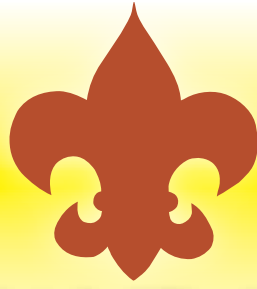


**CAMP GEIGER  
LEADER GUIDE  
2021**

PONY EXPRESS COUNCIL - BOY SCOUTS OF AMERICA



## *WHY CAMP GEIGER?*

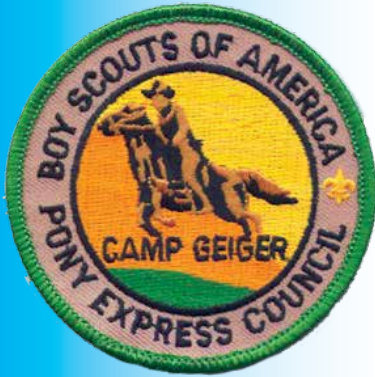
Troops from all across the United States call Camp Geiger home. Why do they choose Geiger? There are, no doubt, many reasons. We think that some of these are among them:

- 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.

# 2021 Leader Guide

Pony Express Council - Boy Scouts of America

## Camp Geiger is Built For Scouting at its Best



Timothy P. Murphy, M.D.  
Editor, 2021 Leader Guide

### Camping Committee

Ed Stroud  
Chairman

Dave Fox  
Camp Director

Alan Franks  
Scout Executive

Jim Beesley, Roger Denton,  
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Stillings, Jeremy Stover

### Program Subcommittee

Matthew Brammeier, Tanner  
Duin, Andrew Gerhardt, Daniel  
Gerhardt, Brandon Keller, Mike  
Lowe, Austin Martin, Sebastian  
Perry, Zech Ritchheart, Eric  
Walker, Alex Zanatta.

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 Scouts learn the basics in First Class Trail where they will progress in their 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 and experienced camp staff.

And of course, there is the iconic Tribe of Mic-O-Say, the organization that for 96 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.

Dave Fox  
Camp Director

Austin Martin  
Program Director

# Contents

## CORONAVIRUS PANDEMIC

We sincerely hope that the summer of 2021 will permit Camp Geiger to return to normal operation. At the time of publication of this Leader Guide (December, 2020), the nation is still in the grip of the Coronavirus pandemic. By March of 2021, we hope to be able to state definitively how Camp Geiger will operate this summer. Depending on availability and distribution of vaccines, it is entirely possible that a vaccine may be required for some, possibly all, participants. More information will follow on the council website as the picture becomes clearer.

*Timothy Murphy, M.D.*  
Council Supervising Physician

**The 2021 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 are included.

You are free to duplicate this publication as your needs require and to make multiple copies of it. Additionally, feel free to copy any of the forms and schedules posted on the council website.

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# Getting Started

Approximately 4 weeks prior to your troop's week in camp, your unit leader will receive an email with a link to our **Online Pre-Camp Information Form**. The information requested in this form is vital for finalizing the camp planning process, including determining campsite assignments. Please complete the form no fewer than 10 days prior to your arrival at camp.

## 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 2021 camping season are listed below.

<b>Week 1: June 13th – 19th</b>	Boy Troops
Visitors' Night: June 16	
Mic-O-Say Tapping: June 17	
<b>Week 2: June 20th – 26th</b>	Boy Troops
Visitors' Night: June 23	
Mic-O-Say Tapping: June 24	
<b>Week 3: June 27th – July 3</b>	Boy Troops
Visitors' Night: June 30	
Mic-O-Say Tapping: July 1	
<b>Week 4: July 4 – 10th</b>	Boy and Girl Troops
Visitors' Night: July 7	
Mic-O-Say Tapping: July 8	
<b>Week 5: July 11th - 17th</b>	Boy Troops
Visitors' Night: July 14	
Mic-O-Say Tapping: July 15	
<b>Week 6: July 18th – 24th</b>	Boy and Girl Troops
Visitors' Night: July 21	
Mic-O-Say Tapping: July 22	

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

## Activity Fees for 2021

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

Class	Fee
Archery MB	5.00
Basketry MB	10.00
ELITE Program	10.00
Fly Fishing MB	5.00
Johnny Fry	10.00
Leatherwork MB	15.00
Metalwork MB	13.00
Pottery MB	5.00
Rifle Shooting MB	7.50
Shotgun Shooting MB	15.00
Space Exploration MB	15.00
Welding MB	8.00
Woodcarving MB	5.00
Woodwork MB	8.00

**\* 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.**

**Any unpaid fee balances and balances for activities selected by Scouts after the online activity selection period closes at 3 p.m. on Sunday are to be paid in the camp trading post. Any activity fee refunds Scouts are owed from changes in class schedules can be resolved in the camp trading post.**

## Key Registration Dates & Deadlines

Now	Registration is open from now until January 31, 2021
February 1, 2021	Registration opens to enter youth and adult participants.
April 1, 2021	Total camp fees are due.
April 1, 2021	Registration opens to sign Scouts up for merit badge classes. Scout must be paid in full to sign up for classes.*
April 1, 2021	Campership applications are due to the council office (for in-council Scouts only).
April 2, 2021	Participants registering April 2nd or later will incur the regular rates with exception of new Scouts and adults crossing over.

## 2021 Camper Fee Schedule

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

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 popcorn discount will apply to in-council Scouts only. **The entire balance is due to the council on April 1st.** Since a Scout cannot sign up for merit badge activities until he or she is paid in full, *this is an incentive for you to register your participants earlier* so that your Scouts can begin signing up for badges when badge registration opens on April 1. Badges are no longer restricted preferentially for certain ages or years at camp. All of them are “first signed, first served.”

## 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](http://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

At 7:30 p.m., on the Monday evening 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.

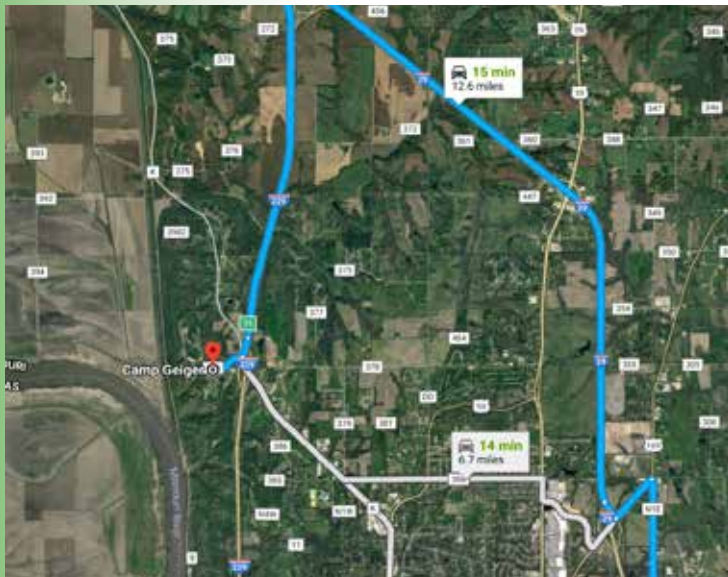
Troops will be informed of their campsite assignment for their session during this meeting.

## 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.**



**A version of this checklist appears in the 2021 Camp Geiger Leader Forms packet.**

**That permits you to print it and give one to each of your Scouts directly.**

**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.**

## What Scouts Need to Bring to Camp

### SCOUTS (REQUIRED)

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

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

### SCOUTS (OPTIONAL)

- |   |   |
|---|---|
| <input type="checkbox"/> Class B shirts     | <input type="checkbox"/> Bible or prayer Book |
| <input type="checkbox"/> Pocketknife *      | <input type="checkbox"/> Sewing kit           |
| <input type="checkbox"/> Air mattress       | <input type="checkbox"/> Phone / camera       |
| <input type="checkbox"/> Musical instrument | <input type="checkbox"/> Sunglasses           |
| <input type="checkbox"/> Laundry soap       | <input type="checkbox"/> Pillow               |
| <input type="checkbox"/> Mosquito netting   |   |

\* 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.

**The roster 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
- American flag (on a pole)
- State flag
- Troop flag (on a pole)
- Patrol flags
- Troop first aid kit
- Specific activity related materials and Merit Badge books
- Cleaning supplies for restroom, toilet, and showers in camp
- Rope
- Lockable medication box
- Lanterns (propane)
- Water containers/dispensers
- Bulletin board items

## **Camp Geiger Provides These Items**

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

## **Quartermaster/Camp Can Provide These Items**

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



Boy and girl troops, whether linked or not, must each have their own two-deep leadership at all times. No “bridging” of leadership across troops.

Per current national BSA guidelines issued in 2019, Scouts BSA girl troops may *not* be combined with Scouts BSA boy troops into a single “camp unit.” (A “camp unit” is defined as the combination of multiple separately chartered troops into one “unit” who comes to camp, combining Scouts and leadership into one unit.) As the national guidelines state, “Program integrity requires single gender units.” For details on unit leadership requirements while at camp, review *Scouting’s Barriers to Abuse* available in the Youth Protection and Adult Leadership section of the *Guide to Safe Scouting* (online at [scouting.org](http://scouting.org)).

## Camp Leadership

**For each troop, whether 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](http://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 to camp prior to your arrival.

**New for 2021: In order to better accommodate the various types and sizes of troops attending camp, we have made two adjustments to our campsites. These include the following:**

- **Osage reopens**
- **Cheyenne is closed**

**Please see the camp map to review these locations.**

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." A "day" for a part-time leader 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. *Arrival times will be assigned.* 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 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 Corral. One leader will need to be prepared with a copy of your troop roster in order to verify attendees and any outstanding troop balance. In addition, this leader must provide a \$500 de-

posit 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 Corral 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 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, 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-

sioner and the leader will make a record of any problems that exist in the campsite or defects in any camp equipment, platforms, and tents. Once this inspection has been completed, all Scouts and leaders should proceed, moving into their tents and setting up troop gear in the campsite.

## **Navigating the Swim Check Process**

Swim checks are held on Sunday afternoon from 1:00-5:00 p.m. at the pool. Scouts and leaders who intend to complete a swim check should arrive at camp with their swim wear readily available during the check in process. It is recommended that your Scouts pack their swim wear in a small backpack or drawstring bag so that they may be in your troop's uniform for the troop photo. However, some troops prefer to have their Scouts wear their swim wear to camp in order to save some changing time at the pool. The choice is yours!

For all Scouts and leaders who plan to participate in an Aquatics activity that begins on Monday morning, a Camp Geiger Swim Check is required. This includes the following activities: Canoeing MB, Kayaking MB, Lifesaving MB, Mile Swim, Paddlecraft Safety, Swimming MB, Swimming & Water Rescue, and Rowing. Passing the swim check and obtaining "swimmer" status is required in order to participate in these activities.

For all other Scouts and leaders, please keep in mind that swim checks are optional. Scouts who would like to swim in the "beginner" (middle) or "swimmer" (deep) sections of the pool during free swims, must take a swim check on Sunday afternoon. Leaders who would like to obtain either "beginner" or "swimmer" status for free swims may take a swim check during the hour before the 5:00 free swim on any day during the week. Scouts and leaders who want only to be in the "non-swimmer" (shallow) section of the pool, do not need to complete a swim check.





## Come Back for a Second Week

**6th session is the week for the “Provisional Troops.”** The Provisional Troops are *ad hoc* troops 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.**

**New in 2021** We will have two provisional troops, one for boys and one for girls. Appropriate leadership will be provided by volunteers from the council.

A 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 a 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 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.

# Day to Day

## Daily Schedule

The hours at Camp Geiger are filled with activities from dawn to dusk—and beyond. 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



a unique, round design which allows efficient seating. A cupola at the top of the structure and the large fan below it allow better air flow in the dining hall.

**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 “prepare for grace.” 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 registered 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 possi-



ble, 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.**

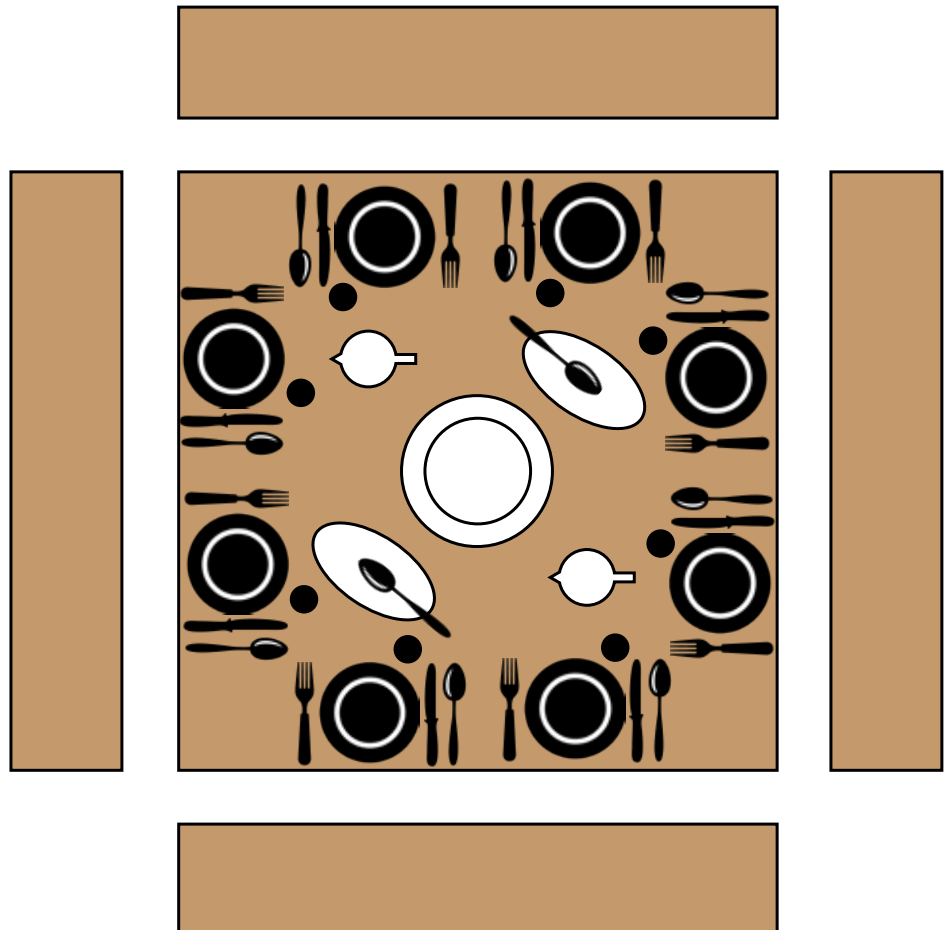
**The condiment tray in the middle holds bread, chips, various condiments and napkins. Waiters are to be sure these items are kept "stocked." This year, you will notice the condiment tray has been "raised," creating a new compartment underneath for bread and chips, making the items in the condiment tray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



# 2021 Summer Camp Menu

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

Coffee is available at all meals.

Special meals can be prepared for Scouts with certain food sensitivities and allergies.

**Herzog Lodge is a beautiful cabin that serves as the headquarters for the shooting sports program.**

**The first floor is a leaders' lounge during summer camp while the lower floor houses program equipment and also serves as staff housing.**

## 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.

## 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.





**Camp Geiger now has a welcome cabin just inside the entrance to camp.**

**The cabin will be staffed 24 hours a day while troops are in camp from Sunday through Saturday. Everyone entering and exiting camp will be required to check in and out there with the staff.**



## **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**

Everyone is invited to participate in our 2021 Geiger Olympics! You will either be a participant or a spectator. 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.

Scouts who are in the Wilderness Survival MB activity will have

their overnight campout and will need to meet at the announced location by 8:30 p.m.

Scouts in the Astronomy MB activity will have their “star party” session beginning at the Nature Lodge at 9:00 p.m.

### **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 Trading Post for an ice cream treat!

**Visitors are asked to leave camp immediately following the conclusion of the campfire and be off the property by Call to Quarters at 10:00 p.m.**

**A version of this reference guide appears in the 2021 Camp Geiger Leader Forms on the council website..**

**It is provided there so you can duplicate it and give it to parents ahead of your arrival at camp.**

## 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 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 outside of camp 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 elsewhere must be checked out at the Headquarters building, following usual camp policy.
- No cooking is allowed 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 you unit.
- Assist in daily campsite inspections.
- Observe program areas during the activity periods.
- Use the **Master Schedule of Scout Activities** located in the 2021 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. These 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 "later-added" 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, home-made 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.

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 Trading Post

The Flaming Crow Trading 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

Sunday	1:00 p.m. to 5:45 p.m.
Monday	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.
Tuesday	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.
Wednesday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 7:15 p.m.
Thursday	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.
Friday	8:30 a.m. to 12:00 p.m., 1:30 p.m. to 5:30 p.m.
Saturday	8:00 a.m. to 9:15 a.m., 10:00 a.m. to 10:30 a.m.

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.

## **Saturday Troop Check-Out Procedure**

- Saturday continental breakfast is served in 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 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 Corral Pavilion at 9:00 a.m. to assist with any activity progress report or merit badge card issues.



# Health & Safety

## Health Services

A qualified individual is on duty at our Health Lodge 24 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, Dr. Timothy Murphy, is a registered Scout leader, and is the Supervising Physician for 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.

**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.**



## **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 bring a copy of their Scout roster (Forms and Resource section). This copy 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.

## **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**

Any Scout with a certifiable disability limiting his or her ability to move about camp may request for special arrangements to be made to help facilitate his or her stay at camp. The troop leadership must submit any such request in the Pre-Camp Information Form at least two weeks in advance of the unit's session in camp. Due to the nature of many camp facilities and limited transportation resources, not all aspects of such requests may be possible. However, the council and camp staff will work together with the troop leadership to strive to develop acceptable accommodations for the youth's specific needs. Typically, it is possible to arrange for transportation to be provided by a camp staff member to get to and from meals and necessary camp activities. Troops may be required to provide an adult leader to accompany the youth in order to help provide any necessary support services.

## **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 Thursday 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 the Welcome Cabin 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 the Welcome Cabin. Adults who must leave camp are to check out at the Welcome Cabin, specifying the date and time of expected return.

Campers, upon returning, are required to stop by the Welcome Cabin 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 stations are available in Strong Bull, Navajo, Osage, Pueblo, and Kickapoo**

## 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

posts where provided.

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

Do not leave hammocks up when not in use, especially where Scouts or wildlife could 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.



# Camp Program

ALL activities are 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. On-line activity enrollment opens April 1, 2021, 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 on-line system has closed at 3:00 p.m. will need to sign up manually with the Operations Director in Headquarters.

## New for 2021



Backpacking MB



Home Repairs MB



Woodwork MB



Plant Science MB



Scouting Heritage MB

## Program Update for 2021

**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 2021:

Five new merit badges will be included in the 2021 lineup. These are Backpacking, Home Repairs, Woodwork, Plant Science, and Scouting Heritage. To make room for these, Electricity, Plumbing and Search and Rescue will not be offered.

**Geiger Olympics** is a new campwide activity on Monday night for all Scouts. In the Spirit of Scouting, all Scouts and leaders who are not participating in an alternative scheduled camp activity should be present to participate in the fun! The Geiger Olympics will be based out of Scoutcraft Valley and will challenge troops to demonstrate their abilities in a variety of activities, including many classic Scouting skills. Leaders be sure to come prepared for the return of our Dutch Oven Cookoff Contest as part of the games!





**Robidoux Outpost – Handicraft & Trades Area** is a brand new facility for Camp Geiger this summer. Thanks to the generosity of several friends of the Pony Express Council, Camp Geiger is proud to announce the opening of this all new program facility for the Handicraft and Trades activities. Designed to resemble an old Western town, the Robidoux Outpost will feature seven pavilions! Located at the north end of Scoutcraft Valley (just south of Cheyenne Campsite), the new program area will be home for all of the Handicraft merit badge activities (including Basketry, Leatherwork, Metalwork, Pottery, Woodcarving) and several from the Trades area (including Automotive Maintenance, Home Repairs, Welding, and Woodwork). One of the pavilions will be designated as the new home of the Camp Geiger Forge for the Metalwork MB activity, while another one will be equipped with an operating kiln for Pottery MB. The existing pavilion (which has served many different functions over the years) will be revamped as the home for Automotive Maintenance MB. One thing's for sure, the Robidoux Outpost is destined to be the hub of activity at Camp Geiger for Scouts of all ages for generations to come!

2021 will showcase the finished **Large Arrow Council Ring** now with the fire altar from the old Large Arrow Council ring fully rebuilt. This council ring is just west of the Dining Hall along the White Sands Trail.



**The new Large Arrow Council Ring**

## 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](http://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 at some point 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
- 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

# 2021 Camp Geiger Daytime Activity Master Schedule (Page 1 of 2)

ACTIVITY'S LOCATION	REC. AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:00 P.M.	3:00 P.M.	4:00 P.M.
<b>AQUATICS</b>								
LAKE	13+	C, S	Canoeing MB (2 Hours)					
	Any	H, S, T	Fishing MB (8:30 a.m.)					
	13+	\$5, H						Fly Fishing MB
	Any	C, S		Kayaking MB (2 Hours)		Kayaking MB (2 Hours)		
	15+	A, C, N	Paddlecraft Safety Training & Certification (Arranged)					
	13+	C			Rowing MB		Rowing MB	
POOL	Any	N					Beginning Swimmer	Beginning Swimmer
	Any	N			Extra MB Instruction			
	13+	C, E, P, T	Lifesaving MB (2 Hours)					
	Any	N					Non-Swimmer Inst.	Non-Swimmer Inst.
	16+	A, C, N	Swimming & Water Rescue Training (Arranged)					
	Any	C, E		Swimming MB (2 Hours)		Swimming MB (2 Hours)		
<b>COPE, CLIMBING</b>								
CLIMBING TOWER	13+	N	C. O. P. E. Challenging Outdoor Physical Encounter (3 Hours)					
	Any		Climbing MB (2 Hours)					
<b>EAGLE &amp; ELITE</b>								
VARIES DAILY	14+	\$10, N						ELITE
CORRAL	12+	E, P	Citizenship Comm MB			Citizenship Comm MB		
	12+	E, P		Citizenship Nation MB			Citizenship Nation MB	
	12+	E			Citizenship World MB		Citizenship World MB	
	12+	E, P	Communications MB			Communications MB		
	12+	E, P	Personal Fitness MB		Personal Fitness MB			
	12+	E, P, S		Personal Mgmt MB			Personal Mgmt MB	
	Any	E, P, S	Cooking MB (2 Hours)			Cooking MB (2 Hours)		
	12+	E, P			Emergency Prep. MB		Emergency Prep. MB	
	12+	E, P, T		First Aid MB		First Aid MB		
<b>HANDICRAFT</b>								
ROBIDOUX OUTPOST	Any	\$5	Pottery MB	Pottery MB		Pottery MB	Pottery MB	Pottery MB
	Any	\$10		Basketry MB	Basketry MB	Basketry MB	Basketry MB	Basketry MB
	Any	\$15	Leatherwork MB		Leatherwork MB	Leatherwork MB	Leatherwork MB	Leatherwork MB
	Any	\$5	Wood Carving MB	Wood Carving MB	Wood Carving MB		Wood Carving MB	Wood Carving MB
	16+	\$13	Metalwork MB	Metalwork MB	Metalwork MB		Metalwork MB	Metalwork MB
<b>SHOOTING SPORTS</b>								
ARCHERY RANGE	13+	\$5, S	Archery MB		Archery MB		Archery MB	Archery MB
RIFLE RANGE	Any	\$7.50, S	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	
SHOTGUN RANGE	13+	\$15, S	Shotgun Shooting MB	Shotgun Shooting MB	Shotgun Shooting MB		Shotgun Shooting MB	Shotgun Shooting MB
COWBOY ACTION RG	14+	\$10					Johnny Fry	

**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)

# 2021 Camp Geiger Daytime Activity Master Schedule (Page 2 of 2)

ACTIVITY'S LOCATION	REC. YEAR AND AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:00 P.M.	3:00 P.M.	4:00 P.M.
<b>NATURE</b>								
NATURE LODGE	Any	S			Animal Science MB			Animal Science MB
	Any			Archeology MB		Archeology MB		
	13+	P, S, T	Astronomy MB					
	Any	H, P, S, T		Bird Study MB				
	Any	E, H, S	Environmental Science MB (2 Hours)				Environmental Science MB (2 hours)	
	12+	T			Exploration MB		Exploration MB	
	Any	S			Fish & Wildlife, Forestry MBs	Fish & Wildlife, Forestry MBs		
	Any	H, S						Geology, Soil & Water Cons MBs
	12+	A, N		Plant Science MB				
	Any				Nature MB			
	Any	H, S						Oceanography MB
	Any	H, P, S	Reptile & Amphibian Study MB			Reptile & Amphibian Study MB		
	Any	\$15, S, T				Space Exploration MB	Space Exploration MB	
	12+	E, P, S		Sustainability MB			Sustainability MB	
Any	H, S	Weather MB						
<b>SCOUTCRAFT</b>								
SCOUTCRAFT PAVILION	12+	E, P				Camping MB	Camping MB	
	New Scouts	N	First Class Trail (3 Hours)					
	Any	S					Pioneering MB (2 Hours)	
	12+	T				Backpacking MB		
	12+							Wilderness Survival MB
<b>TRADES &amp; SKILLS</b>								
ROBIDOUX OUTPOST	Any	S			Automotive Maintenance MB	Automotive Maintenance MB		
	Any	S			Home Repairs MB	Home Repairs MB		
	Any	\$8					Woodwork MB	Woodwork MB
	14+	\$8	Welding MB	Welding MB				
GOETZ LODGE BASEMENT PATIO	Any	S	Radio MB	Radio MB				
	Any	P				Crime Prevention & Fingerprinting MBs	Crime Prevention & Fingerprinting MBs	Crime Prevention & Fingerprinting MBs
CYCLING SHED	13+	E, P, S	Cycling MB	Cycling MB	Cycling MB			
GOLF RANGE	12+	P		Golf MB	Golf MB			
MUSEUM/TRADING POST	Any			Music MB				
	Any	S			Scouting Heritage MB			
	Any	S				Chess MB		
	12+	P	Photography MB				Photography MB	
<b>MIC-O-SAY</b>								
TIPI NEAR GOETZ	12+	~\$20, T		Indian Lore MB	Indian Lore MB		Indian Lore MB	Indian Lore MB
COUNCIL RING	B, W, TTB	N				Dance Practice		

**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



LOCATION Nature Lodge  
CLASS START TIME(S) 11 a.m. / 4 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper and pen or pencil, water bottle  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

## Archaeology Merit Badge



LOCATION Nature Lodge  
CLASS START TIME(S) 10 a.m. / 2 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper and pen or pencil, water bottle  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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

## Archery Merit Badge



LOCATION Archery Range  
CLASS START TIME(S) 9 a.m. / 11 a.m. / 3 p.m. / 4 p.m.  
RECOMMENDED FOR 13 years of age and older  
REQUIRED MATERIALS Arrow kits, which are available at the Trading Post  
ANTICIPATED COSTS \* \$5.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 12

**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



LOCATION Nature Lodge  
CLASS START TIME(S) 9 a.m.  
RECOMMENDED FOR 12 years and older  
REQUIRED MATERIALS Paper and pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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.**

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## Automotive Maintenance Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 11 a.m./ 2 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper and pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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## Backpacking Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 2:00 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Backpack (any type: day pack or true hiking backpack, sturdy shoes for hiking)  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

Prerequisites: Requirements 10 and 11 cannot be completed at camp. A Scout may bring a note signed by one of his adult Scout leaders indicating the requirements have been completed.

---

## Basketry Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 10 a.m./11 a.m./2 p.m./ 3 p.m./ 4 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Basketry materials will be provided by the staff during the activity period.  
ANTICIPATED COSTS \$10.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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 START TIME(S) 10 a.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Binoculars are highly recommended. Paper, pen or pencil.  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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.



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## Camping Merit Badge (Eagle Required)



LOCATION Scoutcraft pavilion  
CLASS START TIME(S) 2 p.m. / 3 p.m.  
RECOMMENDED FOR 12 years and older, preferably First Class rank or higher  
REQUIRED MATERIALS None  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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 START TIME(S) 9 a.m.  
RECOMMENDED FOR 13 years of age and older  
REQUIRED MATERIALS Shoes that can get wet.  
ANTICIPATED COSTS None

CLASS LENGTH 2 hours  
PARTICIPANT CAPACITY 12

**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 START TIME(S) 2 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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 Corral  
CLASS START TIME(S) 9 a.m. / 2 p.m.  
RECOMMENDED FOR 12 years or older and preferably First Class  
REQUIRED MATERIALS Paper and pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

**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.

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



LOCATION	Corral	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m. / 3 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	12 years 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)



LOCATION	Corral	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m. / 3 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	12 years or older and preferably First Class		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

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## Climbing Merit Badge



LOCATION	Climbing Tower	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Closed-toe shoes		
ANTICIPATED COSTS	None		

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)



LOCATION	Corral	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m. / 2 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	12 years or older and preferably First Class		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

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

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## Cooking Merit Badge (Eagle Required)



LOCATION Corral  
CLASS START TIME(S) 9 a.m. / 2 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS None

CLASS LENGTH 2 hours  
PARTICIPANT CAPACITY 20

Requirement 5 cannot be completed at camp. A Scout may bring a note signed by his Scoutmaster indicating the meal requirements have been completed.

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## Cycling Merit Badge (Eagle Option)



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

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 8

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.

---

## Emergency Preparedness Merit Badge (Eagle Option)



LOCATION Corral  
CLASS START TIME(S) 11 a.m. / 3 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Emergency kit  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

**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.

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## Environmental Science Merit Badge (Eagle Option)



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

CLASS LENGTH 2 hours  
PARTICIPANT CAPACITY 24

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.**

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## Exploration Merit Badge



LOCATION Nature Lodge  
CLASS START TIME(S) 11 a.m. / 3 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Paper, pen or pencil, possibly binoculars  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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## 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

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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 Corral  
CLASS START TIME(S) 10 a.m. / 2 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Scout-built personal First Aid kit  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

**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

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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.**

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## Fishing Merit Badge



LOCATION	Lake Front	CLASS LENGTH	1 ½ hours
CLASS START TIME(S)	9 a.m. period <b>but starts at 8:30 a.m.</b>	PARTICIPANT CAPACITY	15
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.**

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## Fly Fishing Merit Badge



LOCATION	Lake Front	CLASS LENGTH	1 hour
CLASS START TIME(S)	4 p.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	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.

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## Geology & Soil and Water Conservation Merit Badges



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, 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.**

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## Golf Merit Badge



LOCATION	Dean Curnutt Golf Range (Black Hawk Ridge)	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m. / 11 a.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	12 years or 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.

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## Home Repairs Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 11:00 a.m., 2:00 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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## Indian Lore Merit Badge



LOCATION Tipi near Goetz, Swimming Rock Lodges  
CLASS START TIME(S) 10 a.m. / 11 a.m. / 3 p.m. / 4 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Costume kits, which are available at the Trading Post  
ANTICIPATED COSTS Approximately \$20.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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.

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## Kayaking Merit Badge



LOCATION Lake Front  
CLASS START TIME(S) 10 a.m. / 2 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Shoes that can get wet.  
ANTICIPATED COSTS None

CLASS LENGTH 2 hours  
PARTICIPANT CAPACITY 10

**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.

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## Leatherwork Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 9 a.m. / 11 a.m. / 2 p.m. / 3 p.m. / 4 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Leatherworking kits can be purchased at the Trading Post  
ANTICIPATED COSTS \$15.00 \*

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

\* 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.

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## Lifesaving Merit Badge (Eagle Option)



LOCATION	Pool	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	13 years of age or older		
REQUIRED MATERIALS	Long-sleeved buttoned shirt, long pants, belt, shoes, socks, swim trunks, towel		
ANTICIPATED COSTS	None		

**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.

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## Metalwork Merit Badge



LOCATION	Robidoux Outpost	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m./10 a.m./11 a.m./3 p.m./4 p.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	16 years of age and older		
REQUIRED MATERIALS	Jeans or thick cloth pants, closed toe shoes, no nylon or polyester shirts		
ANTICIPATED COSTS	* \$13.00		

Only the forging option is being offered in this 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.

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## 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		

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## Nature Merit Badge



LOCATION	Nature Lodge	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

**Nature MB is a part of the William T. Hornaday Award program.**

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## Oceanography Merit Badge



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

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

**Oceanography MB is a part of the William T. Hornaday Award program.**

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## Personal Fitness Merit Badge (Eagle Required)



LOCATION Activity Field by Corral Pavilion  
CLASS START TIME(S) 9 a.m./11 a.m.  
RECOMMENDED FOR 12 years or older, preferably First Class or above  
REQUIRED MATERIALS Tennis shoes, paper, pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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.

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## Personal Management Merit Badge (Eagle Required)



LOCATION Corral  
CLASS START TIME(S) 10 a.m. / 3 p.m.  
RECOMMENDED FOR 12 years or older, preferably First Class or above  
REQUIRED MATERIALS Paper, pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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.

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## Photography Merit Badge



LOCATION Museum  
CLASS START TIME(S) 9 a.m. / 3 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Sturdy shoes and a water bottle  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 10

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.



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## Pioneering Merit Badge



LOCATION Scoutcraft Pavilion  
CLASS START TIME(S) 3 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Sturdy shoes and work gloves  
ANTICIPATED COSTS None  
Scouts should know basic Scouting knots.

CLASS LENGTH 2 hours  
PARTICIPANT CAPACITY 16

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## Pottery Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 9 a.m. / 10 a.m. / 2 p.m. / 3 p.m. / 4 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper, Pen or Pencil  
ANTICIPATED COSTS \* \$5.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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.

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## Plant Science Merit Badge



LOCATION Nature Lodge  
CLASS START TIME(S) 10:00 a.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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## Radio Merit Badge

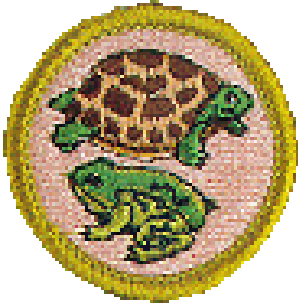


LOCATION Basement patio of Goetz Lodge  
CLASS START TIME(S) 9 a.m. / 10 a.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS Paper, pen or pencil  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 14

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## Reptile & Amphibian Study Merit Badge



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

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

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.**

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## Rowing Merit Badge



LOCATION Lake Front  
CLASS START TIME(S) 11 a.m. / 3 p.m.  
RECOMMENDED FOR 13 years of age or older  
REQUIRED MATERIALS Shoes that can get wet  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 6

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.

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## Rifle Shooting (.22 cal) Merit Badge



LOCATION Rifle Range  
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m./2 p.m./3 p.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS \*\$7.50

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 16

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.

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## Scouting Heritage Merit Badge



LOCATION Camp Geiger Museum  
CLASS START TIME(S) 11:00 a.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 20

Prerequisites: Requirement 6 should be ideally completed prior to camp, and Scouts should bring photographs of their collection to share during the activity.

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## 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.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	<b>Must be</b> 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.

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## 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.**

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## 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	12 years 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.

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## 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.**

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## Weather Merit Badge



LOCATION Nature Lodge  
CLASS START TIME(S) 9 a.m.  
RECOMMENDED FOR Any Scout  
REQUIRED MATERIALS None  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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## Welding Merit Badge



LOCATION Basement of Maryville Lodge  
CLASS START TIME(S) 9 a.m. / 10 a.m.  
RECOMMENDED FOR 16 years and older  
REQUIRED MATERIALS Long pants or jeans  
ANTICIPATED COSTS \$8.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 8

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## Wilderness Survival Merit Badge



LOCATION Scoutcraft Pavilion  
CLASS START TIME(S) 4 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Sleeping bag, clothing suitable to spend the night in the open, pocket knife, survival kit.  
ANTICIPATED COSTS None

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 16

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.

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## Woodcarving Merit Badge



LOCATION Robidoux Outpost  
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m./3 p.m./4 p.m.  
RECOMMENDED FOR 12 years or older  
REQUIRED MATERIALS Leather gloves are furnished but Scout may bring his own.  
ANTICIPATED COSTS \* \$5.00

CLASS LENGTH 1 hour  
PARTICIPANT CAPACITY 24

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.

## Woodwork Merit Badge



LOCATION Robidoux Outpost

CLASS LENGTH 1 hour

CLASS START TIME(S) 3:00 p.m., 4:00 p.m.

PARTICIPANT CAPACITY 16

RECOMMENDED FOR Any Scout

REQUIRED MATERIALS None

ANTICIPATED COSTS \$8.00

Prerequisite: Scouts should have already earned the Totin' Chip recognition [Requirement 1(c)], and bring evidence of this on the first day of the activity.



# 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			
ANTICIPATED COSTS	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/>**

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## 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
- REVERSE CRATE STACKING
- GEIGER ESCAPE ROOM (located in the basement of Goetz Lodge).
- Other Activities to Be Announced

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.

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## Extra Swimming / Lifesaving Requirement Help



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Scouts needing to complete Swimming or Lifesaving requirements		
REQUIRED MATERIALS	Swim trunks and towel		
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.

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## 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.	PARTICIPANT CAPACITY	Open
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.

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## Johnny Fry



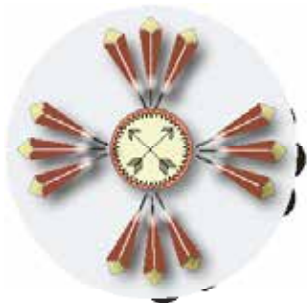
LOCATION	Cowboy Action Range (initially)	CLASS LENGTH	1 hour
CLASS START TIME(S)	3:00 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	14 years of age or older		
REQUIRED MATERIALS	Dressing up in Western style is encouraged.		
ANTICIPATED COSTS	*\$10.00		

\* 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.**

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## Mic-O-Say Dance Practice



LOCATION	Council Ring	CLASS LENGTH	1 1/2 hours
CLASS START TIME(S)	1:30 or 2:00	PARTICIPANT CAPACITY	
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.



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## Mile Swim



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	M-T-W 6 a.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout or 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 or 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.

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## Non-Swimmer Instruction



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	Open
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.

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## Paddle Craft Safety Training / Certification



LOCATION	Lake Front	CLASS LENGTH	3 hours
CLASS START TIME(S)	Arranged	PARTICIPANT CAPACITY	Open
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.

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## 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.

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## BSA Distinguished Conservation Service Award Program

*This award replaced the William T. Hornaday Conservation Award*

### Youth Award - BSA Distinguished Conservation Service Award

#### Scouts BSA

1. Be a First Class Scout.
2. Earn the following five Merit Badges: Environmental Science, Fish and Wildlife Management, Forestry, Soil and Water Conservation, and Sustainability.
3. Earn any two of the following Merit Badges: Bird Study, Energy, Fishing, Fly-Fishing, Gardening, Geology, Insect Study, Landscape Architecture, Mammal Study, Nature, Nuclear Science, Oceanography, Plant Science, Pulp and Paper, Reptile and Amphibian Study, or Weather.
4. Plan, lead and carry out two conservation projects, from two different categories (Categories include Air and Water Pollution Control, Energy Conservation, Fish & Wildlife Management, Forestry & Range Management, Hazardous Materials Disposal and Management, Invasive Species Control, Pollinator Management, Resource Recovery, or Soil & Water Conservation). The projects must be developed under the guidance and pre-approval of the Scout's Unit Leader, a BSA Distinguished Conservation Service Award Adviser and the Council Conservation Committee. One of the projects may include the Scout's Eagle Scout project, if applicable. All projects must contribute to environment improvement on a longterm scale. Applicants must use the BSA Distinguished Conservation Service Award Workbook to document each of the service projects.
5. Successfully pass a board of review conducted by the local Council's Conservation Committee.

### Youth Award - BSA Distinguished Conservation Service Award - Bronze Honor\*

#### Scouts BSA

1. Scout must earn First Class Rank.
2. Earn the following Merit Badges: Energy, Environmental Science, Fish and Wildlife Management, Forestry, Public Health, and Soil & Water Conservation.
3. Plus earn three of the following Merit Badges: Bird Study, Fishing, Fly-Fishing, Gardening, Geology, Insect Study, Landscape Architecture, Mammal Study, Nature, Nuclear Science, Oceanography, Plant Science, Pulp and Paper, Reptile and Amphibian Study, or Weather.
4. Plan, lead and carry out three conservation projects, each from different categories (Categories include Air and Water Pollution Control, Energy Conservation, Fish & Wildlife Management, Forestry & Range Management, Hazardous Materials Disposal and Management, Invasive Species Control, Resource Recovery, or Soil & Water Conservation). One of the projects may include the Scout's Eagle Scout project, if appropriate. All projects must contribute to environment improvement on a long-term scale.

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## Jumping Bear Museum



LOCATION	Trading Post building, north side	CLASS LENGTH	N/A
CLASS START TIME(S)	Open during Trading Post hours	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Every Scout, leader and visitor		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	None		

The Jumping Bear Museum is located inside the Trading Post building. Scouts, leaders, parents and the general public are welcome to view the museum's collection of hundreds of photos, documents and artifacts telling the story of Camp Geiger and the Tribe of Mic-O-Say. The museum is self-supporting; admission is free and a donation box is available. Thank you for visiting and supporting us!

# Tribe of Mic-O-Say

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 and a half decades and boasts multi-generational membership and loyalty.



## 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 Chieftains. 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](http://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, 2021 to be considered for 2022. The TC nomination section of the website shuts down from January 1 until February 1 of 2021. Nominations submitted on or after February 1, 2021 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.

# The Geiger Story

## 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.

**Flag ceremony at Camp Brinton, the predecessor to Camp Geiger. This photo is from 1928**

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-





**The "new" pool at Camp Geiger in 1935. Prior to 1935, swimming took place in the "swimming hole," just below the waterfall in old camp.**

**Buffalo Bill campsite was one of several sites that had cabins rather than tents. Buffalo Bill was located a little north of the present day Skyhawk campsite.**



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.

**The state of the art  
Archery and Rifle ranges  
in the valley below  
Herzog Lodge**





**A camp staff member leads his entourage on a hike on the trail to the swimming pool.**

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 its opening coincided with the construction of a new swimming pool, 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 (officially named the Sol Hirsch Lodge). Camp was officially moved to the new area in 1952. Handicraft Lodge (a donation by the *St. Joseph News-Press/Gazette* and a facility which is no longer standing, having been replaced by one of the new camp staff buildings) was donated in 1954.

**A Tribesman bows at the totem poles which mark the entrance to Tribal grounds.**

**By doing so, he remembers special commitments he made the night of his induction.**

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.

In 2018, Camp Geiger placed a FEMA-rated storm shelter in every camp-site. 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 MELODIES

### 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*

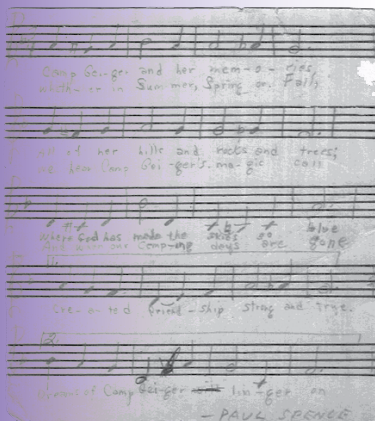
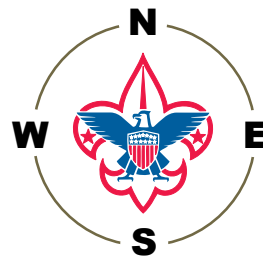


Photo of the actual, original Camp Geiger song, as penned by Paul Spence in 1949

# CAMP GEIGER

Pony Express Council  
Boy Scouts of America

9525 County Road 388  
St. Joseph, MO 64505



200 Feet  
100 meters

