimmer band. Patrol fishing is open to any boy with any color swim band. Each patrol must bring at least one adult per ten boys for supervision. Adults must stay on the shore. Please sign up with the