



www.ransburgbsa.org

TROOP 109 GUIDE TO SUMMER CAMP



Summer Camp at Ransburg Scout Reservation takes place over a nine-week period, from June 4 to August 5. Troop 109 is scheduled for the week of Sunday, July 15 through Saturday, July 21. The camp, established in 1966, sits on 624 acres in the Hoosier National Forest on Lake Monroe. Camp provides an opportunity to live the ideals of the Scout Law. It's also a chance for you to unplug from your sometimes overscheduled digitally distracted world! This is Ransburg's 50th anniversary year, so it is bound to be special!!

How much spending money should we bring?

We suggest Scouts bring *at least* \$30 for the week. Adults leaders will not keep money; you are responsible for packing and safekeeping your money in a wallet with your name inside (Scouts should not keep their money in just a pocket or Ziploc bag.) You will need money for the following:

- Lunch (fast food) on the drive to camp (about \$5).
- Wednesday evening is Troop night. Each Troop is responsible for buying their own dinner (about \$12).
- Buying souvenirs, t-shirts, snacks and gear at the Trading Post.
- Some merit badge classes may require an extra fee, payable to the Trading Post on Sunday.

How do we get there?

We rely on parents to drive Scouts to all camping events. To become a driver, you need to register for the event on TroopWebHost, ensure your vehicle has proper insurance and seat belt (entered in your TroopWebHost profile) and complete Youth Protection Training online.

Ransburg Scout Reservation (7599 E. Waldrup Creek Road, Bloomington, IN 47401) is located 80 miles from Fishers, southeast of Bloomington, along the shores of Lake Monroe. We leave at 10:00 a.m. on Sunday morning and travel together, making an early lunch stop on the way. Check-in at camp is at 1:00 p.m.

From Indianapolis, take State Road 37 south to Bloomington. Turn left (east) on State Road 46 East (the by-pass around Bloomington). Follow State Road 46 East as it turns left (east) at the College Mall. Turn right (south) on State Road 446 East (approx. two miles from the College Mall) and follow it about 10 miles (one mile past the Lake Monroe causeway). On the top of the hill is Ransburg Scout Reservation's entrance on the right (west). Follow the gravel road to the main parking lot.

What happens when we get there?

Upon arrival at Ransburg Scout Reservation, the Scoutmaster will report to the check-in table at the STEM Center and the SPL will lead the Troop through the camp check-in process (medical checks, a tour of camp, swim test, unloading of gear.) The first stop is the Health Officer. At this station, medical forms will be reviewed for completion and accuracy. Then Scouts will be given an aquatics buddy tag (hang on to this tag until the swim check.)

Don't pack anything you can't carry (i.e. large foot lockers or huge bags.) If you need to take the swimming test upon arrival at Ransburg, you'll need to keep your swimming gear in your daypack or wear under your uniform. It will likely be on Sunday afternoon before you can get to the rest of your gear. Also note that some activities require special gear.

This is the typical arrival schedule:

- 1:00-2:30 p.m.-Camp check in
- Unloading equipment
- 4:30 p.m. Leadership meeting (Adult/SPL)
- 5:45 p.m.-Early dinner
- 6:20 p.m.-Flag lowering
- 6:30 p.m.-Late dinner
- 7:15 p.m.-Merit Badge schedule changes
- 7:45 p.m.-All Faith Chapel Service
- 8:15 p.m.-Gather at flagpoles for campfire



Where is our campsite?

Troop 109 has reserved both Pine Grove and Ridge Runner campsites for 2018. Each half of a campsite is setup with eight tents on permanent platforms with two mattresses and cots. Each campsite has three picnic tables, a permanent dining shelter, a campsite latrine, a washstand, flagpole, camp tools and a propane lamp. Tent assignments are made by the Senior Patrol Leader after the Troop arrives at the campsite.

There are many marked trails throughout camp that connect activity locations and campsites. Older Scouts can point out these trails to assist first-time campers with getting to activities on time.

Many Scouts like to bring a hammock for the campsite. These may not be used during the day and are at the discretion of the Scoutmaster. Scouts should come prepared with appropriate cord and hardware to safely set up the hammock.

What do we bring?

Refer to the summer camp checklist, which has been tested over many years at Ransburg. Although a Scout should always be prepared, some prefer to pack fewer items so they have less to keep organized inside their tent during the week. All items should be labeled with your name & Troop 109. We recommend talking to an older Scout for suggestions!

When do we wear our Class A Uniform?

Scouts should always wear their tan Class A uniform shirts when traveling to events. The Class A shirt is also required in the Dining Hall by all Scouts and adult leaders *every night* for dinner. Be proud to wear your uniform! Uniforms are also suggested for flag services, chapel services and campfires. Do not bring your merit badge sash, but you will need your Order of the Arrow sash (if you are an OA member), and Fireshirt (if you are a member of Firecrafter.) Convertible (zip off) Scout pants are convenient for changes in weather and they take up less room when packing. Scout spirit is on display at camp and everyone wearing their uniform showcases our Troop's camaraderie!

How do we order a Troop 109 camp T-shirt?

Every year, a camp t-shirt is designed for T109. These shirts are considered "Class B" and can be worn to many events throughout the year. Look for an email to order a shirt.

What kind of shoes should we pack?

For safety, no open-toed sandals, slides or flip-flops are allowed in camp. Scouts may wear athletic shoes, hiking boots, or similar types of footwear. Crocs work great as sandals and water shoes. Flip-flops may be brought **ONLY** for use while showering. Other appropriate footwear is to be worn to the shower house and back to the campsite.

Can we bring electronic devices to camp?

Neither Ransburg nor T109 are responsible for any items that are lost or even stolen while in camp. Please consult the troop's electronics policy for details.

Can we bring a camera?

Scouts may bring cameras with them, but we suggest an inexpensive disposable camera. Scouts won't have access to power for recharging, and there's always the potential for loss or damage. Adult leaders will be documenting the week and are more than willing to share photos with any Scouts who would like to have photos taken. Scouts involved in the Moviemaking merit badge will have access to gear for documenting the week. You can see the weekly recap videos here: www.youtube.com/RansburgBSA or photos here: <https://www.flickr.com/photos/cacscouting/sets/72157645634227335/>

Remember, taking photos or videos where privacy is expected is a violation of the Youth Protection Policy.

What if something is lost or stolen?

The troop will maintain a Lost & Found. During our daily Troop meetings (following every meal), any found items will be advertised as needed. Ransburg also maintains a Lost & Found Collection Center at the Camp Office. At the end of the week, all remaining items in the troop's collection will be made available at the next regularly scheduled Troop Meeting; all remaining items in Ransburg's collection will be delivered to the Council Service Center in Indianapolis at the end of the summer.

Do we need a physical to go to camp?

Anyone camping overnight must turn in Parts A-B-C of BSA Annual Health and Medical Record—NO EXCEPTIONS! Parts A-B must be attested to by the Scout's parent/guardian by signature on the form (unless over 18 years of age) and a copy of the front/back of the insurance card. Tetanus shot must have a date within the last 10 years. Even if you have already submitted Parts A-B to the Troop, please resubmit along with Part C, a medical evaluation, completed within the last 12 months and signed by a person licensed to practice medicine. Please plan ahead when scheduling doctor visits as our deadline for submission of physicals is June 24. If a Scout has recently had a physical exam, most doctor's offices will complete the form and mail it back to you. See instructions here:

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_instruction.pdf

Who is in charge of medication?

Both prescription and over-the-counter medications (for Scouts and adult leaders) should be in original containers and placed in a Ziploc bag, along with an index card with your name, medication and frequency. Exceptions are an EpiPen or rescue inhaler, though these items must be disclosed to the Health Staff upon check-in. Please ONLY send enough doses for the number of days/nights in camp. These must be turned in (not packed) to the summer camp coordinator before leaving the church on Sunday morning. ALL meds need to be kept out for check-in at Ransburg.

What if we get hurt?

While most injuries are truly avoidable, certainly the possibility of getting hurt while in camp does exist. The most common concern is dehydration, yet occasionally when something else comes along, Ransburg has a fully staffed, air-conditioned Health Lodge for treatment of minor injuries. For more serious situations, at least two adult leaders would accompany the Scout to the hospital in Bloomington. As indicated on the health form, your insurance provider will be the primary coverage provider; followed by the BSA's policy, which offers secondary coverage. You should have no out of pocket expenses, although you might need to pay first and submit receipts for reimbursement afterwards. And then if any injuries do occur, and you have insurance related questions, you would be directed to the Council Office for further information. If the Health Lodge determines that a Scout needs to be picked up and taken home for further care, parents would be immediately contacted. Ensuring the most current, accurate information is on file is the key to making sure that any problems might be handled quickly and efficiently. Our adults are trained to handle many issues as leaders within the BSA, and Troop 109 takes the care of our Scouts seriously.

What are the safety procedures?

Emergency procedures are posted throughout the camp and will be reviewed with everyone upon arrival Sunday. Persons in orange vests are to be recognized as authority figures.

- **FIRE:** An intermittent siren means assemble at the main camp flag pole by troop. Report any missing persons to the camp director. Follow other directions.
- **SEVERE WEATHER:** A continuous siren indicates that you should go to the closest emergency post on your ridge and take cover immediately. Or move to the nearest safe locations (i.e. a shower house, shelter house or on the side of a hill away from the danger of falling tree limbs). Avoid hilltops and the bottoms of ravines. When the danger has passed, an intermittent siren will follow to signal all clear. Once you hear the intermittent siren, you should assemble at the flag poles with your troop.

What happens when it rains?

Be sure to keep your rain gear in your day pack, so that you'll have it handy. It will rain at some point during the week at camp at "Ransburg." Be sure to keep your gear under shelter in your tent so that the pop-up storms don't dampen your stuff. Also keep your Scout manual in a Ziploc bag to protect it! The inside of the tent is to be kept clean and tidy to minimize lost items or damaged items. Tents are subject to daily inspections by youth, adult or camp leadership.

Do we really need to take a shower during the week?

Troop 109 will send Scouts to the shower at least once during the week (before going out to dinner on Wednesday night.) No individual Scout, or even a group of Scouts should attempt to go whenever they choose. Be sure to pack some kind of water shoes (Crocs work great), as well as all of the necessary toiletries and a towel. There is a specific shower facility for female adult leaders.

What time do we wake up & go to sleep?

Reveille is about 6:15 a.m. There's a lot to do in camp each day and sleeping in is just not part of camp life. Troop 109 typically eats the early meals each day, with breakfast served at 7:15 a.m., so you will need to be up when the Bugler comes around. Camp-wide quiet time begins at 9:00 p.m., and it's lights out at 10:00 p.m.

What do we eat?

All Dining Hall tables are assigned by Troop. Six Scouts, an adult leader, and a staff member will fill most tables. Meals are served family style using a hopper system. Each Troop sends one hopper per table 15-20 minutes prior to the scheduled meal time. Hoppers are responsible for setting the tables with trays, utensils, napkins, and any condiments that are needed for that particular meal. A salad bar is available for lunch and dinner. Breakfast will have hot food along with cold cereal. If you need special meals due to dietary restrictions, the camp office must be notified at least two weeks in advance.

Scouts are expected to wear their Class A uniform to dinner. Dining Hall staff has Wednesday night off, so Troop 109 is responsible for making their own dinner arrangements. Many parents join us for dinner this evening. In the past, we have also taken the Scouts into Bloomington to eat at Golden Corral. Also, pizza be delivery into camp. Our plans for Wednesday will be communicated prior to camping week so families can make arrangements. Scouts should bring \$12 to cover this. We suggest keeping this money separated so they do not accidentally spend it prior to Wednesday.

Can we bring snacks?

No snacks and drinks are to be kept inside the tents, and no eating is allowed near the tents. NO EXCEPTIONS. Wild creatures will search through tents when they pick up a scent. Hiding something inside a backpack won't keep the critters away. Snacks and sugary/energy drinks are sold at the Trading Post and can be enjoyed at the nearby picnic tables (try to limit your intake!), but they are not allowed at the campsite. It is recommended you drink lots of water instead to stay hydrated and healthy.

Can we get mail?

Going away to camp can be a difficult thing for some Scouts, especially newer Scouts. It takes two days for mail to be received, so do NOT send anything after Wednesday or it will not arrive on time. All undeliverable mail will be discarded. If you do choose to send a letter or package, BSA recommends that you don't inadvertently make him homesick...let him know that you are proud of him and his accomplishments and that you want to hear all about his camp experiences when he returns home, but don't say how much you miss him.

Name
Camp Location/Troop 109
Ransburg Scout Reservation
7599 E. Waldrip Creek Road
Bloomington, IN 47401

Can we call home?

We don't permit Scouts to phone home during camp, so please don't ask your son to do so. If there is an emergency and you absolutely must relay something to your Scout, call the Ransburg office at (812) 837-9423. Camp will get a hold of us in the event of an emergency. In case of emergency only, Troop leaders will have cell phones, but will not be wearing them or have them turned ON throughout camp. We will share those numbers when staffing has been finalized. Please know that coverage is spotty in the woods, response time will be slow (messages will only be checked once daily), and they will determine if they can respond.

How many merit badge classes should we take?

The Eagle Quest program is designed for new Scouts looking to complete Scout, Second Class and First Class rank requirements. A merit badge in Handicraft, Scoutcraft, or Aquatics will round out your experience. An instructional swim time is available daily from 2:00-3:00p.m. Eagle Quest has a different emphasis each day, so Scouts can choose which days they want to come. Our Troop Guides will also be working with patrols to complete requirements throughout the year, or they can also attend Dan Beard Camp at Belzer in the summer to work on these requirements.

We do encourage the Scouts whenever possible to select Eagle required classes, but at the same time, Ransburg is often the only opportunity for our Scouts to earn many of the outdoors-based, more physically challenging courses. A good balance between required merit badge courses and elective courses tends to result in a good, balanced camp experience.

Merit badges are offered in the Nature Center, STEM Center, Handicraft area, Scoutcraft area, Ransburg Ranch, Archery and Rifle Ranges, Climbing Tower, Sports area and the Waterfront. It's a good idea to review the Ransburg map (<http://www.ransburgbsa.org/docs>) along with the activity schedule to consider walking distances between activities. Most merit badge class sessions are an hour long. Ten minutes of travel time is built into all sessions, so a class that is from 9:00-10:00 a.m. is over at 9:50 a.m. Even with 10 minutes, getting from Aquatics to the STEM Center can be difficult.

Using the activity schedule (<http://www.ransburgbsa.org/schedules>), Scouts will make their list of desired courses and complete the form sent by the Summer Camp Coordinator in late March (<http://bit.ly/2GOZsrZ>).

The Summer Camp Coordinator will inform Scouts if there are scheduling problems, when merit badge classes are full, and when alternate choices need to be made. Last year, moviemaking and welding filled up quickly. The Coordinator will also make frequent announcements during Troop meetings leading up to camp regarding the status of the merit badge registration process.

Do we need to complete any requirements before camp?

Most likely, yes. Pre-requisites are published on the activity schedule. All class worksheets can be downloaded in both Word and PDF formats at www.meritbadge.org. By finishing these before camp, Scouts should be able to complete and earn merit badges, if they have attended class and completed the work required during class. Don't forget to bring all completed prerequisite work with you!

At the beginning of each class, the instructor will take attendance. If a Scout arrives late, it is his responsibility to check in with the instructor. If he doesn't do so, the attendance record will not show his participation, and he will likely not receive credit for requirements done during that session. The Scoutmaster is notified when Scouts are not attending classes, so be sure that you are going to what you sign up for!

On Saturday morning, the Scoutmaster reviews blue cards (class requirements) with Scouts before they are finalized by the Camp Director. If all requirements have not been met, the Scout will receive a "partial" and need to complete the remaining items at a later day in order to earn the merit badge. Troop 109 typically schedules a Court of Honor in September to award all of the merit badges from camp (there are a lot!)

Other specific needs (subject to change/please confirm before leaving for camp):

- **Swimming:** must complete a swimming test either prior to camp or on Sunday upon arrival.
- **Ranch:** Scouts who plan to interact with the animals in the corral must have long pants and 3/4" heeled boots. Anyone can go on an afternoon trail ride (about 45 minutes) and explore parts of Ransburg that most Scouts don't get to see. You must pre-select their date and time when purchasing their tickets from the Trading Post (\$10).
- **Wilderness Survival:** Scouts signed up for this merit badge will need to pack a personal survival kit and expect to spend one night (usually Thursday) sleeping in an improvised shelter.
- **Welding:** Leather boots and long pants
- **COPE:** Long pants
- **Moviemaking/Journalism/Communication/Photography:** bring technology that has a word processing application.

What else can we do?

Open Program Times – You can experience new things at camp, even if you don't earn a merit badge. Just for fun try rifle shooting, archery, free swim, free boating, mountain biking, horse trail rides, crafts! Camp is more than just advancement.

- Work on Scout skills & Firecrafter skills
- Visit the animals at the corral
- Read a book

- Go on a hike
- Visit Fossil Beach
- Toss a Frisbee
- Play disc golf in the parade field
- Practice whittling or fire building
- Support fellow Scouts with their rank requirements
- Take in a religious service (Catholic Mass, an All Faith Service, or a non-denominational Christian Service)
- Scouts can also work directly with the Camp's Chaplain for three days to receive Shepherd's Heart, Shepherd's Hands, and Shepherd's Life awards, which are designed to encourage the Scouts to go deeper in their individual faith.

Older Scouts – Try Project COPE (Challenging Outdoor Personal Experience) and the climbing tower, or sailing on one of the Sunfish sailboats, each named after a point of the Scout Law. Or how about horseback riding; or water skiing; or mountain biking; or earning your Firecrafter rank? There is lots of stuff for you to do. The Venture Program is a week-long program that gives older Scouts a taste of it all. The popular Ransburg Rendezvous (a black powder shoot) and the Ransburg Wranger (advanced Horseback Riding), among other programs, are offered for older Scouts.

How do we participate in Firecrafter?



Firecrafter is a camp rank system that started in 1920 at Camp Chank-tun-un-gi (now Belzer Scout Camp) and is unique to Crossroads of America Council. The desire to be a Firecrafter is often the push a Scout needs to come back to summer camp for another year or to give him the added confidence to strive for Eagle and other advancements. These ranks can only be earned at camp and are taken directly from Boy Scout rank advancements. Scouts may try for more than one rank during the week, but this is not encouraged.

Camper: All first year Scouts are encouraged to participate; requirements incl. camp citizenship, the Scout Oath and Law, the origins of Scouting, map and compass, hiking and one hour of camp service.

Woodsman: Campers should be encouraged to become a Woodsman; requirements incl. camp skills (fire building, knot tying, knife and ax), nature, first aid, leadership and two hours of service.

Firecrafter: First Class Scouts and 13 years old; includes all areas of Scouting skills. The three most difficult requirements are planning and leading a campfire, building a fire by friction set, and the "unknown test" of the Firecrafter Ritual, which takes place after camp.

We will have our own area to work on the various requirements for each of the three ranks of the program – in addition to working with the camp staff that run the Firecrafter shelter. Unlike merit badges, there are no partials in the Firecrafter ranks.

In order to demonstrate leadership and set an example for younger Scouts, a Scout should not simply do Firecrafter activities at camp, but at least one merit badge class. If he opts for two classes, one of those should be a two-day or three-day class offered at the end of the week (Thursday-Friday or Wednesday-Friday). Typically, the bulk of the Firecrafter requirements will be completed during the first three full days of camp.

The planning and preparation that goes into a campfire program is his responsibility, so he may demonstrate his leadership skills. He will be able to seek assistance from fellow Scouts and even Adult Leaders to actually perform the various skits and songs. A week prior to camp, time during troop meetings will be set aside to help them prepare. Additional information about the specific requirements will be given directly to him several weeks in advance so that he might begin the preparation process.

Scouts need to speak with the Scoutmaster if interested. T109 has a contingent of boys "eligible" each year to become Firecrafters, and we really do operate on a first-come, first-served basis. Each year our number of candidates seems to grow, so we do need adequate time for planning and preparation.

Do we do anything special for Order of the Arrow?

Tuesday dinner is OA sash night and Arrowmen then after the campwide event, the Order of the Arrow will conduct a "call-out" ceremony for the entire camp. All newly elected OA candidates will be called out and those who recently completed their Ordeal can also be recognized. For those Ordeal members who have completed 10 months of service and not yet sealed their Brotherhood in the Order, they will be encouraged to attempt to complete this while at camp.



Can adults go to camp?

We will need at least 8 adult leaders camping the entire week based on our number of Scouts signed up (an 8 to 1 ratio.) Adults should indicate their availability for the entire week or at least three nights (we know time off work is often difficult to arrange). We will need drivers to camp on Sunday, to dinner on Wednesday night, and home from camp on Saturday, so we recommend splitting the shift into Sunday/Wednesday and Wednesday/Saturday, if you are unable to camp the entire week.

Ransburg offers many on-site training classes (www.ransburgbsa.org/schedules#adult), including Youth Protection, CPR, Climb On Safely Trek Safely, Religious Emblem, Safe Swim Defense, Safety Afloat, Merit Badge Counselor Training, Homesickness Training, Outdoor Leader Skills, Scoutmaster Specific, Troop Committee Challenge, This is Scouting, Paddle Craft Safety, Swimming and Water Rescue and Leave No Trace.

You might also be asked to support our Scouts by working in the Firecrafter shelters, helping our candidates gather wood to build their fire, or even serving as a patrol mentor or a campsite leader. During evenings throughout the week, our Firecrafter candidates will be hosting their campfire programs that you'll no doubt want to attend. Ransburg offers some fun evening activities just for adults, including cook-offs, archery competitions, a pontoon boat tour of Lake Monroe, and the famous Ransburg Rendezvous! You'll also have plenty of time to just relax and enjoy being in part of the Hoosier National Forest.

Adult fees are \$120 (required adult), \$140 (additional adult), \$90 (partial week.) ALL Adults coming to camp—even for one night—must complete the Annual Health and Medical Record, Youth Protection Training, and are encouraged to complete the pre-camp swim test in April.

Can my parents come visit?

This is not like Webelos Adventure Camp or Cub Scout Day Camp where you might come and go; it is a long-term resident camp and is designed to strengthen the boys' skills at being independent and responsible young men. If you would like to be with your son for any part of camp, please plan on staying for a few nights. The only real exception to this is for our Firecrafter candidates—a parent simply cannot get time off of work but wants to support his/her son by at least coming to watch his campfire program, we do encourage that kind of visit.

All parents who come to camp will be directed to the parking lot and then must sign in at the Camp Office. Check out at the Camp Office is required for visitors before leaving as well. Campers will only be released to custodial parents; release to others must be communicated in writing in advance. Scouts are not permitted to leave with a parent without the consent of the Scoutmaster. Scouts must be escorted to the Camp Office and signed over to an approved person by the Scoutmaster.

What happens on departure day?

This is the typical departure schedule:

- Unloading equipment
- 7:15 a.m. or 8:00 a.m.—Continental breakfast
- 7:30 a.m.—Merit Badge review
- 7:50 a.m.—Flag raising
- 8:45-9:00 a.m.—Campsite check
- 9:00 a.m.—Begin loading

After breakfast, Scouts will sit down with the Scoutmaster to review their merit badge attendance and blue cards (class requirements) before they are finalized by the Program Director. For any partials earned at camp, Scouts will be able to complete requirements at a later date.

If you are assisting with transportation, please arrive at Ransburg by 9:00 a.m. Loading will begin at 9:00 a.m. All Troop and personal gear that fits will be loaded back into the trailer. If you plan on carpooling home, you are responsible for loading your own gear to your vehicle in the parking lot by rickshaw. Scouts not returning by carpool may be picked up at Ransburg between 10:00-10:30 a.m., if they have made arrangements in advance and have been given clearance to leave from the Scoutmaster. All Scouts are required to help in the clean-up process for the campsites. We are not able to leave camp until cleared by our Camp Ridge Commissioner, and the SPL.

NO Scouts may leave until given the OK by the Scoutmaster and the SPL. The sooner we get camp cleaned up and ready for the next group, the sooner you may leave!

Special thanks to Troop 101 and Troop 183 for some of their Summer Camp FAQs, and the Ransburg Adult Leaders Guide!



RANSBURG CAMPING GUIDE: https://issuu.com/ransburgbsa/docs/camping_guide_2018

RANSBURG SUMMER CAMP GEAR CHECKLIST

SHELTER

Ransburg provides a tent & a cot for each camper—tents are double occupancy

- ☐ Sleeping bag & small pillow (*a fleece liner bag is typically sufficient*)
- ☐ Sleeping bag pad
- ☐ Folding chair/stool
- ☐ Hammock (*camping style that you tie to trees*), rope (*i.e. 550 cord*) & hardware (*i.e. heavy duty D-rings*)
- ☐ Small tarp (5'x7' or 6'x8')
- ☐ Rope or twine for clothes line (15 ft)
- ☐ Duct tape

FOOD / COOKING

All meals will be provided and eaten inside the Dining Hall (*except Wednesday night*)

- ☐ Do not bring snacks (*these can be purchased at the Trading Post*)
- ☐ Good table manners for inside the Dining Hall

CLOTHING

Be sure to put your name or initials on everything!

- ☐ 1 Class A uniform (must be worn traveling to camp and at dinner) - *don't need the neckerchief/slide/merit badge sash*
- ☐ OA sash/Firecrafter shirt (*if you have one*)
- ☐ 3-4 short sleeve t-shirts, incl. Class B Scout t-shirt
- ☐ 1-2 long sleeve t-shirts or lightweight shirts
- ☐ 1 sweatshirt/fleece
- ☐ 2-3 shorts (*incl. Scout shorts if you own any*)
- ☐ 2 pants (*zip-off pants work very well; avoid sweats and jeans*)
- ☐ 1 belt (*incl. Scout belt if you own one*)
- ☐ 1-2 swim trunks
- ☐ 6-7 underwear
- ☐ 5-6 socks (*include 1 pair of liner socks and 1 pair of wool socks*)
- ☐ 2 hiking boots or hard-soled shoes (*all sandals must have a closed toe; slides are not appropriate*)
- ☐ 1 shower-type sandal (*to be carried to shower and worn only in the shower*)
- ☐ 2 handkerchiefs/bandanas (*dip in cool water to place on neck or face*)
- ☐ 1 hat
- ☐ 1 work gloves (*for service hours*)
- ☐ 1 plastic hanger (*to hang up your Scout shirt each night*)
- ☐ 1 laundry bag / plastic garbage bag (*for dirty laundry*)
- ☐ 1 set clean clothes (*and shoes*) for the trip home
- ☐ any additional items required for merit badges (*i.e. swimming, horsemanship, boating*)

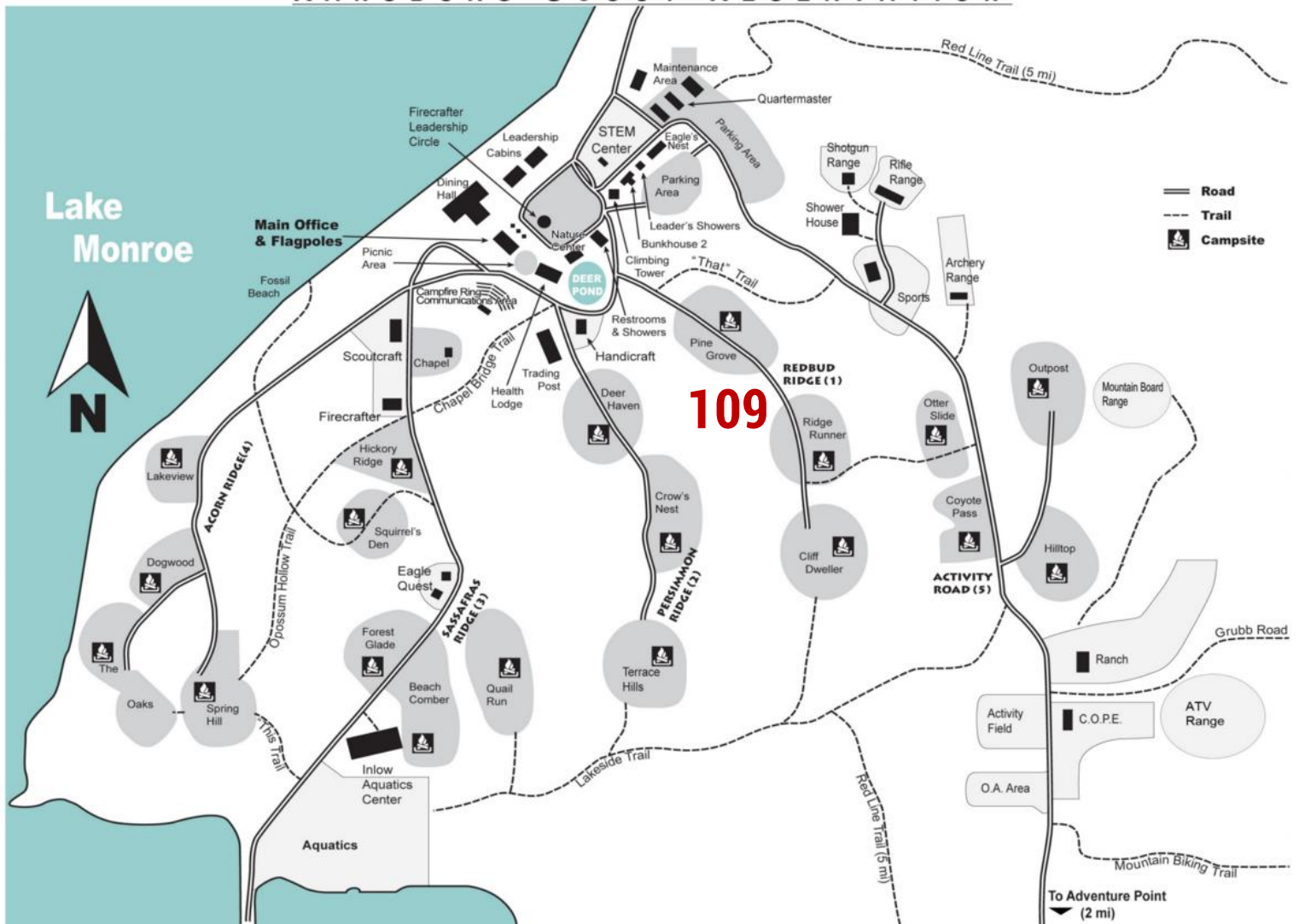
ESSENTIALS

- ☐ Day pack or waist pack to carry water bottle/canteen on hikes (*2 liters minimum*)
- ☐ 1-2 water bottles (*reusable and refillable wide-mouth 32oz size with screw-on retained lid is preferable*)
- ☐ Rain coat & pants - waterproof, breathable (*plastic/PVC discouraged, ponchos restrict movement*)
- ☐ Flashlight & extra batteries (*head lamps work best, and keep your hands free!*)
- ☐ Compass
- ☐ Tot'n Chip Card & pocket knife (*locking blade preferred, no blades over 3" long*)
- ☐ Small personal first aid kit
- ☐ Basic toiletries: toothpaste, toothbrush, floss, mouthwash, comb, soap, shampoo
- ☐ 1-2 towels (*quick drying towels work great!*)
- ☐ Sunglasses (*inexpensive, with head strap if doing water sports or aquatics*)
- ☐ Sunscreen, lip balm & bug spray (*pump type or wipes, NO aerosols*)
- ☐ Wristwatch (*water resistant, if possible*)
- ☐ Scout handbook, small notebook, pens & pencils (*inside a Ziploc bag*)
- ☐ Merit badge prerequisites, worksheets or booklets
- ☐ Spending money - \$30 should be plenty (*check your merit badge courses for kit costs or fees*)

OPTIONAL EXTRAS

- ☐ Binoculars
- ☐ Disposable camera
- ☐ Fishing gear
- ☐ Book, cards, hacky sack, Frisbee, soccer ball, chess, or board games

RANSBURG SCOUT RESERVATION



Merit Badge Locations By Area

Aquatics

Swimming
Lifesaving
Instructional Swim
Canoeing
Kayaking (M-W)
Motorboating (M-Tu) (Th-F)
Rowing
Small-Boat Sailing
Watersports
Open Swimming
Open Boating
Stand-Up Paddleboarding
Mile Swim BSA

Eagle Quest

First Year Camper
First Class
Totin' Chip
Firem'n Chip
Paul Bunyan

Handicraft

Art
Basketry (M-W)
Fingerprinting (Th-F)
Leatherwork
Model Design and Building
Sculpture (M-W)
Textile
Wood Carving
Open Handicraft

High Adventure

Climbing
C.O.P.E.
Open Climbing Youth
Open Climbing Adults (M&W)

Nature Center

Bird Study
Fish & Wildlife Management
Forestry
Insect Study
Mammal Study (M-W)
Nature
Oceanography
Reptile & Amphibian Study
Soil & Water Conservation
Weather

O.A. Area

American Heritage
Citizenship in the Nation
Citizenship in the World
Indian Lore
Personal Management
Ceremonies Training
Brotherhood Prep (M-W)

Ranch

Animal Science (M-W)
Dog Care (M-W)
Horsemanship
Veterinary Medicine (Th-F)
Ransburg Wrangler
Trail Rides

Scoutcraft

Camping
Cooking
Emergency Preparedness
First Aid
Geocaching
Pioneering
Search & Rescue
Wilderness Survival

Shooting Sports

Archery
Rifle Shooting
Shotgun

Sports

Athletics (M-W)
Orienteering
Personal Fitness (M-W)
Sports (Th-F)
Mountain Biking
Intramurals

Communications Area

Communications
Journalism
Moviemaking
Photography

Firecrafter

Camper
Woodsmen
Firecrafter

S.T.E.M. Center

Archaeology
Astronomy
Aviation
Chemistry
Electricity
Energy
Engineering
Environmental Science
Geology
Nuclear Science
Space Exploration
Welding (Maintenance Area)
Robotics (Inlow)
Mad Science

Ransburg X

Other

ATV Adventure