Troops from all across the United States call Camp Geiger home. Why do they choose Geiger? There are, no doubt, many reasons. We think that some of these are among them:

• The council’s commitment to providing, maintaining, and ever upgrading and improving the camp and its program is obvious.
• We offer over 50 merit badge activities for Scouts of all ages, including 15 Eagle required badges.
• We have innovative programs for older Scouts, including COPE, Cowboy Action Shooting, and ELITE.
• We also have activities for leaders, including our popular “Scoutmaster Merit Badge” program.
• We proudly offer modern program facilities, including our Camp Geiger Museum and our unique Shooting Sports Complex.
• Our staff is top quality and mature, with average age of staff members greater than that found in most camps.
• The Dining Hall program sports a unique “radio program” motif, complete with a DJ, and the ability to take “requests” during the meal.
• Food, food, and more food. Complete, hearty meals are always available. And seconds are always available.
• And then, there is the Tribe of Mic-O-Say, the unique honor organization, steeped in nearly a century of tradition and mystique, which recognizes, honors, and encourages Scouts as they begin to reach maturity.
Today's Camp Geiger offers a wide variety of landscapes to energetic campers. A Scout can explore the more primitive old camp area and older Scouts can take part in a challenging COPE course or a state of the art shooting sports area, and a short hike on the scenic river bluffs will lead Scouts to a scenic overlook at one of the highest points in Northwest Missouri.

Camp Geiger’s summer camp programs offer a tremendous number of activities to keep every Scout involved. The less experienced first year Scout learns the basics in First Class Trail where he will progress on his advancement trail through the skills-based ranks of Scout, Tenderfoot, Second Class, and First Class.

Camp Geiger provides an extraordinary number of activities to keep your Scouts actively and enthusiastically participating. In fact, we offer one of the widest varieties of programs of any Scout camp. There are over 50 merit badge activities, including 15 of the Eagle-required or Eagle-option badges. There are quite a number of “specialty programs” which provide unique challenges for your growing adolescents, including COPE, the ELITE Program, Johnny Fry, various shooting sports, climbing and rowing. All camp programs are delivered to you by a very enthusiastic, experienced camp staff.

And of course, there is the iconic Tribe of Mic-O-Say, the organization that for 95 years has guided youth into honorable adulthood. Mic-O-Say honors and challenges exceptional Scouts and Leaders who have demonstrated exemplary character and leadership.

Leaders can come to Camp Geiger confident that their Scouts will have an adventure-filled week that will certainly include a generous helping of personal growth. Parents can confidently lend their Scouts to Camp Geiger, assured that its staff will provide a rigorous, fun-filled experience.

We look forward to putting forth our best for you.
We considered carefully all of the comments and suggestions made by leaders and Scouts during last year’s camping season, particularly those made in your online evaluations.

The concept of a comprehensive Leader Guide as developed in 2019 was well-received. It was suggested that in 2020 the camp forms be separated into their own publication. That has been accomplished, and is available online for downloading and printing.

The 2020 Leader Guide is your “handbook” for everything that relates to your week at Camp Geiger. Every piece of essential camp information, every schedule, and a description of every activity reside herein.

You are free to duplicate this publication as your needs require, and to make multiple copies of it and to copy any of the forms and schedules in the Camp Geiger Leader Forms publication..
Monday Night Program Activities
Tuesday Rest Period Activities
Tuesday Night Troop Activities
Wednesday Night (Visitors’ Night)
Quick Reference Guide to for Visitors’ Night
Adult Leader Obligations While at Camp
The Daily Campsite Inspection
Religious Services
Order of the Arrow Meeting
Flaming Crow Trading Post
Trading Post Hours
Saturday Troop Check-Out Procedure

<table>
<thead>
<tr>
<th>Health and Safety</th>
<th>32</th>
</tr>
</thead>
<tbody>
<tr>
<td>Health Services</td>
<td>32</td>
</tr>
<tr>
<td>You Must Use the Official BSA Physical Form</td>
<td>33</td>
</tr>
<tr>
<td>Emergency Procedures</td>
<td>33</td>
</tr>
<tr>
<td>Fire Guard Plan</td>
<td>33</td>
</tr>
<tr>
<td>Pets Not Permitted</td>
<td>34</td>
</tr>
<tr>
<td>Accommodations for Scouts with Special Needs</td>
<td>34</td>
</tr>
<tr>
<td>Vehicle Policy</td>
<td>34</td>
</tr>
<tr>
<td>Transportation Policy</td>
<td>35</td>
</tr>
<tr>
<td>Damage Policy</td>
<td>36</td>
</tr>
<tr>
<td>Leaving Camp During the Week</td>
<td>37</td>
</tr>
<tr>
<td>Chain Saw Use</td>
<td>37</td>
</tr>
<tr>
<td>Drug, Alcohol, Tobacco &amp; Other Policies</td>
<td>37</td>
</tr>
<tr>
<td>Shower Facilities</td>
<td>38</td>
</tr>
<tr>
<td>Hammock Safety Rules</td>
<td>38</td>
</tr>
<tr>
<td>Bicycle Policy</td>
<td>39</td>
</tr>
<tr>
<td>Bows, Arrows &amp; Firearms</td>
<td>39</td>
</tr>
<tr>
<td>Fires in Campsites</td>
<td>39</td>
</tr>
<tr>
<td>Contents, continued</td>
<td></td>
</tr>
<tr>
<td>----------------------------------</td>
<td></td>
</tr>
<tr>
<td><strong>Camp Program</strong></td>
<td></td>
</tr>
<tr>
<td>Program Update for 2020</td>
<td>40</td>
</tr>
<tr>
<td>Preparations Prior to Camp</td>
<td>41</td>
</tr>
<tr>
<td>Merit Badges and Other Programs</td>
<td>41</td>
</tr>
<tr>
<td>Adult Leader Campwide Activities</td>
<td>42</td>
</tr>
<tr>
<td>2020 Camp Geiger Daytime Activity Master Schedule</td>
<td>43</td>
</tr>
<tr>
<td>Detailed Schedule of Merit Badge Activities</td>
<td>45</td>
</tr>
<tr>
<td>Detailed Schedule on Non-Merit Badge Activities</td>
<td>59</td>
</tr>
<tr>
<td><strong>The Tribe of Mic-O-Say</strong></td>
<td></td>
</tr>
<tr>
<td>Mission</td>
<td>64</td>
</tr>
<tr>
<td>Method</td>
<td>65</td>
</tr>
<tr>
<td>TC, Silver Coup, White Coup Nominations</td>
<td>67</td>
</tr>
<tr>
<td><strong>The Geiger Story</strong></td>
<td></td>
</tr>
<tr>
<td>Camp Geiger Today</td>
<td>68</td>
</tr>
<tr>
<td>A Proud History</td>
<td>69</td>
</tr>
<tr>
<td>The Move to Camp Geiger</td>
<td>71</td>
</tr>
<tr>
<td>Geiger Expands in the 1950s</td>
<td>72</td>
</tr>
<tr>
<td>Further Expansion</td>
<td>73</td>
</tr>
<tr>
<td>Past Intertwines with the Present</td>
<td>74</td>
</tr>
<tr>
<td>Camp Geiger Traditions</td>
<td>75</td>
</tr>
<tr>
<td>Camp Geiger Map</td>
<td>76</td>
</tr>
</tbody>
</table>
Week 6 also offers an opportunity for Scouts to spend a second week at Camp Geiger at half price.

The **Pre-Camp Information Form** in the Forms packet is vital. Please complete and then fax or email the form no fewer than 10 days prior to your arrival at camp: campgeigerbsa@gmail.com. The fax number is 816-233-0530.

**Locking In Your Session**

Once you have decided to make Camp Geiger your troop’s summer camp home, the first step is to make your session choice. Some sessions fill faster than others. The dates for each session during the 2020 camping season are listed below.

- **Week 1: June 7th – 13th**  
  Boy Troops  
  Visitors’ Night: June 10  
  Mic-O-Say Tapping: June 11

- **Week 2: June 14th – 20th**  
  Boy Troops  
  Visitors’ Night: June 17  
  Mic-O-Say Tapping: June 18

- **Week 3: June 21st – 27th**  
  Boy Troops  
  Visitors’ Night: June 24  
  Mic-O-Say Tapping: June 25

- **Week 4: June 28th – July 4th**  
  Boy and Girl Troops  
  Visitors’ Night: July 1  
  Mic-O-Say Tapping: July 2

- **Week 5: July 5th – 11th**  
  Boy Troops  
  Visitors’ Night: July 8  
  Mic-O-Say Tapping: July 9

- **Week 6: July 12th – 18th**  
  Boy and Girl Troops  
  Visitors’ Night: July 15  
  Mic-O-Say Tapping: July 16

Week 6 also offers an opportunity for Scouts to spend a second week at Camp Geiger at half price.
Activity Fees for 2020

The additional fee indicated below will be added to the Scout’s camp registration fees upon enrolling in the following activities:

<table>
<thead>
<tr>
<th>Class</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery MB</td>
<td>5.00</td>
</tr>
<tr>
<td>Basketry MB</td>
<td>10.00</td>
</tr>
<tr>
<td>ELITE Program</td>
<td>10.00</td>
</tr>
<tr>
<td>Fly Fishing MB</td>
<td>5.00</td>
</tr>
<tr>
<td>Johnny Fry</td>
<td>10.00</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>15.00</td>
</tr>
<tr>
<td>Metalwork MB</td>
<td>13.00</td>
</tr>
<tr>
<td>Plumbing MB</td>
<td>5.00</td>
</tr>
<tr>
<td>Pottery MB</td>
<td>5.00</td>
</tr>
<tr>
<td>Rifle Shooting MB</td>
<td>7.50</td>
</tr>
<tr>
<td>Shotgun Shooting MB</td>
<td>15.00</td>
</tr>
<tr>
<td>Space Exploration MB</td>
<td>15.00</td>
</tr>
<tr>
<td>Welding MB</td>
<td>5.00</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>5.00</td>
</tr>
</tbody>
</table>

Online camper registration will close one week prior to the start of the session at midnight on Saturday (11:59 p.m.). Troops will need to contact the Council Service Center to register campers after the online system closes. Online enrollment of Scouts in activities will remain open through the close of check-in (3:00 p.m.) on Sunday of your troop’s week in camp.

Fee refunds for activities subsequently not taken are done at camp Trading Post only.

Key Registration Dates & Deadlines

- September 16, 2019: Registration opens to reserve Troop week
- February 1, 2020: Registration opens to enter youth and adult participants.
- April 1, 2020: Total camp fees are due
- April 1, 2020: Registration opens to sign Scouts up for merit badge classes. Scout must be paid in full to sign up for classes.*
- April 1, 2020: Campership applications are due to the council office (for in council Scouts only).
- April 2, 2020: Participants registering April 2nd or later will incur the regular rates with exception of new Scouts and adults crossing over.

2020 Camper Fee Schedule

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
<th>Down Pmt.</th>
<th>Early Rate</th>
<th>Regular Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Troop Deposit</td>
<td>N/A</td>
<td>$100</td>
<td>$100</td>
</tr>
<tr>
<td>Scout Full Week</td>
<td></td>
<td>$100</td>
<td>$284</td>
<td>$294</td>
</tr>
<tr>
<td>Scout New-Full Week</td>
<td></td>
<td>$100</td>
<td>$284</td>
<td>$284</td>
</tr>
<tr>
<td>Scout Full Week with Popcorn Discount</td>
<td>$100</td>
<td>$199</td>
<td>$209</td>
<td></td>
</tr>
<tr>
<td>Scout New-Full Week with Popcorn Discount</td>
<td>$100</td>
<td>$199</td>
<td>$199</td>
<td></td>
</tr>
<tr>
<td>Scout Returning to Geiger for a second week.</td>
<td>$100</td>
<td>$145</td>
<td>$150</td>
<td></td>
</tr>
<tr>
<td>Adult Full Week</td>
<td></td>
<td>$100</td>
<td>$219</td>
<td>$229</td>
</tr>
<tr>
<td>Adult New-Full Week</td>
<td></td>
<td>$100</td>
<td>$219</td>
<td>$219</td>
</tr>
<tr>
<td>Adult Part Time (per day)</td>
<td>N/A</td>
<td>$55</td>
<td>$55</td>
<td></td>
</tr>
<tr>
<td>Adult Returning to Geiger for 2nd Week</td>
<td>$100</td>
<td>$112</td>
<td>$117</td>
<td></td>
</tr>
</tbody>
</table>

A new Scout or new Adult is any Scout or Adult who is newly registered or crossed over to the troop.
A minimum down payment of $100 will be required when registering a Scout or adult. **The entire balance is due to the council on April 1st.** The incentive to register participants earlier is to begin signing Scouts up for merit badge classes when that opens on April 1st. A Scout cannot sign up for merit badge classes until he or she is paid in full.

Popcorn discount will apply to in-council Scouts only.

**Financial Help for Scouts**

Most troops have a Scout scholarship program administered at the unit level. For those that don’t, a limited number of camperships are available to help Scouts in need of financial assistance. The official Campership Application Form is in the forms packet, available online at ponyexpressbsa.org. Camperships may not cover all of the cost of attending camp. Funds for camperships are provided by members of the community and the amount of funding available can vary widely from year to year.

**Camp Refund Policy**

Camper fees are refundable only under certain circumstances. Refunds must be requested in writing before a troop leaves camp.

The following rules apply regarding refunds:
1. The $100 deposit is never refundable, but it may be transferred to another Scout or leader as a deposit. It may not be applied to a balance due for another Scout or leader.
2. The unit leader may request a refund of the balance of a fee under the following conditions:
   A.) Illness of the Scout prevents attendance at camp.
   B.) Illness or death of family member prevents the Scout’s attendance at camp.
   C.) Scout becomes ill at camp and is sent home by camp medical personnel (refund will be prorated.)
   D.) Refunds are not given if a Scout leaves due to homesickness.
3. Leader refunds are made under the same conditions as those listed for Scouts.
If a Scout Cannot Attend Camp with the Troop

If a Scout is unable to attend camp with the troop, the Scout may attend camp with another troop. These arrangements are made between the troops involved. A second method is for the Scout to register for camp with the Provisional Troop(s), if the Scout is at least 13 years old and has camped at Geiger at least once before. The Provisional Troop attends camp during the 6th Session. The Scout is under the direction of the provisional leader while at camp.

Online Pre-Camp Meeting and Email Notification

On Monday prior to your session at camp, a virtual pre-camp “meeting” will be held. The designated Campmaster will receive an email with all of the necessary additional information, not covered in this manual.

At this time, troops will be informed of their campsite assignment for their session.

How to Get to Camp Geiger

Camp Geiger is located northwest of St. Joseph, Missouri, near the K-Highway exit from Interstate 229. Those coming from the north on I-229 will find the exit ramp directly across from the camp entrance. Those coming from the south on I-229 will take the K-Highway exit to the right, and then turn left, traveling across the bridge. The camp entrance is located 100 yards north of the bridge, is on the left side of the road, and is well marked.

For those using GPS, Camp Geiger’s address is 9525 County Road 388, St. Joseph, Missouri.
What Scouts Need to Bring to Camp

SCOUTS (REQUIRED)

___ BSA Physical, signed
___ Scout Uniform - Class A
___ Several pairs of socks
___ Changes of underwear
___ Raincoat or poncho
___ T-shirts
___ Shorts
___ Jeans and/or long pants
___ Closed-toe shoes
___ Soap and shampoo
___ Sleeping bag or alternative
___ Water bottle
___ Scout Handbook
___ Individual program needs*
___ Insect repellent
___ Long sleeve sweatshirt
___ Hat or cap
___ Towel
___ Toothbrush, toothpaste
___ Cot
___ Sunscreen (SPF 30)
___ Pens, pencils, notebook

* See the Program section of this Leader Guide for specific needs related to each activity

SCOUTS (OPTIONAL)

___ Class B shirts
___ Pocketknife *
___ Air mattress
___ Musical instrument
___ Laundry soap
___ Mosquito netting
___ Bible or prayer Book
___ Sewing kit
___ Phone / camera
___ Sunglasses
___ Pillow

* Scouts should have earned their Totin’ Chip certification in order to use axes or saws. Scouts must have completed the Scout Rank requirement regarding pocketknife safety to carry and use a pocket knife. Only foldable knives are permitted, and blade length cannot exceed six inches. Sheath knives and switchblades are not permitted.

Note:
Female Scouts, when not wearing full Scout uniform, and when wearing shorts, must be certain that those shorts are of a modest length. Unit leadership is asked to assist in having girls follow this expectation.
* One copy of your roster is turned in at check-in.

The other copy remains in the campsite for emergency roll calls and any other purposes you deem necessary or helpful.

What the Troop Needs to Bring to Camp

___ Troop roster (2 copies)* ___ Rope
___ American flag ___ Lockable medication box
___ State flag ___ Lanterns (propane)
___ Troop flag ___ Water gots
___ Patrol flags ___ Bulletin board items
___ Troop first aid kit ___ Specific activity related materials and Merit Badge books
___ Cleaning supplies for restroom, toilet, and showers in camp

Camp Geiger Provides These Items

Tent platforms Picnic tables
2-person tents Water supply with hose
Bulletin board Flagpole
Storm shelter Toilet & shower facility
Push broom Regular (corn) broom
Squeegee Rake
Shovel Wheelbarrow
Toilet bowl brush Covered program area

Quartermaster/Camp Can Provide These Items

Toilet paper Ice (purchase at Trading Post)
Trash bags Other tools

New for 2020:
Thanks to the generosity of several supporters of Camp Geiger, every campsite storm shelter will also have a wheelbarrow included with the campsite tools and equipment.
Camp Leadership

For each troop, boy or girl, at least two adult leaders, one of whom must be 21 years of age or older, are required every hour of every day at Camp Geiger. For girls troops, at least one of the two leaders must be a registered BSA female leader, over the age of 21.

All full time adults attending Camp Geiger must be registered members of the Boy Scouts of America. Even if “non-registered” parents are helping out with troop leadership, at least one adult leader must be a registered member of the BSA at all times.

Adult leaders registered with BSA must have completed the latest version of Youth Protection. In all instances, we follow the most current BSA policies in Guide to Safe Scouting, which can be viewed at scouting.org/health-and-safety/GSS.

The principle of two-deep leadership must be practiced at all times. Plan for additional leadership needs in advance. Two deep leadership must continue to be maintained in the campsites on Thursday and Friday evenings, when a majority of the troop’s leadership may be attending Mic-O-Say ceremonies.

If the Scoutmaster is unable to attend camp full time, the Troop Committee should name a Campmaster. Many troops have both positions in place for camp with a division of duties between them.

Additional leaders staying with the troop function as Assistant Scoutmasters, even if that is not their typical duty during the rest of the year. It is the responsibility of the Scoutmaster or Campmaster to maintain discipline and organization. All activities at camp must line up with principles of the Scout Law. Your cooperation and understanding is needed to help Geiger maintain high standards of moral behavior and personal conduct as would be expected in the Boy Scouts of America.

Part Time Adults

All part time leaders will be asked to complete the Part Time Leader Form found in the Forms & Resources section. This form is to be submitted at camp prior to your arrival.
Two part-time leaders may share a full-time slot and will not be charged the per diem fee. Register the part time leader arriving first as an “Adult Full Week.” The second part-time leader should sign in at Headquarters when checking in to replace the first to arrive. All other part-time leaders should register as “Adult Part Time.” This includes 3 meals and an overnight stay.

Campsite Assignment

Campsites are assigned using the most equitable method possible. Factors include the number of units in camp, the number of Scouts and leaders in a troop, and special needs which may exist within a troop.

If a traditional boy Scout troop has a “sister” troop, arrangements can be made for girl troops to camp in their own campsite or to camp with their “brother” troop, as the troops prefer. Such accommodations are also subject to space available and other possible limitations. Girl troops must provide a minimum of two leaders, of which at least one is a female leader over the age of 21.

Arrival and Check In Process

Sunday arrival and check in at Camp Geiger is between 1:00 and 3:00 p.m. on Sunday of your week in camp. Upon arrival, all vehicles should proceed to the main parking lot in central camp (see camp map). Once all Scouts and leaders with your troop have arrived, you should proceed together to The Forge (octagonal pavilion) located on the east end of the parking lot. Your troop will be greeted by our staff and assigned a troop host.

After you have been greeted, a group photo of the troop will be taken. It is important to have all your Scouts and leaders together for this photo before they head off for other parts of the check in process. We recommend all Scouts and leaders arriving at camp wearing either your troop’s Activity Uniform (Class B) or the Scout Field Uniform (Class A), depending on your preference.

Following the troop photo, your staff host will escort your troop to the Handicraft Corral. One leader will need to be prepared with copies of your troop roster in order to verify attendees and any outstanding troop balance. In addition, this leader must provide a $500 deposit check, which is held by the camp in the event
that the troop is responsible for any damage that occurs to the tents, equipment, or facilities in the unit’s assigned campsite.

Meanwhile, all other Scouts and leaders will proceed through medical recheck at the Handicraft Pavilion. All Scouts and leaders should have their BSA Medical forms (parts A, B, and C) in hand. If a Scout or leader is taking medication and his medication is going to be stored by a leader in the campsite, then the signed Scout/Scouter Medication Storage Waiver form should already be attached to his or her medical form. If a camper intends to have the Health Lodge store his or her medication, the medication should also be brought to this medical recheck.

Adult Tribesmen will register for Mic-O-Say at the designated location in the Handicraft Corral. This will allow all leaders to continue to be present with your Scout troop during the rest of the check in process. However, all youth Tribesmen must still register at the Mic-O-Say office in Swimming Rock Lodge as soon as possible after medical recheck—this should be done by no later than 5:30 p.m.

After medical recheck, troops who are staying in a “south camp” campsite (Pueblo, Apache, Cody, Cherokee, Short Arrow, Sky Hawk, Lone Bear, and Strong Bull) will be escorted by their troop host to the pool for swim checks. Following swim checks, these troops will be taken to their campsite. Troops who are assigned to a “north camp” campsite (Sioux Lookout, Kiowa, Arapaho, Pawnee, Navajo, Osage, Cheyenne, Kickapoo, and Crow) will most likely be directed to your campsite first, unless there is room available at the pool for swim checks at the time.

Following the troop photo and medical recheck, leaders may transport gear to the campsite. Be aware that only two (2) vehicles are allowed in a campsite at a time. Vehicle passes are issued by the Trading Post for troops going into “north camp” campsites and by the Dining Hall for “south camp” campsites. Please keep in mind that multiple troops are often assigned to each campsite. Therefore, vehicles should be removed from the campsite as soon as all necessary gear has been unloaded, and they should not be in a campsite more than 15 minutes. Vehicles may not remain in the campsite.

In the campsite, a campsite commissioner along with a designated leader from your unit will inspect all tents and facilities. The commis-
Come Back for a Second Week

6th session is the week for the “Provisional Troop.” The Provisional Troop is an *ad hoc* troop formed as a temporary association of Scouts who are returning to camp for second time during the summer. Any registered Scout or adult leader who is returning to Camp Geiger during 6th session for a second full week of camp as a provisional camper (either with the Provisional Troop or another unit) may do so at half the regular price.

The provisional troop is also used, less commonly, as a Scout’s troop if he or she cannot camp with his or her own troop. Since the Provisional Troop does not function like a typical troop, it is decidedly *not* for first or second year campers. We strongly recommend that if you have Scouts who must be “orphaned” from their regular troops this summer, they be placed with another “regular” troop sometime during the summer. The Council Service Center can help with arrangements.

Sunday Leader Meeting

At 5:00 p.m., a leader meeting will be held in the basement of Herzog Lodge. At least one leader from each unit should attend this meeting. Many important announcements regarding your troop’s week at camp will be made, and each troop will be given a copy of the table assignments for the Dining Hall. This meeting will last approximately 45 minutes.

Sunday Supper and Evening Plans

While the leader meeting is going on in Herzog Lodge, the rest of the troop should assemble on the parade ground on the north end of the Dining Hall by no later than 5:50 p.m. The staff will announce how many table waiters are needed per troop and send them into the Dining Hall to prepare their tables for the meal. Meanwhile, the rest of the Scouts and leaders will be assigned to their troop’s place around the Flag Plaza, where they will meet for assembly before each meal for the duration of the week.

Following supper, troops will be dismissed until 7:45 p.m., when they must assemble in the Handicraft Corral in preparation for the Sunday evening opening campfire. The campfire concludes by dismissing all non-Tribesmen back to their troop’s campsite, while Tribesmen attend a special rededication ceremony. After Tribesmen have returned to their campsites, the evening concludes with a storm shelter drill.
**Daily Schedule**

The hours at Camp Geiger are filled with activities from one end of the day to the other. But all activities find their way into a well-organized schedule. Attire during the day is casual. At evening meals and evening activities, all Scouts and Leaders wear the field uniform (Class A).

- 6:45 a.m.  First Call
- 7:00 a.m.  Reveille
- 7:10 a.m.  Breakfast Waiters’ Call
- 7:20 a.m.  Assemble at Flag Plaza
- 7:30 a.m.  Morning Colors, Breakfast
- 9:00 a.m.  First Activity Period
- 10:00 a.m.  Second Activity Period
- 11:00 a.m.  Third Activity Period
- 11:45 a.m.  Leaders’ Meeting
- 11:50 a.m.  Morning Activities End
- 12:10 p.m.  Lunch Waiters’ Call
- 12:20 p.m.  Assemble at Flag Plaza
- 12:30 p.m.  Lunch
- 1:15 p.m.  Rest Period, Dance Practice, Optional Activity Period
- 2:00 p.m.  Fourth Activity Period
- 3:00 p.m.  Fifth Activity Period
- 4:00 p.m.  Sixth Activity Period
- 5:00 p.m.  Optional Activity Period, Free Swim
- 5:55 p.m.  Supper Waiters’ Call
- 6:05 p.m.  Assemble at Flag Plaza
- 6:15 p.m.  Evening Colors, Supper
- 7:30 p.m.  Various Evening Programs
- 10:00 p.m.  Call to Quarters
- 10:15 p.m.  Tattoo
- 10:30 p.m.  Taps
Meal Assemblies & Flag Ceremonies

Ten minutes before breakfast, lunch and dinner, all Scouts and Leaders assemble on the parade ground in front of the dining hall. Attire is casual or “Class B” for breakfast and lunch. The full Field Uniform (Class A) is worn for the evening assembly.

In the morning, flag raising for the day occurs. In the evening, the flag retirement ceremony occurs. Scouts should practice proper flag respect. When the command is given “Scouts attention”, all Scouts become silent and stand at attention. When the command “Scout salute” is given, those in uniform (A or B) give the salute, those in plain clothes salute with right hand over the heart. The salute is held until the command “two” is given.

The dining hall, located at the south end of Chieftain’s Corner, has

Note:
Female Scouts, when not wearing full Scout uniform, and when wearing shorts, must be certain that those shorts are of a modest length. Unit leadership is asked to assist in having girls follow this expectation.
a unique, round design which allows efficient seating. A screened cupola at the top of the structure and the large fan below it allow for a flow-through breeze for comfort.

**Scouts must be present for all assemblies.** When the MC in charge of the ceremony gives the command “at ease,” Scouts enter the dining hall with hats off.

Please remain standing when you have arrived at your assigned seats. Grace will be said or sung. For grace, all members of the Tribe of Mic-O-Say will be directed to “assume the position of prayer.” This consists of Tribesmen folding their arms and raising them skyward for the duration of the prayer. Non-Tribesmen should simply bow their heads or pray in whatever manner is their custom.

All troops are assigned a table or multiple tables on Sunday evening. The troop continues to use these tables at every meal throughout the week. Each full time Scout and leader is given a colored wrist band on Sunday during check-in. It serves as the individual’s meal ticket, and is to be worn all week. Unfortunately, due to space limitations, part-time leaders may not be allotted a seat with the troop at their assigned table(s). Every effort will be made
to help those leaders find a seat as close to their troop as possible, but sometimes part-time leaders may need to be seated at an overflow table on the outside porch.

Every meal at Camp Geiger is a special event. After everyone has eaten, there is a brief program after the meal. Announcements pertinent to the day are made. The Camp Geiger staff leads the entire assembly in rousing songs, and finally a special program event for the meal is conducted. This may be a game or a contest, the ever popular Pee-Wee Royalty and the occasional locating of Sitting Bull. Throughout the meal, music is played by the camp DJs of radio station KAMP 193.5 “The Eagle,” and requests are taken! The available music repertoire is vast!

**The Table Waiter Plan**

Camp Geiger uses a table waiter plan. On Sunday, waiters are assigned during the initial assembly of Scouts. After that, each troop’s Senior Patrol Leader or PLC is to devise a system of assignments for table waiters. Traditionally, a Scout is assigned table waiter duty for all three meals on a given day.

Waiters report to the dining hall at waiters’ call (a bugle call which sounds 20 minutes before the meal). Waiters are responsible for setting up a table as shown in the diagram on the next page. The waiter brings all food to the table. The waiter also brings the two pitchers of drinks. One pitcher contains the drink of the day and the other is always water. Waiters also need to be certain that the condiment tray in the middle of the table is kept neat and fully stocked with condiments, salt, pepper, and napkins. One of the items waiters often forget to set out are serving spoons. These should always be made available at the table. Otherwise, Scouts will invariably use their own individual utensils to serve themselves. That’s bad hygiene!

After the program at the end of the meal, a “Two Minute Drill” will be announced. During this time, all Scouts at each table should assist the table waiter with scrapping the plates and all other waste into 1-2 of the serving bowls and sorting plates, utensils, and cups. Carts will be positioned in the center aisle and one Scout should take the stack of plates from the table to one of these carts. Other special instructions may be announced by the Dining Hall Steward.
The proper way for table waiters to set up a table for a meal is shown here.

For each Scout or leader at the table, the waiter places a plate, a knife, fork, teaspoon and a drinking glass.

The condiment tray in the middle holds bread, chips, various condiments and napkins. Waiters are to be sure these items are kept "stocked." This year, you will notice the condiment tray has been "raised," creating a new compartment underneath for bread and chips, making the items in the condiment tray more accessible.

Waiters make sure that all items for the meal are brought out including drink pitchers. They make sure there are serving spoons so that Scouts are not using their individual utensil to serve food.

at the beginning of the week regarding the Two Minute Drill, so be sure to listen for those instructions and follow them closely.

After the meal, the waiter remains. He or she should get a spatula to scrape large plates and bowls. He or she returns all of the remaining table items to the tables in front of the kitchen, discards any garbage from the table, and empties the pitcher. He or she then needs to retrieve a hot, wet dishtowel and thoroughly wipe down the table. (Nothing is less appetizing that showing up to a sticky table at the next meal.) Finally, the waiter sweeps around and under the table.

Camp Geiger makes sure that Scouts always have plenty to eat. For that reason a call is made for "seconds" at every meal. It is also the table waiter's responsibility to retrieve these when the call is made.
## 2020 Summer Camp Menu

<table>
<thead>
<tr>
<th>DAY</th>
<th>BREAKFAST</th>
<th>LUNCH</th>
<th>SUPPER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday</td>
<td></td>
<td></td>
<td>Chicken Fried Chicken, Mashed Potatoes, Gravy, Corn, Dessert and Beverage Salad Bar</td>
</tr>
<tr>
<td>Monday</td>
<td>French Toast Sticks, Sausage Links, Cereal, Milk</td>
<td>Hot Dog with Chili, Chips, Dessert and Beverage Salad Bar</td>
<td>Chicken Alfredo, Green Beans, Dessert and Beverage Salad Bar</td>
</tr>
<tr>
<td>Tuesday</td>
<td>Sausage and Egg Skillet, Hash Browns Cereal, Milk</td>
<td>Barbecue Rib on Bun, Tater Tots, Dessert and Beverage Salad Bar</td>
<td>Goulash, Vegetable, Dessert and Beverage Salad Bar</td>
</tr>
<tr>
<td>Wednesday</td>
<td>Pancakes, Bacon, Cereal, Milk</td>
<td>Chicken Patty on a Bun, Baked Beans, Dessert and Beverage Salad Bar</td>
<td>In campsite family meals, or Pizza and Ice Cream in the Dining Hall</td>
</tr>
<tr>
<td>Thursday</td>
<td>Scrambled Eggs with Cheese Sausage Patty, Cereal, Milk</td>
<td>Hamburger with Cheese, French Fries, Dessert and Beverage Salad Bar</td>
<td>Smoked Turkey Sandwiches, Pasta Salad, Chips, Dessert and Beverage Salad Bar</td>
</tr>
<tr>
<td>Friday</td>
<td>Biscuits and Gravy, Hash Browns, Cereal, Milk</td>
<td>Chicken Tenders, Macaroni and Cheese, Vegetable, Dessert and Beverage Salad Bar</td>
<td>Hot Smoked Pulled Pork, Waffle Fries, Veggie Sticks, Dessert and Beverage</td>
</tr>
<tr>
<td>Saturday</td>
<td>Continental Breakfast, Handicraft Corral, any time between 8:00 and 9:30 a.m.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Coffee is available at all meals.
Special meals can be prepared for Scouts with certain food sensitivities and allergies.
Leaders’ Lounge at Herzog Lodge

When you need a break and some peace and quiet, the large room on the first floor of Herzog Lodge is available throughout the week as a “leaders’ lounge.” The facility is air-conditioned and makes a nice place to relax and chat with other leaders. (The basement floor is living quarters for staff members).

Wifi service is available for those who may need Internet access for work, etc. The first floor of the lodge is for adult leaders only—18 and older. Youth Scouts are only allowed inside with appropriate staff leadership for certain special program events held during the week.

Daily Leader Meetings

The Campmaster for the troop, or another designated leader must attend the daily leaders’ meeting. These take place at Herzog Lodge, south of the Dining Hall (unless another location is announced). The time of the meeting is 11:45 a.m., Monday through Friday.
Camp Geiger Visitation Policy

Camp Geiger is for registered Scouts and leaders. Occasionally it may be necessary and advantageous to host others to be on the camp property. Certain non-staff and unregistered campers and leaders are considered essential for program and camp services. That list is specifically approved by the Camp Director and/or Camp Ranger. Those individuals are made aware of their status.

Camp Geiger allows visitors at camp without visitor registrations at headquarters on Sunday check-in and Saturday checkout. We also invite visitors on Wednesday evening family nights and Thursday evening Tapping ceremonies but visitors must be out of camp prior to evening taps. Tribal members are also welcome to attend Friday evening ceremonies until 30 minutes following their completion.

There may occasionally be a need to allow someone on camp as a visitor (non-staff & not registered) other than the times specified above. All of those individuals must sign-in with headquarters on their way into camp and sign out at headquarters on their way out of camp.

Those visits shall be limited in time (usually no more than one hour) and are allowed totally at the discretion of the Camp Director, Camp Ranger, or Council Scout Executive.

Monday Night Program Activities

With the exception of those Scouts enrolled in Exploring MB and Wilderness Survival MB, all others are invited to participate in our 2020 Geiger Olympics! This is a campwide activity that will take place in Scoutcraft Valley immediately following supper, beginning at approximately 7:15 p.m.

In addition to a wide variety of fun, exciting, and challenging games for Scouts of all ages, this event will feature the return of our Leaders’ Dutch Oven Cook-Off Contest. Leaders who would like to participate should plan to bring their own Dutch oven and food supplies. More details will be provided in the pre-camp email information.
Afternoon Optional Activity Periods

A wide variety of extra activity opportunities are available to Scouts and leaders during the rest periods that occur before and after the scheduled afternoon activity periods. These include open shoots on all of our Shooting Sports ranges, as well as the ever popular Branding at the Forge and youth open rappel!

Typically, each activity will be available only one time, so be sure to listen carefully for these exciting opportunities. The complete schedule of these activities will be provided in the pre-camp email and announced daily at meals and leader meetings. Be aware that some of these activities (such as the open shoots at the ranges) will require the purchase of a ticket for $2.00 per activity.

Tuesday Night Troop Activities

Tuesday night is designated as “Troop Activities” night. With the exception of vesper services and an open Order of the Arrow meeting for Arrowmen following supper, there are no staff supported activities this night. Each troop is encouraged to have their Senior Patrol Leader and Patrol Leaders’ Council plan their own activities for the unit during this time. This would be an ideal time for a unit to complete a simple conservation project for camp (consult with the camp Conservation Director, in advance). Many troops use this time for preparing and practicing skits for the Wednesday night Visitors’ Campfire program. Or, if you’d rather, this is also an excellent time to just take it easy in your campsite or head on down to the Tradin’ Post for an ice cream treat!

NOTE:
Scouts in the Exploring MB activity will have their hike to Old Camp (to fulfill one of the requirements) immediately following supper at 7:00 p.m., departing from the Flag Plaza.

Scouts who are in the Wilderness Survival MB activity will have their overnight campout and will need to meet at the announced location by 7:30 p.m.

Scouts in the Astronomy MB activity will have their “star party” session beginning at the Nature Lodge at 9:00 p.m.
**Wednesday Night (Visitors’ Night)**

Visitors’ Night happens each Wednesday evening of the six camping sessions. Visitors are welcome to come explore camp with the Scouts and are encouraged to take in as much of the Camp Geiger experience as possible.

The highlight of the night is a campfire hosted by the Camp Geiger staff and featuring Scouts who are camped that session. The campfire begins at 8:15 p.m. and typically finishes by about 9:30 p.m. Visitors will leave the council ring the way they came in. Scouts will be escorted through the rear entrance to the Council Ring down to Scoutcraft Valley. They will return to their campsites from that point. The reason for this is to keep Scouts out of the parking lot at the time of dismissal for safety purposes. Therefore, Scouts should say their goodbyes to their parents and visitors before the start of the campfire.

**Quick Reference Guide for Visitors’ Night**

- Visitors may begin arriving at camp at 5:00 p.m. Upon arrival each visitor will be handed a printed program of the evening’s activities.
- **No pets are allowed at Camp Geiger.**
- The Trading Post and Geiger Museum will be open until 7:15 p.m.
- The Space Exploration MB rocket launch will take place near the deck on the north side of the Trading Post at 6:45 p.m.
- Scouts will assemble in Scoutcraft Valley at 8:00 p.m., while the parents and other visitors may proceed on to the Council Ring.
- The campfire begins at approximately 8:15 p.m. in Running Horse Council Ring.
- Visitors should follow the troop’s plan for Visitors’ Night. Most eat with their Scouts in the campsite and bring food to share with their troop. Supper in the Dining Hall is only for those registered Scouts and Leaders in troops who do not have visitors joining them for the meal. Troops that wish to leave camp to eat out as a unit must notify the Headquarters Manager in advance.
- Troops are responsible for transportation of meals and equipment to their campsites.
- Visitors unable to walk the trails will be offered transportation to campsites, eating locations, and the campfire.
- Individual Scouts or Leaders who wish to leave camp to eat out must be checked out at the Headquarters building, following usual camp policy.
- No cooking in campsite unless approved by Camp Director.
Adult Leader Obligations While at Camp

Camp Geiger is staffed by many of the finest Scouts and Scouters in our region. Just as important is the quality of leadership a Scout encounters from his or her unit leaders. Leaders extend the camp experience provided by the staff, and are thus asked to observe these common sense guidelines:

- Live by the Scout Oath and Law and ensure that your Scouts do also.
- Provide two-deep leadership in the campsite and at all times when youth are present including during Mic-O-Say ceremonies.
- Assure that equipment is respected so that no damage occurs and report any damage that does occur.
- Wear proper uniforming and insist that your Scouts do so also whenever the field uniform is required.
- Attend leaders’ meetings, relaying pertinent information to your unit.
- Assist in daily campsite inspections.
- Observe program areas during the activity periods.
- Use the Master Schedule of Scout Activities located in the 2020 Camp Geiger Leaders’ Forms packet to track Scouts’ attendance, behavior, and progress through the week.
- Provide transportation to Scouts who are participating in off-site activities.
- Assure Scouts attend daily activities and evening programs.
- Abide by all camp policies and support all camp programs.

The Daily Campsite Inspection

The campsite inspection is a long-standing tradition at Camp Geiger. While it generates a fun competition between the troops at camp, it also immerses Scouts in real life principles from the Scout Oath and Law, such as doing one’s best (Scout Oath), being a team player for everyone’s benefit (Loyal), taking care of property (Thrifty), assisting other Scouts (Helpful), and obviously, being Clean. We hope that leaders see the inspection not as something to be brushed off lightly, but as a real opportunity to involve their Scouts in practically living the Scout Oath and Law.

The campsite inspection and scoring is done entirely by adult lead-
er volunteers from the troops, which are arranged at the beginning of the session. Since the volunteer inspectors typically change each day, the particular way in which a troop’s campsite may be scored can vary at the discretion of the day’s inspectors.

Each day, the new team of inspectors meet at Headquarters at 9:00 a.m. and are provided with the same set of directions and scoring form. A copy of the form the inspectors use for scoring is in the Forms and Resources section of this Leader Guide. Below is a listing of the particular standards by which the inspectors are asked to rate each troop’s campsite:

**Shelter House**
Washbasin clean and clear, soap available, towels available. Toilets clean, lid down. Water hose rolled on reel and attached to spigot, nozzle and sprayer attached. Shelter floor clean and hosed and free of mud. Program area on top clean and hosed, program items properly stored unless in use. Nothing may be nailed or tacked into the wood of the shelter houses. You may, however, use rope, string, thong, or other materials to hang or tie items to the wood of the structure.

**Campsite**
Grounds clean and well kept and free of trash in all areas including around and under tents. Trees and brush clear and four feet away from tents. Trash barrels lined. Trash may be in barrel but not over-filled. Picnic tables clean and neatly kept.

**Tents**
Gear is stowed properly. The aisle between beds is clear. Gear may be stowed neatly under or at the end of the cot. No fuel stored in tents. Nothing may be hanging from tent support bars. String may be tied around the ridge bar and clothes may be hung from a loop in the string, but no hangers may be hung over the ridge bar itself. The platform must be clean with no foreign nails. Clothes lines may not be attached to the tents. Tent flaps are either all to be closed or all to be rolled up. Inspectors will not enter tents. If tents are tied shut, no inspection of contents is done (unless inspector has a specific reason to ask a leader if he may do so). If tent flaps are rolled so that contents are visible, tent contents will be inspected from the outside, reviewing the parameters noted above.
Other Items
If any Scout is present in camp, inspector will check for two deep leadership also. Flags displayed (American, State, and Troop). If your unit was honored as Sharpest Unit, your flag will be hanging on the main parade ground pole, and you will not be “docked” for its absence. Troop bulletin board. Inspectors will check for a troop duty roster, waiter schedule, etc.

Bonus Points
Here are some of the things that would qualify for bonus points: Patrol flags, campsite gadgets such as tripods, gates, homemade flagpoles, towel racks, clothes hanger. Name tags on tents. Troop office tags on tents. Any other thing you might consider “point-worthy” is a possibility. Point these items out to your inspection team while it is in your camp.

Inspection results are announced at the noon meal each day. The winning unit each day will be honored by flying its troop flag on the Flag Plaza the following day. At the end of the week, the troop accumulating the most inspection points during the week is honored at the Saturday closing.

Religious Services
A Scout is reverent. On Tuesday evening, after the evening meal, religious vesper services are held for Scouts. An all-faith service for Scouts is conducted by our Camp Chaplain in the new Large Arrow Council Ring (just west of the Dining Hall). Catholic Mass is conducted at the Camp Geiger Chapel just down the west hill from the Dining Hall. Please contact the Camp Chaplain if you would like to arrange a religious service for another particular faith on Tuesday evening or at an appropriate time.

Order of the Arrow Meeting
Immediately following the interdenominational vesper service on Tuesday evening, there will be a brief meeting for any Arrowmen who would like to attend. The meeting will be conducted by the Lodge Chief of the Pony Express Council’s O-Ni-Flo Lodge, but it is open to members of any OA Lodge as an opportunity for fellowship.
Flaming Crow Tradin’ Post

The Flaming Crow Tradin’ Post is home to both the Geiger Outfitters Shop and the Inner Circle Trade Company.

In addition to a wide range of Camp Geiger branded apparel (t-shirts, hats, etc.), the Geiger Outfitters Shop carries many miscellaneous items that Scouts often need for a successful week at camp. All sorts of products from pocketknives and handicraft kits to ice cream treats (including our own “Geiger Delight”) and the ever-popular Slushies can be purchased. Troops may also purchase bags of ice for their campsites.

The Geiger Outfitters Shop also maintains a website to make purchasing items even easier during the summer months. Troops may use the website to purchase customized Camp Geiger t-shirts for their Scouts and Leaders. Parents and grandparents can use the website to purchase “care packages” for their Scouts to send them a special surprise while they are at camp. In addition, any extra fees for merit badge or other program activities that Scouts did not pay for via their camp registration may also be purchased online. The shop’s website is available at https://squareup.com/store/Camp-Geiger/.

Trading Post Hours

<table>
<thead>
<tr>
<th>Day</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday</td>
<td>1:00 p.m. to 5:45 p.m.</td>
</tr>
<tr>
<td>Monday</td>
<td>8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:00 p.m. to 8:45 p.m.</td>
</tr>
<tr>
<td>Tuesday</td>
<td>8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:00 p.m. to 8:45 p.m.</td>
</tr>
<tr>
<td>Wednesday</td>
<td>8:30 a.m. to 12:00 p.m., 1:30 p.m. to 7:15 p.m.</td>
</tr>
<tr>
<td>Thursday</td>
<td>8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m. 7:00 p.m. to 8:45 p.m.</td>
</tr>
<tr>
<td>Friday</td>
<td>8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m.</td>
</tr>
<tr>
<td>Saturday</td>
<td>8:00 a.m. to 9:15 a.m., 10:00 a.m. to 10:30 a.m.</td>
</tr>
</tbody>
</table>
Saturday Troop Check-Out Procedure

- Saturday continental breakfast is served in Handicraft Corral from 8:00 a.m. to 9:30 a.m.
- Please remember to pick up any medications stored in the Health Lodge and your troop’s physical forms after breakfast.
- After your gear is packed, please police your campsite thoroughly.
- Check out in your campsite will be performed by a Camp Commissioner. The Commissioner will return your check that you submitted as a damage deposit if no damages are noted.
- Failure to check out with the Campsite Commissioner will result in a forfeiture of the damage deposit.
- New Braves in the Tribe of Mic-O-Say have a very important meeting to attend at 8:30 a.m. in Mic-O-Say Lodge. Please excuse them from work details in your campsite in time to arrive at Swimming Rock Lodge by 8:30 a.m.
- All troops are expected to attend the closing ceremony which takes place just outside the Handicraft Corral. The Closing Ceremony begins at 9:30 a.m. and requires about 30 minutes.
- Troops should plan on being out of camp by 11:00 a.m.
- Weather permitting, two vehicles at a time are allowed in each campsite for loading gear. Troops should coordinate with each other and be courteous and mindful of the amount being taken. Typically, each vehicle should be in the campsite for no more than 15 minutes.
- Area Directors and staff merit badge counselors will be available in the Handicraft Pavilion at 9:00 a.m. to assist with any activity progress report or merit badge card issues.

The south end of the Tradin’ Post is home of the Inner Circle Trade Company, which is the official supplier of regalia items for members of the Tribe of Mic-O-Say. This section is for Tribesmen only and carries everything that is needed to make an outstanding costume.
Every campsite at Camp Geiger contains a FEMA certified storm shelter for refuge in severely inclement weather. The shelters also contain showers and flush toilets.

As an added bonus, a covered program area sits atop every shelter as a place for Scouts to work on camp activities and crafts. Or it can simply be a place for the troop to gather and relax.

Health Services

A qualified individual is on duty at our Health Lodge twenty-four hours a day. In the unlikely event of serious illness or injury to a Scout, he will be taken to Mosaic Life Care or to a St. Joseph pediatric clinic, about ten minutes away. (The physician there is a registered Scout leader in the Pony Express Council.)

Medication may be kept in a locked container in the campsite under the supervision of a unit leader over the age of 21. The leader responsible for keeping the medication must sign the Scout / Scouter Medication Storage Waiver located in the Forms & Resource section of this Leader Guide. The form must be attached to the Scout’s or leader’s BSA physical form. Additionally, a log of all medications dispensed and the time they are dispensed must be kept by the responsible leader and be made available to the Health Lodge staff upon request. Alternatively, prescription medicine for Scouts and leaders can be given to Health Lodge personnel at check-in, for storage in the Health Lodge. Refrigeration is available in the Health Lodge for medication that requires it. The Health Lodge medic is to be instructed as to medication schedules for medication stored in the Health Lodge.
You Must Use the Official BSA Physical Form

Every Scout and leader who is in camp for more than 72 hours is required to have on file in the Health Lodge the official BSA Physical form, located in this Leader Guide in the Forms and Resource section. Parts A, B and C are required.

Only the official BSA form is acceptable. School physicals, physicals from other camps, and sports physical forms are not an acceptable substitute. Keepers, Tribal Council and Chieftains must have a physical on file as well. If you are not staying at camp, only parts A & B are required.

A new physical form is required every year, completed within the calendar year of camp. We suggest that Scouts have their BSA form completed when they have their annual Health Maintenance exam or sports physical.

Emergency Procedures

Units are asked to make two copies of their Scout roster (Forms and Resource section). One copy is turned in at check-in. The other is retained by the leadership in the campsite for times of emergency in order to take a roll call.

Emergency procedures for all common eventualities have been developed. These are reviewed at the Sunday night opening campfire. A severe storm weather drill is held in the campsite on Sunday night. A fire drill is held each week. All units are expected to participate as instructed in the emergency procedures.

Severe storms happen commonly at Camp Geiger. Specific procedures have been established. All campers and visitors are expected to follow these procedures. A FEMA-approved storm shelter is present in every campsite.

Fire Guard Plan

In case of fire, Headquarters is to be notified immediately. Each unit is to organize a Fireguard Plan furnished by the camp. Camp staff members serve as the principal firefighters. All campers are
required to stay clear of any fire areas.

Real-time announcements and instructions during drills and actual fires will be conveyed via the public address system and the leaders’ text system. (Troops no longer appoint “Fire Wardens”).

**Pets Not Permitted**

Pets are not permitted at camp. Units with impaired Scouts who require registered service animals must notify the Camp Director or Camp Ranger several days prior to their arrival at camp.

**Accommodations for Scouts with Special Needs**

A campsite for Scouts with special physical needs has been developed. It will accommodate a limited number of Scouts with special needs. Prior arrangements must be made with the Camp Director.

Any Scout with a certifiable disability limiting his ability to move about camp will be provided transportation by a camp staff member to get to and from meals and necessary camp activities. Special wristbands will be given to those needing transportation at medical check-in. Transportation priority is given to Scouts based on the Scouts’ schedules.

**Vehicle Policy**

**The speed limit on all of the roads at camp is 15 miles per hour.**

No personal vehicles of any kind are allowed on camp property except in designated parking areas. Be certain that all leaders and visitors are aware of this policy.

At no time is anyone allowed to ride in the back of a pick-up truck. Failure to follow this policy is grounds for expulsion from camp.

Vehicles may be parked in the main parking lot and the parking area in Chieftains’ Corner between headquarters and the Dining Hall. By Wednesday afternoon, all vehicles must be moved to the Chieftain’s Corner ridge parking lot to accommodate visitors for Wednesday night campfire and Mic-O-Say ceremonies on Thurs-
day and Friday nights. Temporary parking and driving passes (for medical reasons only) are available through Headquarters and require the approval of the Camp Director or the Camp Ranger.

With the septic systems in each campsite, vehicles must stay off the grass and stay only on graveled areas. Any damage to lines in the septic field will result in forfeiture of the troop damage deposit.

**Scouts and leaders should use the camp trails and not walk on the camp road between Headquarters and the Trading Post.**

**Transportation Policies**

During the BSA Scout camping season, no camper or leader aged 18 or over may be transported between one area of camp and another by any staff member or in any camp vehicle. Those under 18 years old need a note from a medical doctor explaining why transportation is necessary. Such notes must be reviewed and approved by the camp health officer and the camp director.

Adults should not arrive at camp with the expectation of being transported around camp. A camp physical does not ensure that a person is physically able to walk the trails of camp, but that is the expectation by the council of those attending camp.

Anyone who believes their situation merits exception to this policy should contact the camp director PRIOR to arriving in camp to discuss their circumstances.

Any unit anticipating special provisions, whether related to transportation or otherwise, should be made prior to May 1 to allow for Council review.

This policy should underscore our intent to make Camp Geiger, as much as possible, a safe, “walking” camp, by reducing the motorized traffic in areas commonly used by pedestrian campers. Such transportation has in recent years required dedicating multiple staff members, with other assigned duties, to carry adults wherever they wanted to go and back again, increasing our liability and putting a strain on staffing, vehicle maintenance and fuel.

In recent years this practice has been abused to the point that we
are now dedicating an inordinate amount of time and resources to what was once an occasional instance of customer service.

We are merely asking leaders who come to camp to be able and willing to walk the trails to and from camp sites, program areas and the dining hall.

Parking passes may still be given for driving between the ridge and the parking lot. Personal transportation devices/vehicles need to be pre-approved by the council.

**Damage Policy**

Campsites are occasionally damaged due to storms and extended normal use. It is important to notify the Camp Ranger when damage occurs so that repairs can be made. Unfortunately, there are instances of damage caused intentionally or by negligence. The damage policy below explains these types of damage.

A damage deposit in the amount of $500 is collected from each unit. You will not be checked into the campsite without the appropriate deposit. The damage deposit must be a separate check from any other fees paid. The deposit will be collected by the Campsite Commissioner upon checking in to the campsite.

On Saturday, if there is no damage, vandalism, loss, or theft of equipment at check-out time, the deposit is refunded on site, unless the unit fails to check out with the Campsite Commissioner or Camp Ranger.

The policy of the Pony Express Council requires that units be assessed the full cost of restoration (materials and labor) for any vandalism, malicious damage or gross negligence, and when such damage assessment is made, further camp reservations are withheld until such levy is paid in full. When units are assessed for equipment damages, ownership of the damaged equipment does not transfer to the unit.

Sites are provided in a clean condition and upon departure are expected to be in as good or better condition than when you arrived. Security of the campsite and equipment is the unit’s responsibility at all times.
Leaving Camp During the Week

All campers, youth and adult, who must leave camp during the week must sign out at Headquarters each time. Youth campers may leave only with an authorized adult over the age of 21. A photo ID will be required when picking up a Scout. The Scout must have a release form (See Forms and Resources section) on file at Headquarters, signed by his or her Scoutmaster and a parent or guardian. The name of the individual transporting the camper must be specified. The Camp Geiger Camper Release Form should be submitted during the unit’s check-in at camp.

When checking a youth out during a session, the adult transporting the youth, the youth, and a adult leader from the unit must sign the youth out at Headquarters. Adults who must leave camp are to check out at Headquarters, specifying the date and time of expected return.

Campers, upon returning, are required to stop by Headquarters and sign back in. This is necessary for the camp to be able to maintain an accurate record of who is in camp at any given time.

Chainsaw Use

Persons felling trees more than 3 inches in diameter by any means must be approved by the Camp Ranger and accompanied by a partner. Anyone using a chain saw must have the approval of the Camp Ranger. The ranger will ensure that anyone using a chainsaw meets the training standards and wears proper protective gear.

Drug, Alcohol, Tobacco & Other Policies

- Alcoholic beverages and illegal drugs are strictly prohibited. Violators will be removed from camp.

- Use of tobacco products in the presence of Scouts or in any structure is prohibited.

- Personal firearms, ammunition and bow-hunting equipment are strictly prohibited. Camp Geiger provides all equipment for various field sports activities.
• Fireworks are prohibited.

• Sheath knives, switchblades and other weapons are not allowed at Camp Geiger.

• National BSA policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult leader. Gasoline and other flammable substances are to be stored in approved fuel storage areas and only in approved containers. Contact the Camp Ranger to arrange for storage.

• Open flames (candles, Sterno, kerosene lanterns) are strictly prohibited in tents and cabins. Open flames (campfires, tiki torches, etc.) are strictly prohibited in the campsites.

**Shower and Restroom Facilities**

**No cell phones or cameras are allowed in any restroom or shower area at any time.**

Showers are available in the storm shelter in each campsite, at the pool, and at the shower house located between Headquarters and the Dining Hall. Leaders determine a schedule in their campsites for youth shower time and adult shower time.

The shower house is set up with individual entry into each stall allowing use by all campers, youth and adult, without restriction. Care of the facility is the responsibility of all campers. All troops will be asked to volunteer with cleaning of the facilities that are not used by the staff.

Besides the toilets in the storm shelters in each campsite, flush toilets are available at the Trading Post, the swimming pool, and at Flying Eagle, and in the Dining Hall.

**Hammock Rules for Use at Camp**

Follow the manufacturer’s instructions for maximum and minimum distances (the distance between solid supports such as trees).

Make sure hammocks are in secure locations, such as trees or solid
post where provided.

Hammocks are not to be mounted to storm shelters or pavilions.

Do not leave hammocks up when not in use, especially at night when Scouts or wildlife might run into them.

Hammocks should be hung so that the lowest point is less than three feet above the ground.

Never stack hammocks one above the other.

You must use at least a 1” wide band when securing to trees. 2” to 3” bands are preferred.

Do not hang hammocks above water or ravines.

**Bicycle Policy**

Bikes are provided by Camp Geiger for activities that require them. Scouts and leaders may not bring bicycles from home.

**Bows, Arrows, & Firearms**

Bows and arrows for Archery, and firearms used in the various shooting sports are provided by and stored at Camp Geiger. Bringing such items to camp from “outside sources” during your stay at Camp Geiger is prohibited.

**Fires in Campsites**

Open fires are not permitted. Burn barrels can be provided upon request, if the area where they will be used is deemed safe. Permission for this is entirely at the Camp Director’s discretion, but permission must be obtained each time.
Based upon the feedback we have consistently received from unit leaders, we are also pleased to announce that we will no longer have “selective” merit badge enrollments for high demand activities. Therefore, ALL activities will now be available on a “first come, first served” sign-up basis in our council’s online registration system.

Please keep in mind that a Scout must be registered and paid in full to be able to sign-up in advance for activities. Online activity enrollment opens April 1, 2020, and will remain open until the end of Sunday check in (3:00 p.m.) of your troop’s week in camp.

Scouts who have not enrolled in activities prior to the end of check in on Sunday afternoon or who would like to make changes to their activity schedule after the online system has closed at 3:00 p.m. will need to sign up manually with the Operations Director in Headquarters.

New for 2020

Pioneering MB
Nature MB
Welding MB

Program Update for 2020

On the pages that follow, every program Camp Geiger will offer is described. We are pleased to tell you about some of the changes that will take place in 2020:

We are reintroducing some Scouting basics: Pioneering Merit Badge and Nature Merit Badge return to the summer program. In the Trades area, the very popular Welding Merit Badge is back.

Some of the previously combined merit badges have been separated to ensure that we can offer the best quality program experience. In some cases, doubling them up resulted in neither offering the appropriate depth. Separating the badges may help to increase the likelihood that the badge can be completed at camp. For example, Pottery Merit Badge will include a kiln activity allowing all of the requirements to be potentially completed at camp. In other cases, the “supplemental” badge was dropped altogether. As such, not offered for 2020 are Textiles, Sculpture, and Orienteering Merit Badges.

Geiger Olympics is a new campwide activity on Monday night for all Scouts.

And 2020 will showcase the opening of the new Large Arrow Council Ring just west of the Dining Hall along the White Sands Trail.
Preparations Prior to Camp

While preparing for a Scout’s week at camp, take special note of the Merit Badge listings. Several activities require preparation on the Scout’s part to help in the completion of the merit badge’s requirements. In the pages that follow, each merit badge activity notes any additional costs as well as advance preparation required.

Many activities require the Scout to bring or purchase materials to be used during the activity. These materials are available at the Trading Post. Fees listed in the badge section are over and above what is covered by the camp attendance fee.

One of the cardinal requirements for advancement in the Tribe of Mic-O-Say is advancement in Scout rank. Tribesmen are expected to complete rank advancement prior to, rather than during, camp. Completing requirements at camp is not appropriate timing and may result in NAB (No Advancement Blues). For additional information, consult the Mic-O-Say website (www.micosay.org).

Merit Badge and Other Programs

The Camp Geiger program offers a very wide variety of outdoor related merit badges, along with several special interest and Eagle-required badges. The mix of activities ensures a full program is available for the newest Scout with the rank of Scout to the older, more seasoned Scout.

Scouts who have recently crossed from Webelos or who are new to Scouting are provided a special program called First Class Trail. In this program, Scouts will be exposed to many of the requirements of the Tenderfoot, Second Class, and First Class ranks. Participation does not ensure knowledge. It is up to the troop’s leadership to decide if a Scout has truly met a requirement.

Leaders and parents are reminded that Camp Geiger’s merit badge activity periods cannot guarantee successful completion of all requirements for any particular merit badge. They are intended as activity periods only and any Scout who wishes to complete a merit badge is responsible for assuring that all requirements have been met. In many cases, this will necessitate making an appointment with a registered Merit Badge Counselor some time after camp.
Some certified counselors may be available during camp.

When a Scout believes he has completed all requirements for a merit badge, he should personally arrange for a merit badge counseling session at camp. If the instructor for a particular badge is also a counselor for the badge, he may sign off that the badge has been completed. Staff instructors may not alter BSA merit badge requirements. BSA policy is that merit badge requirements stand as written. No instructor or counselor may reduce them or add to them.

Every Scout is issued a progress report for each badge he took. This report will show requirements completed and those that are not yet complete. A similar report is issued for younger Scouts participating in First Class Trail. Besides merit badges, Camp Geiger offers a number of special programs. Many of these are intended for older Scouts. A complete listing of the special “non-merit badge” programs follows immediately after the merit badge descriptions on the upcoming pages.

**Adult Leader Camp-Wide Activities**

Activities are also provided for adult leaders. The times and places for these activities are announced at daily leaders’ meetings. Most adult activities require a sign up.

- Daily leaders’ meeting
- BSA Safety Afloat and Safe Swim Defense certifications
- Paddlecraft Safety certification
- Swimming and Water Rescue certification
- Leave No Trace/Outdoor Ethics training (registered activity for both youth and adults)
- American Red Cross CPR certification ($40 fee)
- Scoutmaster Merit Badge (patch awarded)
- Old Camp Geiger History Hike
- Adult Leaders’ Essentials Training
- Free swims (arrange with Pool Director)
- Open shoots and leader shoots at all ranges
- Other activities (check with Program Director or Headquarters)
- Mile Swim
<table>
<thead>
<tr>
<th>ACTIVITY'S LOCATION</th>
<th>REC. YEAR AND AGE</th>
<th>EXTRA INFO</th>
<th>9:00 A.M.</th>
<th>10:00 A.M.</th>
<th>11:00 A.M.</th>
<th>2:00 P.M.</th>
<th>3:00 P.M.</th>
<th>4:00 P.M.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AQUATICS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>LAKE</strong></td>
<td>3rd / 13+</td>
<td>C, S</td>
<td>Canoeing MB (2 Hours)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>H, S, T</td>
<td>Fishing MB (8:30 a.m.)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3rd / 13+</td>
<td>$S, H</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>C, S</td>
<td>Kayaking MB (2 Hours)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>15+</td>
<td>A, C, N</td>
<td>Paddlecraft Safety Training &amp; Certification (Arranged)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3rd / 13+</td>
<td>C</td>
<td>Rowing MB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>POOL</strong></td>
<td>Any</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3rd / 13+</td>
<td>C, E, P, T</td>
<td>Lifesaving MB (2 Hours)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>N</td>
<td>Extra MB Instruction</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>16+</td>
<td>A, C, N</td>
<td>Swimming &amp; Water Rescue Training (Arranged)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>C, E</td>
<td>Swimming MB (2 Hours)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>COPE, CLIMBING &amp; ELITE</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>CLIMBING TOWER</strong></td>
<td>3rd / 13+</td>
<td>N</td>
<td>C. O. P. E. (Challenging Outdoor Physical Encounter (3 Hours))</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td></td>
<td>Climbing MB (2 Hours)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VARIATES DAILY</strong></td>
<td>4th / 14+</td>
<td>$10, N</td>
<td>ELITE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>EAGLE</strong></td>
<td>2nd +</td>
<td>E, P</td>
<td>Citizenship Comm MB</td>
<td></td>
<td></td>
<td>Citizenship Comm MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2nd +</td>
<td>E, P</td>
<td>Civilization Nation MB</td>
<td></td>
<td></td>
<td>Civilization Nation MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2nd +</td>
<td>E</td>
<td>Civilization World MB</td>
<td></td>
<td></td>
<td>Civilization World MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2nd +</td>
<td>E, P</td>
<td>Communications MB</td>
<td></td>
<td></td>
<td>Communications MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2nd +</td>
<td>E, P, S</td>
<td>Personal Fitness MB</td>
<td></td>
<td></td>
<td>Personal Fitness MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>E, P, S</td>
<td>Cooking MB (2 Hours)</td>
<td></td>
<td></td>
<td>Cooking MB (2 Hours)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>2nd +</td>
<td>E, P</td>
<td>First Aid MB</td>
<td></td>
<td></td>
<td>First Aid MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>HANDICRAFT</strong></td>
<td>Any</td>
<td>$5</td>
<td>Pottery MB</td>
<td>Pottery MB</td>
<td>Pottery MB</td>
<td>Pottery MB</td>
<td>Pottery MB</td>
<td>Pottery MB</td>
</tr>
<tr>
<td><strong>HANDICRAFT CORRAL</strong></td>
<td>Any</td>
<td>$10</td>
<td>Basketry MB</td>
<td>Basketry MB</td>
<td>Basketry MB</td>
<td>Basketry MB</td>
<td>Basketry MB</td>
<td>Basketry MB</td>
</tr>
<tr>
<td></td>
<td>Any</td>
<td>$15</td>
<td>Leatherwork MB</td>
<td>Leatherwork MB</td>
<td>Leatherwork MB</td>
<td>Leatherwork MB</td>
<td>Leatherwork MB</td>
<td>Leatherwork MB</td>
</tr>
<tr>
<td></td>
<td>16+</td>
<td>$13</td>
<td>Metalwork MB</td>
<td>Metalwork MB</td>
<td>Metalwork MB</td>
<td>Metalwork MB</td>
<td>Metalwork MB</td>
<td>Metalwork MB</td>
</tr>
<tr>
<td><strong>SHOOTING SPORTS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ARCHERY RANGE</strong></td>
<td>3rd / 13+</td>
<td>$5, S</td>
<td>Archery MB</td>
<td>Archery MB</td>
<td>Archery MB</td>
<td>Archery MB</td>
<td>Archery MB</td>
<td>Archery MB</td>
</tr>
<tr>
<td><strong>RIFLE RANGE</strong></td>
<td>Any</td>
<td>$7.50, S</td>
<td>Rifle Shooting MB</td>
<td>Rifle Shooting MB</td>
<td>Rifle Shooting MB</td>
<td>Rifle Shooting MB</td>
<td>Rifle Shooting MB</td>
<td>Rifle Shooting MB</td>
</tr>
<tr>
<td><strong>SHOTGUN RANGE</strong></td>
<td>3rd / 13+</td>
<td>$15, S</td>
<td>Shotgun Shooting MB</td>
<td>Shotgun Shooting MB</td>
<td>Shotgun Shooting MB</td>
<td>Shotgun Shooting MB</td>
<td>Shotgun Shooting MB</td>
<td>Shotgun Shooting MB</td>
</tr>
<tr>
<td><strong>COWBOY ACTION RG</strong></td>
<td>14 yrs or older</td>
<td>$10</td>
<td>Johnny Fry</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KEY TO ABBREVIATIONS:**
MB = Merit Badge activity; A = Open for adults as space allows; C = Swimmer status required; E = Eagle rank required merit badge; H = Hornaday award MB; N = Not a Merit Badge; P = Prerequisites. These must be completed prior to camp to complete the badge at camp; S = STEM award MB; T = Additional time required (as announced in this Leader Guide)
<table>
<thead>
<tr>
<th>ACTIVITY'S LOCATION</th>
<th>REC. YEAR AND AGE</th>
<th>EXTRA INFO</th>
<th>9:00 A.M.</th>
<th>10:00 A.M.</th>
<th>11:00 A.M.</th>
<th>2:00 P.M.</th>
<th>3:00 P.M.</th>
<th>4:00 P.M.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td></td>
<td></td>
<td>Archeology MB</td>
<td>Archeology MB</td>
<td>Archeology MB</td>
<td>Archeology MB</td>
<td>Archeology MB</td>
<td>Archeology MB</td>
</tr>
<tr>
<td>Any</td>
<td>H, P, S</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
<td>Bird Study MB</td>
</tr>
<tr>
<td>Any</td>
<td>E, H, S</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
<td>Environmental Science MB (2 Hours)</td>
</tr>
<tr>
<td>2nd +</td>
<td>H, S</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
<td>Exploration MB</td>
</tr>
<tr>
<td>Any</td>
<td>H, S</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
<td>Fish &amp; Wildlife, Forestry MBs</td>
</tr>
<tr>
<td>2nd +</td>
<td>A, N</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
<td>Leave No Trace Award Training</td>
</tr>
<tr>
<td>Any</td>
<td>H, P, S</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
<td>Reptile &amp; Amphibian Study MB</td>
</tr>
<tr>
<td>Any</td>
<td>S, T</td>
<td>$15, S, T</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
</tr>
<tr>
<td>2nd +</td>
<td>E, P, S</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
<td>Sustainability MB</td>
</tr>
<tr>
<td><strong>SCOUTCRAFT</strong></td>
<td></td>
<td></td>
<td>Camping MB</td>
<td>Camping MB</td>
<td>Camping MB</td>
<td>Camping MB</td>
<td>Camping MB</td>
<td>Camping MB</td>
</tr>
<tr>
<td>Pavillion</td>
<td></td>
<td></td>
<td>New Scouts</td>
<td>N</td>
<td>First Class Trail (3 Hours)</td>
<td>N</td>
<td>First Class Trail (3 Hours)</td>
<td>N</td>
</tr>
<tr>
<td>Any</td>
<td>S</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
<td>Pioneering MB (2 Hours)</td>
</tr>
<tr>
<td><strong>TRADES &amp; SKILLS</strong></td>
<td></td>
<td></td>
<td>Automotive Maintenance MB</td>
<td>Automotive Maintenance MB</td>
<td>Automotive Maintenance MB</td>
<td>Automotive Maintenance MB</td>
<td>Automotive Maintenance MB</td>
<td>Automotive Maintenance MB</td>
</tr>
<tr>
<td>Any</td>
<td>S</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
</tr>
<tr>
<td>Any</td>
<td>S</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
<td>Electricity MB</td>
</tr>
<tr>
<td>4th / 14+</td>
<td>S, T</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
<td>Plumbing MB</td>
</tr>
<tr>
<td>2nd +</td>
<td>S</td>
<td>Welding MB</td>
<td>Welding MB</td>
<td>Welding MB</td>
<td>Welding MB</td>
<td>Welding MB</td>
<td>Welding MB</td>
<td>Welding MB</td>
</tr>
<tr>
<td>Shed</td>
<td></td>
<td></td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
<td>Cruise Prevention &amp; Fingerprinting MBs</td>
</tr>
<tr>
<td>3rd / 13+</td>
<td>E, P, S</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
</tr>
<tr>
<td>Range</td>
<td></td>
<td></td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
<td>Cycling MB</td>
</tr>
<tr>
<td>Any</td>
<td>S</td>
<td>Chess MB</td>
<td>Chess MB</td>
<td>Chess MB</td>
<td>Chess MB</td>
<td>Chess MB</td>
<td>Chess MB</td>
<td>Chess MB</td>
</tr>
<tr>
<td>Nearest Tipi</td>
<td></td>
<td></td>
<td>Photography MB</td>
<td>Photography MB</td>
<td>Photography MB</td>
<td>Photography MB</td>
<td>Photography MB</td>
<td>Photography MB</td>
</tr>
<tr>
<td>2nd +</td>
<td>$20, T</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
<td>Indian Lore MB</td>
</tr>
<tr>
<td>Council Ring</td>
<td>B, W, TTB</td>
<td>N</td>
<td>Dance Practice</td>
<td>Dance Practice</td>
<td>Dance Practice</td>
<td>Dance Practice</td>
<td>Dance Practice</td>
<td>Dance Practice</td>
</tr>
</tbody>
</table>

**KEY TO ABBREVIATIONS:**
- MB = Merit Badge activity; A = Open for adults as space allows; C = Swimmer status required; E = Eagle rank required merit badge; H = Hornaday award MB; N = Not a Merit Badge; P = Prerequisites. These must be completed prior to camp to complete the badge at camp; S = STEM award MB; T = Additional time required (as announced in this Leader Guide)
Detailed Schedule of Merit Badge Activities

**Animal Science Merit Badge**

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Nature Lodge</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>11 a.m. / 4 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>20</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
<td>REQUIRED MATERIALS</td>
<td>Paper and pen or pencil, water bottle</td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scouts must participate in a hike on two days during this activity. Please wear appropriate shoes and bring a water bottle.

**Archaeology Merit Badge**

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Nature Lodge</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>10 a.m. / 2 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>20</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
<td>REQUIRED MATERIALS</td>
<td>Paper and pen or pencil, water bottle</td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Archery Merit Badge**

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Archery Range</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. / 11 a.m. / 3 p.m. /4 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>12</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>3rd year camper or 13 years of age and older</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Arrow kits, which are available at the Trading Post</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>* $5.00</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scouts must read the Archery Merit Badge pamphlet prior to starting the activity. Requirement 4 requires shooting a qualifying score of 160/300 during the activity.

* The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.

**Astronomy Merit Badge**

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Nature Lodge</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>20</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Scouts who have completed the 7th grade</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Paper and pen or pencil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scouts may wish to prepare ahead of camp to complete the observation requirements. Scouts could work on this Sunday and Tuesday nights to get in all 3 hours of observation time. Monday night’s star study session will be held at 9:00 p.m and will run well past Taps. Scouts will meet at Nature Lodge and be escorted to a dark area. The night-time star study must be attended.
**Automotive Maintenance** Merit Badge

LOCATION  Handicraft Corral  
CLASS LENGTH  1 hour

CLASS START TIME(S)  11 a.m. / 2 p.m.  
PARTICIPANT CAPACITY  20

RECOMMENDED FOR  Any Scout

REQUIRED MATERIALS  Paper and pen or pencil

ANTICIPATED COSTS  None

**Basketry** Merit Badge

LOCATION  Handicraft Pavilion  
CLASS LENGTH  1 hour

CLASS START TIME(S)  10 a.m. / 11 a.m. / 2 p.m. / 3 p.m. / 4 p.m.  
PARTICIPANT CAPACITY  24

RECOMMENDED FOR  Any Scout

REQUIRED MATERIALS  Basketry materials, which are available at the Trading Post

ANTICIPATED COSTS  $10.00

The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

**Bird Study** Merit Badge

LOCATION  Nature Lodge  
CLASS LENGTH  1 hour

CLASS START TIME(S)  10 a.m.  
PARTICIPANT CAPACITY  20

RECOMMENDED FOR  Any Scout

REQUIRED MATERIALS  Binoculars are highly recommended. Paper, pen or pencil.

ANTICIPATED COSTS  None

A very early morning bird watch session will be required for this badge and will take place on Tuesday and Wednesday in order to potentially fulfill the bird observation requirement while at camp.

**Camping** Merit Badge (Eagle Required)

LOCATION  Scoutcraft pavilion  
CLASS LENGTH  1 hour

CLASS START TIME(S)  2 p.m. / 3 p.m.  
PARTICIPANT CAPACITY  20

RECOMMENDED FOR  2nd year camper and older, preferably First Class rank or higher

REQUIRED MATERIALS  None

ANTICIPATED COSTS  None

A Scout may bring notation signed by his Scoutmaster indicating completion of requirements 8d and 9 a-c. Only one week of long term camping (Camp Geiger) may be counted in the total days and nights of camping. Requirement 8d can be completed at camp if taken along with Cooking MB.
### Canoeing Merit Badge

**LOCATION** Lake Front  
**CLASS LENGTH** 2 hours  
**CLASS START TIME(S)** 9 a.m. / 2 p.m.  
**PARTICIPANT CAPACITY** 12  
**RECOMMENDED FOR** 3rd year camper or 13 years of age and older  
**REQUIRED MATERIALS** Shoes that can get wet.  
**ANTICIPATED COSTS** None  

**Prerequisite:** The Scout must attain “Swimmer” classification during the Sunday swim check. Participants need to be ready to get wet every day.

### Chess Merit Badge

**LOCATION** Trading Post  
**CLASS LENGTH** 1 hour  
**CLASS START TIME(S)** 11 a.m. / 2 p.m.  
**PARTICIPANT CAPACITY** 24  
**RECOMMENDED FOR** Any Scout  
**REQUIRED MATERIALS** None  
**ANTICIPATED COSTS** None  

Being familiar with chess board and its pieces will accelerate the pace of this course. Attendance every day is essential to complete this merit badge.

### Citizenship in the Community Merit Badge (Eagle Required)

**LOCATION** Activity Field  
**CLASS LENGTH** 1 hour  
**CLASS START TIME(S)** 9 a.m. / 2 p.m.  
**PARTICIPANT CAPACITY** 24  
**RECOMMENDED FOR** 2nd year camper or older and preferably First Class  
**REQUIRED MATERIALS** Paper and pen or pencil  
**ANTICIPATED COSTS** None  

**Prerequisite:** Visit to a public meeting and community service requirements cannot be completed at camp. Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting. A written note from the Scoutmaster certifying completion of the community service will be accepted.

### Citizenship in the Nation Merit Badge (Eagle Required)

**LOCATION** Activity Field  
**CLASS LENGTH** 1 hour  
**CLASS START TIME(S)** 10 a.m. / 3 p.m.  
**PARTICIPANT CAPACITY** 24  
**RECOMMENDED FOR** 2nd year camper or older and preferably First Class  
**REQUIRED MATERIALS** Paper and pen or pencil  
**ANTICIPATED COSTS** None  

**Prerequisite:** Review the requirements and bring a note from a parent or Scoutmaster certifying completion of the site visits. As time allows, the letter to a Congressman or Senator may be completed at camp.
### Citizenship in the World Merit Badge (Eagle Required)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Activity Field</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>11 a.m. / 3 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper or older and preferably First Class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Paper, pen or pencil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Climbing Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Climbing Tower</th>
<th>CLASS LENGTH</th>
<th>2 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>12</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Closed-toe shoes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Completion of a CPR course prior to camp recommended. Due to limited class size, do not register for this activity if you already have the MB. **Prerequisite:** No fear of heights.

### Communication Merit Badge (Eagle Required)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Activity Field</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. / 2 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper or older and preferably First Class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Paper, pen or pencil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Prerequisite:** Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting.

### Cooking Merit Badge (Eagle Required)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Activity Field</th>
<th>CLASS LENGTH</th>
<th>2 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. / 2 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>20</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Requirement 5 cannot be completed at camp. A Scout may bring a note signed by his Scoutmaster indicating the meal requirements have been completed.
Cycling Merit Badge (Eagle Option)

LOCATION Cycling Shed (near Trading Post)  
CLASS LENGTH 1 hour  
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m.  
PARTICIPANT CAPACITY 8  
RECOMMENDED FOR 3rd year camper or 13 years of age or older  
REQUIRED MATERIALS Personal First Aid kit, closed toe shoes, water bottle  
ANTICIPATED COSTS None  

Equipment will be provided. This badge requires 2 rides each of 2, 5, and 8 miles and one of 22 miles, all on a mountain bike. This requirement cannot be completed at camp. Scouts who are too small to fit the provided equipment will unfortunately have to be turned away.

Electricity Merit Badge

LOCATION Basement of Maryville Lodge  
CLASS LENGTH 1 hour  
CLASS START TIME(S) 11 a.m./2 p.m.  
PARTICIPANT CAPACITY 12  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper, pen or pencil, water bottle  
ANTICIPATED COSTS None  

Scouts should wear long pants.

Emergency Preparedness Merit Badge (Eagle Option)

LOCATION Activity Field  
CLASS LENGTH 1 hour  
CLASS START TIME(S) 11 a.m./3 p.m.  
PARTICIPANT CAPACITY 20  
RECOMMENDED FOR 2nd year camper or older  
REQUIRED MATERIALS Emergency kit  
ANTICIPATED COSTS None  

Prerequisites: First Aid Merit Badge is required and may be taken during the same camp session. Scouts will need to complete the emergency kit before coming to camp. Necessary items for the kit are listed in the Emergency Preparedness Merit Badge book.

Environmental Science Merit Badge (Eagle Option)

LOCATION Nature Lodge  
CLASS LENGTH 2 hours  
CLASS START TIME(S) 9 a.m./3 p.m.  
PARTICIPANT CAPACITY 24  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper, pen or pencil  
ANTICIPATED COSTS None  

Part of this activity requires a nature hike. Wear appropriate closed-toe shoes and bring a water bottle every day of the activity. This merit badge is part of the William T. Hornaday Award program.
**Exploration Merit Badge**

LOCATION Nature Lodge

CLASS START TIME(S) 11 a.m. / 3 p.m.

RECOMMENDED FOR 2nd year camper and older

REQUIRED MATERIALS Paper, pen or pencil, possibly binoculars

ANTICIPATED COSTS None

There is a Monday night hike to Old Camp Geiger immediately after supper.

**Fingerprinting & Crime Prevention Merit Badges**

LOCATION Basement of Goetz Lodge

CLASS START TIME(S) 2 p.m. / 3 p.m. / 4 p.m.

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Paper, pen or pencil

ANTICIPATED COSTS None

Crime Prevention and Fingerprinting Merit Badges are covered together during this activity period. Prerequisite Opportunity: The Crime Prevention notebook requirement cannot be completed at camp. A Scout may prepare and bring a notebook of newspaper and other clippings that address crime and crime prevention efforts in his community to meet this requirement.

**First Aid Merit Badge (Eagle Required)**

LOCATION Activity Field

CLASS START TIME(S) 10 a.m. / 2 p.m.

RECOMMENDED FOR 2nd year camper and older

REQUIRED MATERIALS Scout-built personal First Aid kit

ANTICIPATED COSTS None

Prerequisite: If a Scout wishes to complete the badge at camp, he must bring the personal First Aid kit he built prior to camp.

**Fish and Wildlife & Forestry Merit Badges**

LOCATION Nature Lodge

CLASS START TIME(S) 11 a.m. / 2 p.m.

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS Paper, pen or pencil

ANTICIPATED COSTS None

Forestry & Fish and Wildlife Merit Badges are covered together during this activity period. These merit badges are part of the William T. Hornaday Award program.
**Geology & Soil and Water Conservation Merit Badges**

LOCATION: Nature Lodge  
CLASS START TIME(S): 4 p.m.  
RECOMMENDED FOR: Any Scout  
REQUIRED MATERIALS: Paper, pen or pencil, closed-toe shoes  
ANTICIPATED COSTS: None  

Soil and Water Conservation & Geology Merit Badge are covered together during this activity period. This activity does require a nature hike and a conservation project. Please wear closed-toe shoes and bring a water bottle every day. **These merit badges are part of the William T. Hornaday Award program.**

**Fishing Merit Badge**

LOCATION: Lake Front  
CLASS START TIME(S): 9 a.m. period **but starts at 8:30 a.m.**  
RECOMMENDED FOR: Any Scout  
REQUIRED MATERIALS: All fishing gear will be provided  
ANTICIPATED COSTS: None  

**This activity starts at 8:30 a.m. each day.** Each Scout is to catch, clean and cook a fish. Camp Geiger is able to provide fishing gear for Scouts at no cost through a great partnership with the Missouri Department of Conservation. **This merit badge is part of the William T. Hornaday Award program.**

**Fly Fishing Merit Badge**

LOCATION: Lake Front  
CLASS START TIME(S): 4 p.m.  
RECOMMENDED FOR: 3rd year campers or 13 years of age and older  
REQUIRED MATERIALS: None  
ANTICIPATED COSTS: * $5.00  

**This activity runs until 5:30 p.m. on Tuesday.** Each Scout is to catch, clean, and cook a fish. **This merit badge is part of the William T. Hornaday Award program.** * The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.

**Golf Merit Badge**

LOCATION: Scoutcraft Pavilion  
CLASS START TIME(S): 10 a.m. / 11 a.m.  
RECOMMENDED FOR: 2nd year camper and older  
REQUIRED MATERIALS: Water bottle  
ANTICIPATED COSTS: None  

Requirements involving completing rounds of golf cannot be completed at camp. A Scout can bring a written note from the Scoutmaster or a scorecard from the course to show proof of completion.
### Indian Lore Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Tipi near Goetz, Swimming Rock Lodges</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>10 a.m. / 11 a.m. / 2 p.m. / 3 p.m. / 4 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper and older</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Costume kits, which are available at the Trading Post</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>Approximately $20.00</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Since an activity fee is not collected in advance for this program, please make sure that Scouts bring enough money to be able to purchase kits or supplies for making at least three items (requirement 3). The three recommended items for this activity cost approximately $20 in the Flaming Crow Trading Post.**

### Kayaking Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Lake Front</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS LENGTH</td>
<td>2 hours</td>
</tr>
<tr>
<td>CLASS START TIME(S)</td>
<td>10 a.m. / 2 p.m.</td>
</tr>
<tr>
<td>PARTICIPANT CAPACITY</td>
<td>10</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Shoes that can get wet.</td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
</tr>
</tbody>
</table>

**The Scout must attain “Swimmer” classification during the Sunday swim check.** Participants should plan on being in the water every day and should wear appropriate clothing.

### Leatherwork Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Handicraft Pavilion</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS LENGTH</td>
<td>1 hour</td>
</tr>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. / 11 a.m. / 2 p.m. / 3 p.m. / 4 p.m.</td>
</tr>
<tr>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>Any Scout</td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Leatherworking kits can be purchased at the Trading Post</td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>$15.00 *</td>
</tr>
</tbody>
</table>

* The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.

### Lifesaving Merit Badge (Eagle Option)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS LENGTH</td>
<td>2 hours</td>
</tr>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m.</td>
</tr>
<tr>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>3rd year camper or 13 years of age or older</td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Long-sleeved buttoned shirt, long pants, belt, shoes, socks, swim trunks, towel</td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
</tr>
</tbody>
</table>

**Scout must have earned Swimming Merit Badge.** A 440-yard qualifying swim will be required the first day of the activity. Only strong swimmers will be able to qualify for this badge. Completion of CPR course prior to camp is recommended. There will be CPR training on Thursday night at 5 p.m., but it can be replaced with a CPR training card or other documentation.
**Music** Merit Badge

LOCATION: Trading Post  
CLASS LENGTH: 1 hour

CLASS START TIME(S): 10 a.m. 
PARTICIPANT CAPACITY: 10

RECOMMENDED FOR: Any Scout

REQUIRED MATERIALS: None

ANTICIPATED COSTS: None

**Oceanography** Merit Badge

LOCATION: Nature Lodge  
CLASS LENGTH: 1 hour

CLASS START TIME(S): 4 p.m. 
PARTICIPANT CAPACITY: 24

RECOMMENDED FOR: Any Scout

REQUIRED MATERIALS: Paper, pen or pencil

ANTICIPATED COSTS: None

Oceanography MB is a part of the William T. Hornaday Award program.
## Personal Fitness Merit Badge (Eagle Required)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Activity Field</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. /11 a.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper or older, preferably First Class or above</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Tennis shoes, paper, pen or pencil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

There will be a one mile run to help determine a Scout's baseline physical training. Requirements for dental examination and the 12 week training record cannot be completed at camp. A Scout may bring a note signed by his parent or guardian or Scoutmaster indicating the dental examination requirement has been completed. The 12 week record of training can be brought to camp to show completion of this requirement.

## Personal Management Merit Badge (Eagle Required)

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Sol Hirsh Lodge in Handicraft Corral</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>10 a.m. / 3 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>24</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper or older, preferably First Class or above</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Paper, pen or pencil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Requirements for the 13 week budget record and the family purchase plan cannot be completed at camp. The 13 week budget can be completed prior to camp and brought with the Scout. Scouts can also bring documentation of the family purchase plan and be prepared to discuss it to meet requirements.

## Photography Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Museum</th>
<th>CLASS LENGTH</th>
<th>1 hour</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>9 a.m. / 3 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>10</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper and older</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Sturdy shoes and a water bottle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scouts must earn their Cyber Chip prior to camp and bring documentation to camp. Scouts may bring their own camera but will need to use a provided SD memory card. **A cell phone with a camera does not work.** A flash drive is needed to take home any pictures taken on camp devices. Pictures taken may be used for the weekly slide show. Scouts will hike to various areas on camp to take photos.

## Pioneering Merit Badge

<table>
<thead>
<tr>
<th>LOCATION</th>
<th>Scoutcraft Pavilion</th>
<th>CLASS LENGTH</th>
<th>2 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS START TIME(S)</td>
<td>3 p.m.</td>
<td>PARTICIPANT CAPACITY</td>
<td>16</td>
</tr>
<tr>
<td>RECOMMENDED FOR</td>
<td>2nd year camper and older</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REQUIRED MATERIALS</td>
<td>Sturdy shoes and work gloves</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANTICIPATED COSTS</td>
<td>None</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Scouts should know basic Scouting knots.
**Pottery** Merit Badge

- **LOCATION**: Handicraft Pavilion
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 9 a.m. / 10 a.m. / 2 p.m. / 3 p.m. / 4 p.m.
- **PARTICIPANT CAPACITY**: 20
- **RECOMMENDED FOR**: Any Scout
- **REQUIRED MATERIALS**: Paper, Pen or Pencil
- **ANTICIPATED COSTS**: $5.00

Scouts should be prepared to have clothes that can get muddy. Staff will inform Scouts during the activity which day(s) they need to be prepared for this. *The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.*

**Plumbing** Merit Badge

- **LOCATION**: Basement of Maryville Lodge
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 3 p.m. / 4 p.m.
- **PARTICIPANT CAPACITY**: 12
- **RECOMMENDED FOR**: Any Scout
- **REQUIRED MATERIALS**: Paper and pen or pencil, water bottle
- **ANTICIPATED COSTS**: $5.00

Scouts should wear long pants.

**Radio** Merit Badge

- **LOCATION**: Front porch of Goetz Lodge
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 9 a.m. / 10 a.m.
- **PARTICIPANT CAPACITY**: 14
- **RECOMMENDED FOR**: Any Scout
- **REQUIRED MATERIALS**: Paper, pen or pencil
- **ANTICIPATED COSTS**: None

**Rifle Shooting (.22 cal)** Merit Badge

- **LOCATION**: Rifle Range
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 9 a.m./10 a.m./11 a.m./2 p.m./3 p.m.
- **PARTICIPANT CAPACITY**: 16
- **RECOMMENDED FOR**: Any Scout
- **REQUIRED MATERIALS**: None
- **ANTICIPATED COSTS**: $7.50

Scouts must read the merit badge pamphlet prior to starting the activity. *The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.*
**Reptile & Amphibian Study** Merit Badge

- **LOCATION**: Nature Lodge
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 9 a.m. / 2 p.m.
- **RECOMMENDED FOR**: Any Scout
- **REQUIRED MATERIALS**: Paper, pen or pencil
- **ANTICIPATED COSTS**: None

Requirement 8 cannot be completed at camp. Scouts can bring a signed note from a parent or Scout leader acknowledging completion of this requirement. **This merit badge is part of the William T. Hornaday Award program.**

---

**Rowing** Merit Badge

- **LOCATION**: Lake Front
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 11 a.m. / 3 p.m.
- **RECOMMENDED FOR**: 3rd year campers or 13 years of age or older
- **REQUIRED MATERIALS**: Shoes that can get wet
- **ANTICIPATED COSTS**: None

The Scout must attain “Swimmer” classification during the Sunday swim check. Participants need to be ready to get wet every day. Paddleboarding is an extra activity that will occur at the end of the week.

---

**Search and Rescue** Merit Badge

- **LOCATION**: Scoutcraft Pavilion
- **CLASS LENGTH**: 1 hours
- **CLASS START TIME(S)**: 2 p.m.
- **RECOMMENDED FOR**: 2nd year or older
- **REQUIRED MATERIALS**: None
- **ANTICIPATED COSTS**: None

---

**Shotgun Shooting** Merit Badge

- **LOCATION**: Shotgun Range
- **CLASS LENGTH**: 1 hour
- **CLASS START TIME(S)**: 9 a.m. / 10 a.m. / 11 a.m. / 3 p.m. / 4 p.m.
- **RECOMMENDED FOR**: Must be 3rd year camper or 13 years of age or older
- **REQUIRED MATERIALS**: None
- **ANTICIPATED COSTS**: * $15.00

Scouts must read the merit badge pamphlet prior to starting the activity. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.
**Space Exploration Merit Badge**

LOCATION: Nature Lodge  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 2 p.m. / 3 p.m.  
PARTICIPANT CAPACITY: 15  
RECOMMENDED FOR: Any Scout  
REQUIRED MATERIALS: Estes Viking model rocket kit  
ANTICIPATED COSTS: * $15.00  

* The activity fee will be added to the Scout’s camp registration fees, and the materials for the rocket kit will be provided to the Scout during the activity period. **The rocket launch, at 6:45 p.m., is on Wednesday night and must be attended.**

**Sustainability Merit Badge (Eagle Option)**

LOCATION: Nature Lodge  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 10 a.m. / 3 p.m.  
PARTICIPANT CAPACITY: 20  
RECOMMENDED FOR: 2nd year camper or older  
REQUIRED MATERIALS: Paper, pen or pencil  
ANTICIPATED COSTS: None  

Requirement 2 cannot be completed at camp. Scouts may bring any logs they have already started to the activity to help add to the discussion.

**Swimming Merit Badge (Eagle Option)**

LOCATION: Pool  
CLASS LENGTH: 2 hours  
CLASS START TIME(S): 10 a.m. / 2 p.m.  
PARTICIPANT CAPACITY: 30  
RECOMMENDED FOR: Any Scout  
REQUIRED MATERIALS: Swim trunks and towel  
ANTICIPATED COSTS: None  

*The Scout must attain “Swimmer” classification during the Sunday swim check.*

**Weather Merit Badge**

LOCATION: Nature Lodge  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 9 a.m.  
PARTICIPANT CAPACITY: 24  
RECOMMENDED FOR: Any Scout  
REQUIRED MATERIALS: None  
ANTICIPATED COSTS: None
**Welding Merit Badge**

LOCATION: Basement of Maryville Lodge  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 9 a.m. / 10 a.m.  
RECOMMENDED FOR: 16 years and older  
REQUIRED MATERIALS: Long pants or jeans  
ANTICIPATED COSTS: $5.00

**Wilderness Survival Merit Badge**

LOCATION: Scoutcraft Pavilion  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 4 p.m.  
RECOMMENDED FOR: 2nd year camper or older  
REQUIRED MATERIALS: Sleeping bag, clothing suitable to spend the night in the open, pocket knife, survival kit.  
ANTECEDENT COSTS: None  
Scouts will participate in one overnight away from their campsites on Monday night. Necessary items for the survival kit are listed in the merit badge pamphlet. Scouts will need to report to the Scoutcraft Pavilion at 7:30 p.m. to go to the overnight location and complete their survival shelters.

**Woodcarving Merit Badge**

LOCATION: Handicraft Pavilion  
CLASS LENGTH: 1 hour  
CLASS START TIME(S): 9 a.m. / 10 a.m. / 11 a.m. / 3 p.m. / 4 p.m.  
RECOMMENDED FOR: 2nd year camper or older  
REQUIRED MATERIALS: Leather gloves are furnished but Scout may bring his own.  
ANTECEDENT COSTS: $5.00  
Scouts should not bring their own knives to the activity. A totin’ chip must be shown to be allowed to use the tools provided. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.
Detailed Schedule of Non-Merit Badge Activities

**Beginning Swimmer’s Instruction**

LOCATION Pool
CLASS LENGTH 1 hour
CLASS START TIME(S) 3 p.m. / 4 p.m.
PARTICIPANT CAPACITY Open
RECOMMENDED FOR Beginner level swimmers
REQUIRED MATERIALS Swim trunks and towel
ANTICIPATED COSTS None

The Scout must attain “Beginner” classification during the Sunday swim check. This activity is designed for Scouts to learn and practice strokes with the goal of advancing to “Swimmer” level.

**COPE Challenging Outdoor Personal Experience**

LOCATION Climbing Tower
CLASS LENGTH 3 hours
CLASS START TIME(S) 9 a.m.
PARTICIPANT CAPACITY 20
RECOMMENDED FOR 3rd year camper or 13 years and older
REQUIRED MATERIALS Closed toe shoes and clothing that can get dirty
ANTICIPATED COSTS None

Scouts must be present and participate every day to earn the COPE shirt. Scouts must be mature enough to handle the safety of others around them.

**Duty to God Award**

LOCATION N/A
CLASS LENGTH (No class)
CLASS START TIME(S) Must complete during camp session
PARTICIPANT CAPACITY No limit
RECOMMENDED FOR Any Scout or Scout Leader
REQUIRED MATERIALS None

The requirements noted below must be met. In addition, the Duty to God Application Form must be completed. It is located in the Forms and Resources section of this Leader Guide.

The P.R.A.Y. Duty to God Program is a special award open to all faiths that can be earned while at Camp Geiger. The program was developed by the Programs of Religious Activities for Youth (P.R.A.Y.) Organization, which has an official partnership with the Boy Scouts of America, and has been adapted so that Scouts and leaders may earn it while at camp.

The purpose of the program is to help youth and adults experience God at camp, become more reverent, and also learn how they can earn their particular faith’s religious emblem award later in their own church. Participants will be eligible to receive a segment of the beautiful four-part “Duty to God” patch by completing the requirements of the program. Scouts and leaders who complete the requirements can present their P.R.A.Y. Duty to God Patch Completion form (Forms and Resources) to the Camp Geiger Trading Post or Pony Express Council Service Center to purchase the patch segment.
Eligibility:

Any youth Scout or adult leader who attends a summer camping session at Camp Geiger

Participants must complete the following four requirements:
1. Attend a religious service at Camp Geiger.
2. Participate in or help lead at least three daily devotionals with members of your troop or other Scouts while at camp.
3. Learn the Camp Geiger Grace or another grace. Recite and explain it to your Troop Chaplain Aide, Troop Chaplain, or the Camp Geiger Chaplain.
4. Youth must promise to attend a Duty to God Religious Emblems program presentation and commit to earning the Religious Emblem of their faith. If a Scout has already earned his faith’s Religious Emblem, he must help explain the award program to another Scout. Adult leaders must commit to help make a presentation on the Duty to God Religious Emblems program at a regular troop meeting or serve as a counselor in their local church or troop for the Religious Emblems program.

More information about the religious emblems program, including a copy of the Duty to God Program Information brochure (no. 512-879) may be obtained online: https://www.scouting.org/awards/religious-awards/

For more information about P.R.A.Y., visit their website at https://www.praypub.org/

ELITE Engaging Leaders in Technology & Engineering

LOCATION Varies (schedule given first day)

CLASS LENGTH 1 hour

CLASS START TIME(S) 4 p.m.

PARTICIPANT CAPACITY 30

RECOMMENDED FOR 14 years of age and older and at least a Life Scout, preferably an Eagle Scout

REQUIRED MATERIALS None

ANTICIPATED COSTS $10

Engaging Leaders in Technology & Engineering (ELITE) is designed for Life Scouts and Eagle Scouts who are at least 14 years of age and who have already completed most of the merit badges needed for advancement. ELITE Scouts will participate in one of the following exciting challenges each day:

• DRONE FLYING
• ROBOTICS
• CRANE OPERATOR TRAINING SIMULATOR
• CATAPULTS
• GEIGER ESCAPE ROOM (located in the basement of Goetz Lodge).

Scouts will be assigned to a team of 4-8 members on Monday, and each team will be given its schedule for the week. The capacity for this activity is limited, but if a Scout is interested and meets the “recommended for” criteria, register him or her. Adults are also welcome to register for this activity, however, first priority will be given to youth Scouts, ages 14-18.

* The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period.
Extra Swimming / Lifesaving Requirement Help

LOCATION: Pool
CLASS LENGTH: 1 hour
CLASS START TIME(S): 11 a.m.
RECOMMENDED FOR: Scouts needing to complete Swimming or Lifesaving requirements
REQUIRED MATERIALS: Swim trunks and towel
ANTICIPATED COSTS: None
ANTICIPATED COSTS: None

This activity works with any Scout needing additional training on strokes or finishing merit badge requirements. The time is spent working toward those goals. It is not a “free swim” time.

First Class Trail (for Scouts who recently started the Scouting program)

LOCATION: Scoutcraft Pavilion
CLASS LENGTH: 3 hours
CLASS START TIME(S): 9 a.m.
RECOMMENDED FOR: Scout Rank or Tenderfoot Rank Scouts
REQUIRED MATERIALS: Sturdy shoes, water bottle, swimming trunks and towel
ANTICIPATED COSTS: None

Scouts will complete approximately 2/3 of the requirements for Tenderfoot, Second Class, and First Class ranks. It is expected that participating Scouts would have completed the Scout Rank prior to camp, if at all possible.

Johnny Fry

LOCATION: Cowboy Action Range (initially)
CLASS LENGTH: 1 hour
CLASS START TIME(S): 3:00 p.m.
RECOMMENDED FOR: 14 years of age or older
REQUIRED MATERIALS: Dressing up in Western style is encouraged.
ANTICIPATED COSTS: * $10.00

* The activity fee will be added to the Scout’s camp registration fees, and the materials will be provided to the Scout during the activity period. Because pistol shooting is involved, participants must be at least 14 years of age. BSA Policy.

Leave No Trace / Outdoor Ethics

LOCATION: Nature Lodge
CLASS LENGTH: 1 hour
CLASS START TIME(S): 10 a.m.
RECOMMENDED FOR: 2nd year camper or older, any adult leader
REQUIRED MATERIALS: Paper and pen or pencil, Boy Scout Handbook, water bottle
ANTICIPATED COSTS: None

Both youth and adult leaders should register online for this activity. Youth need to read Chapter 7 of the Boy Scout Handbook on Leave No Trace prior to camp. Adults need to read the North American Skills and Ethics booklet and review chapter 7 of the Boy Scout Handbook prior to camp. Both youth and adults need to complete 3 outings with their unit with Leave No Trace and Outdoor Ethics principles prior to camp. Participants will earn their Outdoor Ethics Awareness and Action Award by the end of this course. This course does not meet on Friday.
### Mic-O-Say Dance Practice

**Location:** Council Ring  
**Class Length:** 1 1/2 hours

**Class Start Time(s):** 1:30 or 2:00

**Recommended for:** All Braves, Hardway Warriors, and Tom-Tom Beaters

**Required Materials:** Current costume for Mic-O-Say rank when directed to bring it.

**Anticipated Costs:** None

Braves and Tom-Tom Beaters must arrive at 1:30 p.m. Others arrive at 2:00 p.m. Any questions about this activity should be directed to a member of the Mic-O-Say staff.

### Mile Swim

**Location:** Pool  
**Class Length:** 1 hour

**Class Start Time(s):** M-T-W 6 a.m.

**Recommended for:** Any Scout of Leader who is a proficient swimmer

**Required Materials:** Swim trunks and towel

**Anticipated Costs:** None

The Scout or Leader must attain “Swimmer” classification during the Sunday swim check. Activity will finish in time for the Scout of Leader to attend breakfast on Monday and Tuesday morning. On Wednesday, breakfast will be provided at the pool. Participants must be present for all three morning sessions.

### Non-Swimmer Instruction

**Location:** Pool  
**Class Length:** 1 hour

**Class Start Time(s):** 3 p.m. / 4 p.m.

**Recommended for:** Non-swimmers

**Required Materials:** Swim trunks and towel

**Anticipated Costs:** None

This activity is designed to get Scouts comfortable with the water and to help them pass First Class rank requirement for swimming and get them to the “Beginner” level.

### Paddle Craft Safety Training/Certification

**Location:** Lake Front  
**Class Length:** 3 hours

**Class Start Time(s):** Arranged

**Recommended for:** 15 years of age and older

**Required Materials:** Shoes and clothing that can get wet

**Anticipated Costs:** None

The Scout must attain “Swimmer” classification during the Sunday swim check. This activity expands Safety Afloat Training for a leader to confidently supervise canoeing or kayaking excursions on flat water. The certification is valid for two years.
Swimming and Water Rescue Training / Certification

LOCATION: Pool
CLASS LENGTH: 2 hours
CLASS START TIME(S): Arranged
PARTICIPANT CAPACITY: Open
RECOMMENDED FOR: 16 years and older
REQUIRED MATERIALS: Swim trunks and towel
ANTICIPATED COSTS: None

The Scout must attain “Swimmer” classification during the Sunday swim check. The Boy Scouts of America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This certification is valid for two years.

William T. Hornaday Award Program

LOCATION: Varies
CLASS LENGTH: N/A
CLASS START TIME(S): Varies with badges selected
PARTICIPANT CAPACITY: Open
RECOMMENDED FOR: 2nd year and above but particularly for Eagles and Scouts interested in conservation
REQUIRED MATERIALS: See program description below
ANTICIPATED COSTS: Any costs associated with badges and projects

Camp Geiger is proud to help interested Scouts begin the trail toward earning the prized and rarely given William T. Hornaday Award. The award is named in honor of Dr. William Hornaday, the founder of the National Zoo in Washington, D.C. He was an outspoken ambassador for natural resource conservation and was a leader in saving the American bison from extinction. In 1914, Dr. Hornaday created an award called The Wildlife Protection Medal, which challenged Americans to work for wildlife conservation as well as habitat protection.

After Dr. Hornaday’s death in 1937, the award was renamed in his honor as an award for the Boy Scouts of America. Over the course of the past 80 years, only a few more than 1100 of these medals have been bestowed on Scouts for completion of the award program.

Four of these 1100 conservation-minded Scouts actually came from the Pony Express Council. It is our hope that by helping Scouts start on their award, we will be able to build conservation awareness among the Scouts that camp with us.


After these are complete, the Scout must plan, lead, and carry out a significant project in conservation from one of the areas on the national website.

The award is challenging and is meant to be. Full details are found on the Hornaday website:

Hornaday Award Website: https://www.scouting.org/awards/hornaday-awards
The Tribe of Mic-O-Say is the special honor society for campers at Camp Geiger. Mic-O-Say and Camp Geiger are inseparable. The Tribe has been a major part of the program at Geiger for over nine decades and boasts multi-generational membership and loyalty.

The summer of 2020 will be historic. For the first time, girls may be selected for membership, if they meet the qualifications.

**Mission**

The mission of the Tribe of Mic-O-Say:

- To guide boys to honorable manhood using the principles of the Scout Oath and Law, and to foster continued participation in Scouting, and

- To guide girls to honorable womanhood using the principles of the Scout Oath and Law, and to foster continued participation in Scouting.
Method

This is accomplished by using men to guide boys on the trail of authentic manhood and women to guide girls on the trail to authentic womanhood. Mic-O-Say’s ceremonies, customs and traditions blend the spirit and pride of the American Indian with the ideals and objectives of the Boy Scouts of America. The Scouting adventure is prolonged using an historical theme that has held the attention and captured the imagination of youth and adults alike for many generations.

Mic-O-Say reinforces the principles of the Scout Oath and Law, and encourages continued participation in Scouting. Mic-O-Say Membership is conferred upon Scouts who participate in long-term camping on the Camp Geiger Reservation and who best exemplify progress in their leadership skills. Honorary membership is also given adult Scouters who meet specified qualifications.

To be eligible for Mic-O-Say membership, a Scout must be an honorable, seasoned, experienced camper. He or she must have proven leadership ability by his or her work in the Scouting unit and the community. A candidate must be mature in thought and deed and be capable of understanding obligations as a Tribesman.

Each youth is judged on his or her own merit by the Tribal Council of the Tribe of Mic-O-Say. Some of the criteria considered are these:

- Is the Scout active in his or her Scout Unit?
- Has the Scout demonstrated his or her leadership abilities with younger Scouts?
- Has the Scout held positions of responsibility in the unit?
- Does the Scout live by the Scout Oath and Law?
- Does the Scout set a good example for other Scouts?
- Has the Scout achieved an upper rank?
- Has the Scout completed a grade of schooling which implies an ability to understand his obligation to the Scout Oath and Law?
- Is the Scout a long-term Camper?

With these high standards in mind, you should explain to your young, non-Tribesmen that any Scout can become a member of Mic-O-Say at any time: The real qualifications for membership are
advancement in Scout Rank, and being a true leader of younger Scouts.

Do not tell young Scouts that they must be a certain age or a certain rank to become a member, for it simply isn’t true. Let every young Scout attend our Tapping Ceremony with high hopes.

If yours is a unit new to Camp Geiger, please contact the Mic-O-Say Director on Sunday when you arrive at camp. He will schedule an orientation program for your unit prior to our Tapping Ceremony.

If you are a Tribesman, and feel that a youth in your unit should be nominated for membership, please contact our Mic-O-Say Director. He will be happy to assist you. It is both your obligation and your privilege to place in nomination the names of those individuals whom you feel would be worthy Tribesmen of Mic-O-Say. All nominations are to be completed in Swimming Rock Lodge and must be submitted before taps on Monday night. The nomination process is confidential. **Non-tribesmen should not even be aware that a nomination process exists.** The mystery surrounding selection adds to the mystique and appeal of Mic-O-Say.

If you are a non-Tribesman and a leader in your unit, and feel that an individual should be nominated, please contact our Mic-O-Say Director. Adult membership is determined by the Council of Chief-tains. Please direct any questions you may have pertaining to Mic-O-Say to our Mic-O-Say Director.

The Mic-O-Say program parallels the Scouts BSA program. In Scouting, there are boy troops and there are girl troops. Each follows the Scouting program, but this is done separately to permit youth to grow and develop with their adolescent peers. The Mic-O-Say program is conducted with the same philosophy and in similar fashion.

Additional information can always be found at the official web site for Mic-O-Say at Camp Geiger: www.micosay.org.
**Nominations for Tribal Council, Silver Coup, and White Coup**

The only acceptable form for nominating an individual for Tribal Council (either Sachem or Medicine Man) is found on the Mic-O-Say website. Older editions of the electronic form and all paper forms may no longer be used and any submitted will not be processed. Any Tribesman may complete a nomination. Nominations for consideration for the upcoming summer must be submitted by 11:59 p.m. December 31st, 2020 to be considered for 2021. The TC nomination section of the website shuts down from January 1 until February 1 of 2020. Nominations submitted on or after February 1, 2020 will be retained for consideration for the summer of 2021.

Likewise, nominations for Silver Coup and White Coup are also found on the Mic-O-Say website. These, however, may be submitted year around. There are no “blackout” dates for such nominations. If an individual is not selected for one of these awards in any given year, a new nomination may be submitted for the following year.
Camp Geiger Today

If you are a Boy Scout or Scout leader, we heartily encourage you to consider Camp Geiger as the place for your summer camp experience. It will take little to convince Scout units in the Pony Express Council to come to Camp Geiger. They have been doing so - willingly and enthusiastically - for years. They know that Camp Geiger always meets or exceeds the expectations of their Scouts, leaders and parents.

If you have already decided to come to Camp Geiger, we welcome you. And if you are returning to Geiger, welcome back. You won’t want to miss out on the fun, adventure and sense of independence and freedom that you will find in the rolling hills of Camp Geiger, situated on the Missouri River bluffs just north of Saint Joseph, Missouri.

One of the unique features of Geiger is flexibility. We have more than 50 program activities that provide Scouts of a broad range of ages many fun learning opportunities. This flexibility extends to the unit needs in providing the opportunity for their Scouts.

Everything you need for a great Geiger experience can be found in
this manual. You will find forms, activity schedules, general camp information and much more. You are welcome to print out any schedules, forms or resources you may find helpful.

A Proud History

Let’s take a stroll through the past. Camp Geiger’s history is rich and fascinating. By the early 1900’s, the Scouting Movement began to grow rapidly across the United States. Troops in St. Joseph were organized as early as May, 1912, with the chartering of Troop 1 at the YMCA.

There was no official Scout council at that time, nor was there any official summer camp.

By July of 1916, several troops had organized, and a group of the city’s business and professional men met at the Chamber of Commerce to organize the St. Joseph Council, Boy Scouts of America.

At that time, no paid Scout Executive was employed. Summer camps were held at various locations, including Bean Lake and Garrettsburg, for several years following.

As summer camping became a mainstay of the new program, the need for a permanent camping location grew. In 1918, a group of Scouting organizers located a high ridge of wooded property, or “hog back,” as it was called, near Agency, Missouri. Excitement grew as they realized the thirty acre tract would make an excellent permanent summer camp.

“The land was owned by a local farmer, W. E. Brinton. The owner was at first hesitant, as he had “dealt with city boys”, and felt justified in suspecting and mistrusting them. Experience had shown him they had tendencies to take fruit, to damage property, to an-

Flag ceremony at Camp Brinton, the predecessor to Camp Geiger. This photo is from 1928
noy and injure livestock. But the little group of men struggling to develop Scout work here named a committee to talk the matter over...and seek temporary use of the ground...”

Finally the farmer agreed. Following the first summer, Brinton was of a changed mind. He enthusiastically agreed to continue loan of the ground...each summer, and...within a few years, he voluntarily deeded the tract over to the council...Camp Brinton, as it was known, became the first permanent summer camp of the St. Joseph Council. By 1925, attendance had grown steadily, but nothing would prepare the Council for what was to follow. The new Scout Executive, just arrived from Wyoming, would popularize Scouting and summer camp in a manner never seen before. He would provide an exhilarating experience for boys which continues to the present day. His name was Harold Roe Bartle.

Bartle arrived in January of 1925, and worked diligently at expanding the Scouting movement. Within a short time, boys were clamoring to join the Boy Scouts in St. Joseph, and to attend the summer camp at Agency. Camp Brinton
was remodeled and improved each year in an attempt to keep in stride with the growing attendance. Bartle’s intense energy involving the community in Scouting, and his innovative summer camp concepts, including an Indian Lore honor camper program called Mic-O-Say, began to fill the little summer camp beyond its endurance.

Scouters began to look about for a new summer camp which could be acquired. When Bartle was transferred to the Kansas City area in 1929, his successor, Rex Gary, continued the search.

**The Move to Camp Geiger**

In December of 1930, an exciting news article appeared in the *St. Joseph Gazette*. It was announced that a local physician, Dr. Charles Geiger, would make a gift of his old boyhood home to the Boy Scouts to be used as a summer camp. The beautiful river bluff property he had explored as a youth would be rediscovered by countless others. It would be called Camp Geiger.

Clearing and building on the new property began as soon as possible. A dining hall and caretaker’s cabin were fashioned from the many rocks found in the area, and a stream was dammed to form a swimming hole. A colossal bridge was built to traverse the ravine between the main ridges of the camp.
Living quarters were constructed of rock and wood and canvas. By 1935, Camp Geiger was officially opened as the summer camp of the council, and work was begun on a new swimming pool, to be built high on the bluff above the camp.

Many additions would follow as the new Camp Geiger enjoyed more than fifteen years of immense popularity to the Scouts in the St. Joseph and surrounding areas.

**Geiger Expands in the 1950s**

By the early 1950’s, it was clear that the ever-increasing camp attendance had once again outgrown the facilities. Additional land purchases allowed the beginning of a new camp, to be located to the north, high on the river bluffs. In December of 1950, it was announced that Harry Block of St. Joseph would donate the first new building. The Block Memorial Training Center would serve primarily as a Dining Hall. Construction of this building marked the beginning of the “new Camp Geiger” located on the northern river bluffs.

Additional buildings were donated by civic-minded organizations and individuals, including the Headquarters and Trading Post building (present Handicraft Building). Camp was officially moved to the new area in 1952. Handicraft Lodge (no longer standing; replaced by one of the camp staff buildings) was donated in 1954.

Goetz Lodge was dedicated in 1956, and the Maryville Health Lodge was built in 1965. By the late sixties, the old swimming pool
had served for over 35 years and construction began on a new facility on the northernmost property in 1970.

**Further Expansion**

In the early 1990’s, the property adjacent to the camp entry road was purchased. On this land called “Chieftains’ Corner” now reside the Dining Hall and the Headquarters/Health Lodge buildings built in 1992. A few years later, Camp Geiger acquired quarry land south of the original camp, providing a buffer against suburban development, ensuring that Geiger can retain its rustic look and feel for generations to come.

Two years ago, Camp Geiger placed a FEMA-rated storm shelter in every campsite. Each one has a functional, beautiful program pavilion on top. One can actually say a Scout is safer at Camp Geiger than he is at home!
For 85 years, Camp Geiger has served thousands and thousands of Scouts as their summer home away from home. If one hikes along the path of the shotgun range, he is traversing quite a bit of the old original camp. Parts of the foundation of the first Camp Geiger Dining Hall are still visible, and one can locate several of the rock-based campsites. A stone corner and fireplace mark the old Caretaker’s Cabin.

**Past Intertwines with the Present**

On a quiet day, the wind seems to echo the laughter of young Scouts. It carries their hopes and dreams to mingle with ours on the northern bluffs.

For, though Camp Geiger has enjoyed the reputation of ever-changing programs and fun for so many decades, we have kept the concepts and traditions with which we began.

The future – and the past – are alive at Camp Geiger.
Camp Geiger Traditions

Original Camp Geiger Song (Camp Geiger Memories)

Camp Geiger and her memories,
All of her hills, and rocks, and trees.
Where God has made the sky so blue,
Created friendships strong and true.
Whether in summer, spring or fall,
We hear Camp Geiger's magic call.
And when our camping days are gone,
Dreams of Camp Geiger linger on.
Paul Spence, 1949

Camp Geiger Song

On the hills above the river, in among the trees,
Flows the flag of old Camp Geiger, waving in the breeze.
Hail Camp Geiger, Hail Camp Geiger,
With your Scouts so true.
With your spirit of good Scouting,
Hail, O hail to you.

The Scout Vesper Song

Softly falls the light of day,
As our campfire fades away.
Silently each Scout should ask,
Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?

Camp Geiger Grace

For food, for shelter, for clothing,
For family, for friends, and for freedom,
We thank thee, O Lord.
Chieftain Eagle Feather, 1950

Photo of the actual, original Camp Geiger song, as penned by Paul Spence in 1949