

SOUTHEAST LOUISIANA COUNCIL CAMP V-BAR



SUMMER CAMP 2025 LEADERS GUIDE

Salmen Scout Reservation
Perkinston, MS



Summer Camp Wk 1



Summer Camp Wk 2

Online Registration

bsa-selacouncil.org/SummerCampWk1

bsa-selacouncil.org/SummerCampWk2



**Scouting
America**

Southeast Louisiana Council

4200 South I-10 Service Road West

Metairie, Louisiana 70001

Telephone: (504) 889-0388



**NATIONALLY
ACCREDITED**
BOY SCOUTS OF AMERICA CAMP

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

- Lord Baden-Powell



SALMEN SCOUT RESERVATION

27585 V-Bar Road, Perkinston, MS 39573
Camp Phone: (288) 255-7336



SOUTHEAST LOUISIANA COUNCIL

Office: (504) 889-0388
E-Mail: juan.prado@scouting.org

Online Registration

bsa-selacouncil.org/SummerCampWk1
bsa-selacouncil.org/SummerCampWk2

LETTER FROM THE CAMP DIRECTOR

Dear Scoutmasters,

Welcome to Camp V-Bar Summer Camp for 2025! For 2025, we are excited to be offering a new program for older Scouts as well as new merit badges. The Camp V-Bar Challenge, a new program, will offer First Class Scouts at least 13 years old and able to pass the swim test with a new opportunity to challenge themselves. Instead of a traditional merit badge program, Scouts will participate in new adventures each day including climbing and rappelling, overnight canoeing in the DeSoto National Forest, a Gulf Coast fishing trip and the Horsemanship Merit Badge. New badges to be offered as part of the traditional program include Horsemanship and Forestry. Hopefully, your Scouts and you will find these new programs and opportunities to be as exciting as the staff and I find them!

The camp also continues to offer quality instruction for merit badges in over five program areas. For new Scouts, the Pathfinder program offers the opportunity to complete requirements to reach the First Class rank. And the camp schedule continues to include various activities in the afternoons and evenings to make Camp V-Bar one of the most fun camps in the country!

The Council also has been engaging in other initiatives to improve both the program and physical facilities at Camp V-Bar. For fish and wildlife management, Mississippi Department of Wildlife and Fisheries representatives have visited camp to collaborate in efforts to enhance both the wildlife environment and fishing from the lake. The waterfront facilities have been repaired and improved, and the Dining Hall continues to undergo needed repairs and upgrades. Several other efforts also have been undertaken for potential upgrades to existing facilities and the addition of new, exciting features to camp. You can join in these efforts by reading information later in this guide about earning the Conservation Good Turn Award!

Feel free to contact Juan Prado, the Camp Staff Advisor, or me if you have any questions about the Camp V-Bar Challenge program, merit badges, or anything else to do with camp.

See you in 2025 at Camp V-Bar!



Dr. Charles "Chuck" Watkins



GENERAL CAMP INFORMATION, DATES, AND FEES

Order ALL merit badge class supplies online: When you register, you will pay a program fee for supplies you would have purchased in the Trading Post. Once you have registered and paid the program fee, your Scout will receive the supplies during class. Additional supplies will be available on a limited basis in the Trading Post at camp.

| | | |
|--------------------------|--|--|
| GENERAL CAMP INFORMATION | CAMP LOCATION: Salmen Scout Reservation, Camp V-Bar, is located in southern Mississippi approximately 1½ hours outside New Orleans, Louisiana. Driving directions found at: http://www.bsa-selacouncil.org/document/general-information-for-camp-guidebook/150802 | |
| | Salmen Scout Reservation, Camp V-Bar 27585 V-Bar Road Perkinston, MS 39573 | Southeast Louisiana Council, Scouting America 4200 South I-10 Service Road West Metairie, LA 70001 |
| | Camp Office: (228) 255-7336 Ranger Office: (228) 255-1336 | Council Offices: (504) 889-0388 Council Fax: (504) 889-1162 Toll Free (800) 394-9410 |

| | |
|-------|---|
| DATES | Week 1: Sunday – Saturday, June 8-14, 2025 |
| | Week 2: Sunday – Saturday, June 15-21, 2025 |
| | Check-In: Sunday, 1:00pm |
| | Check-out: Saturday |

| | | |
|-----------|--|--|
| CAMP FEES | Scout Fees \$325 / Early – Deposit by March 31, 2025 \$350 / Regular – Paid in Full by May 15, 2025 | Adult Fees \$100 / Leader |
| | Camp V-Bar Challenge \$550 / Early – Deposit by March 31, 2025 \$575 / Regular – Paid in Full by May 15, 2025 | Scouts must be First Class, at least 13 years of age, and able to pass the swim test with a "Swimmer" rating to participate. Registration fee includes all program fees including canoe trip, fishing and Horsemanship Merit Badge. Any Scout who has not paid in full by May 15th will be replaced by a waiting list applicant ready to pay the total fee. |
| | Registration Closes May 15, 2025 Deposit of \$50 per registrant (Youth & Adult) due at time of registration All fees must be Paid in Full by close of Registration | |

| ADDITIONAL PROGRAM FEES | | | | | |
|--------------------------|------|--|------|---|------|
| Advanced Rifle Shooting | | Archery | \$5 | Basketry | \$23 |
| Horsemanship <i>New!</i> | \$60 | Leatherwork | \$18 | Metalwork | \$15 |
| Pathfinder | \$5 | Rifle Shooting - Option A – Modern Cartridge | \$15 | Rifle Shooting – Option C – Muzzle Load | \$30 |
| Shotgun Shooting | \$25 | Welding | \$10 | Wood Carving | \$15 |

ALL merit badge reports are final as of departure from camp. It is the responsibility of UNIT LEADERS to CONFIRM accuracy of reports PRIOR to departure. Any questions regarding merit badge completion must be resolved prior to the unit's departure. In accordance with the Scouting America advancement policy, any incomplete merit badges may be completed with a duly registered merit badge counselor with the approval of the unit leader at any time prior to the Scout turning 18 years old.

New Scouts and Arrow of Light Patrol Crossovers do not incur Late Fees.

FEES: May be transferred from one Scout to another with written permission from the Scoutmaster.

REFUNDS: Please refer to the council website for the council's policy concerning refunds and refund requests:
<http://www.bsa-selacouncil.org/camping-outdoor-program/council-refund-policy/62964>

**"The real way to happiness is to give it to others."
-Lord Baden-Powell**

Daily Schedule

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

Activity Schedule (subject to modification)

IMPORTANT! Please have your Scouts review the activity cards on the following pages! The information contains specific information that the Scouts need to know such as pre-requisites or required clothing or gear. For example, Horsemanship and Welding merit badges require Scouts have appropriate clothing (not shorts and Crocs). Also, the information may change over time as different Merit Badge Counselors provide input, so be sure to review them every camp.

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

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

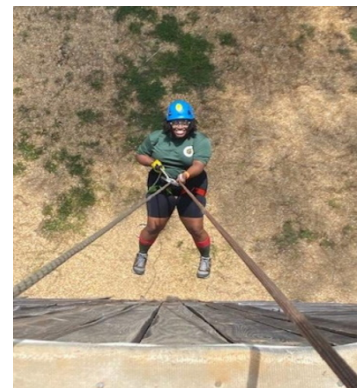
Note: Some session sizes are limited due to facilities or other considerations. Early Registration is the best way to ensure that Scouts get the sessions they want. Camp administration may rearrange schedules to balance class size if necessary.

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

CAMP V-BAR CHALLENGE



| Time | Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|------------|---|----------------------------|------------|---|----------------------|-----------------------------|------------------|
| 5:30 am | | Sunrise Hike | | | | | |
| 6:00 am | | Reveille | Reveille | Reveille | Reveille | Reveille | Reveille |
| 7:00 am | | Assembly | Assembly | Assembly | Assembly | Assembly | Assembly |
| | | Breakfast | Breakfast | Breakfast | Breakfast | Breakfast | Breakfast |
| 8:15 am | | | | | | | |
| 8:30 am | | Climbing/ Rappelling | Canoe Trip | Canoe Trip | Gulf Fishing Trip | Horsemanship Merit Badge | Troops Depart |
| 12:00 noon | | Lunch | | | | Lunch | |
| 1:00 pm | Troop Check-In | Challenge Course | | | | Horsemanship Merit Badge | |
| 3:45 pm | | Free Time | | | | Free Time | |
| 5:45 pm | | Assembly | Assembly | Assembly | Assembly | Assembly | |
| 6:00 pm | Dinner | Dinner | Dinner | Dinner | Dinner | Dinner | |
| 7:30 pm | | Watermelon Bash | | Ice Cream Social hosted by OA and Cobbler Cookoff | Evening Program | | |
| 8:00 pm | Opening Campfire (followed by Leaders' Meeting) | Night Swim/ Night Climb | | Movie Night | Night Swim | Closing Campfire | |
| 10:30 pm | Taps | Taps | Taps | Taps | Taps | Taps | |



PROGRAM DETAILS

LEGEND FOR PROGRAM AREA CODES



Recommended for any Scout



Recommended for older Scouts / Venturers



One Session Program



Cannot be completed at camp



Two Session / Half Day Program



Additional Fee for Supplies



Full Day Program



Prerequisites required



Eagle required Merit Badge



Adult Training

PROGRAM ACTIVITIES



Advanced Rifle Shooting



Scouts will focus on learning new shooting positions, zeroing of scopes, and participation in the NRA/Winchester Marksmanship Program.

Program Fee includes ammunition.

Pre-Req: Rifle Shooting MB



Animal Science



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



Archaeology



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

Pre-Req: 10, 11

PROGRAM ACTIVITIES



Archery

Any

1

\$

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



Art

Any

1

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



Automotive Maintenance

Any

1

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



Astronomy

Any

1

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



Basketry

Any

1

\$

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

Program Fee includes kits.



Bird Study

Any

1

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

PROGRAM ACTIVITIES



BSA Stand Up Paddleboarding



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

Pre-Req: Qualify as a "Swimmer"



Camping



When Baden-Powell founded the Scouting movement in the early 1900s, he encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Note: Requirements 8d, 9 cannot be completed at camp.



Canoeing



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

Pre-Req: Qualify as a "Swimmer"



Climbing



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

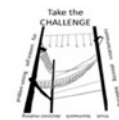


Communication



"Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication." - US Department of Education

Note: Requirement 5 cannot be completed at camp.



COPE



COPE (Challenging Outdoor Personal Experience), consists of group initiative games, trust events, and high and low ropes course. Activities involve group challenges, and developing individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. For Scouts 14+ & adults. Program Fee covers harnesses / ropes.

PROGRAM ACTIVITIES



Digital Technology



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



Emergency Preparedness



Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Emergency Preparedness merit badge is an option for the National Outdoor Badge for Adventure.

Pre-Req: 1 (First Aid MB), 8b



Environmental Science



While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Bring: Suitable clothing for outdoors field observation

Pre-Req: 3e



Environmental Science



While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Bring: Suitable clothing for outdoors field observation

Pre-Req: 3e



Fire Safety



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



First Aid



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

Bring: Materials to make a First Aid Kit.

PROGRAM ACTIVITIES



Fish and Wildlife Management

Any

1

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



Fishing

Any

1

"Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." - Baden Powell.

Scouts can bring their own fishing gear & tackle. Camp V-Bar is Catch & Keep! Get a V-Bar Fishing License from Eco-Con Director.



Forestry

Any

1

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.



Game Design

Any

1

Scouts can earn a merit badge for playing games — and for creating their own. The Game Design merit badge teaches planning and critical-thinking skills, while introducing Scouts to an industry that's bigger than Hollywood.



Geology

Any

1

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



Home Repairs

Any

1

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

PROGRAM ACTIVITIES



Horsemanship



In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

Bring: (1) Appropriate riding gear including long pants, shirt and boots or shoes; (2) parent or guardian must complete & sign waiver form.



Insect Study



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



Instructional Swim



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



Intro to Outdoor Leader Skills



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



Kayaking



A new merit badge that teaches use and safety of kayaking.

Pre-Req: Qualify as a "Swimmer"



Leatherwork



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

Program fee includes kits

PROGRAM ACTIVITIES



Lifesaving



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

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



Mammal Study



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

Pre-Req: Recommended to start 4 prior to camp.



Metalwork



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

Program Fee includes supplies.



Mile Swim BSA



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

Pre-Req: Qualify as a "Swimmer"



Motorboating



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

Pre-Req: Qualify as a "Swimmer"



Nature



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

PROGRAM ACTIVITIES



Orienteering

Any

1

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



Painting

Any

1

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



Pathfinder

Any



\$

The Pathfinder Area is designed to acquaint our first-year campers with life at Camp V-Bar and give them many of the skills that they need to achieve the rank of First Class.

Note: Program fee covers a Compass for each Scout



Personal Fitness



1



Pre



In the twelve weeks it will take Scouts to complete the requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

Pre-Req / Bring: Statement for 1b

Note: Requirement 8 cannot be completed at camp.



Pioneering



1

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



Pottery

Any

1

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

PROGRAM ACTIVITIES



Public Speaking

Any

1

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



Reptile and Amphibian Study



1



Knowledge about these captivating creatures leads to an appreciation for all wildlife; understanding the lifecycle of a reptile or amphibian can be a good introduction to natural history, and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

Note: Req 8 cannot be completed at camp.



Rifle Shooting - Option A Modern

Any

1

\$

Our .22 Caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. Scouts are strongly encouraged to register early. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others.

Program Fee includes ammunition.



Rifle Shooting - Option C Muzzle



1

\$

Earn the Rifle Shooting MB using a Muzzle Loading Rifle. Due to the high caliber of the rifle, this merit badge should be taken by Scouts age 13 and over. Younger Scouts must have the approval of the instructor.

Program Fee includes ammunition.



Rowing



1

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

Pre-Req: Qualify as a "Swimmer"



Scouting Heritage

Any

1

"If I have seen further, it is by standing on the shoulders of giants." Isaac Newton wrote that in 1676; in 2016, the Scouting Heritage merit badge lets Scouts look further as well.

It introduces them to giants of Scouting like Robert Baden-Powell, Daniel Carter Beard, Waite Phillips and more. It helps Scouts claim their own place in Scouting history.

PROGRAM ACTIVITIES



Sculpture

Any

1

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



Search and Rescue

Any

1

The goal of Search and Rescue (SAR) is to locate, stabilize and extract individuals in distress. That can mean a hiker on the side of a mountain, a sailor lost at sea, a trapped urban disaster survivor, a captured soldier or an Alzheimer's patient wandering city streets. Each area of SAR employs techniques specific to the circumstance.



Shotgun Shooting

Any

1

\$

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. Learn firearm safety and to enjoy target shooting.

Program Fee includes ammunition.



Signs, Signals, and Codes

Any

1

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



Small-Boat Sailing

Any

1

Pre

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

Pre-Req: Qualify as a "Swimmer"



Soil and Water Conservation

Any

1

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

PROGRAM ACTIVITIES



Swimming

Any

1



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



Theater

Any

1

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



Welding

Any

1

\$

This merit badge introduces Scouts to the basics of welding, and they will participate in hands on welding!

Bring: Long Sleeve Shirt and Long Pants

Program fee includes supplies.



Wilderness Survival

Any

1

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

Bring: Materials for a personal survival kit.



Wood Carving

Any

1

\$

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Program Fee includes kit.

SUGGESTED PERSONAL EQUIPMENT CHECKLIST

Scouts BSA Handbook
 Signed Annual Health and Medical Form (A, B & C)
 Scout uniform (shirt, shorts, socks, belt)
 Bible or prayer book
 Camera
 Comb, brush, and mirror
 Completed merit badge pre-requisites
 Daypack
 Dirty clothes bag
 Feminine hygiene products
 Fishing rod and tackle
 Flashlight and extra batteries
 Hat for sun protection
 Insect repellent
 Money for Trading Post (\$50 recommended, no large bills please)
 Mosquito netting
 Notebook, pen and pencils
 Pajamas or sleeping clothes
 Long pants (for Horsemanship)
 Personal first aid kit
 Pillow
 Pocket knife and "Totin' Chit"
 Poncho or rain jacket
 Raingear or weather-appropriate outerwear
 Shoes (closed toe) or hiking boots
 Shorts
 Sleeping bag, liner or blanket and sheets
 Soap and shampoo/conditioner
 Socks (7 or 8 pair)
 Sunglasses
 Sunscreen
 Toothbrush and toothpaste
 Towels and washcloth
 T-shirts (5 or 6/no tank tops)
 Underwear
 Watch
 Water bottle
 Work gloves

SUMMER CAMP

Swimsuit
 Water shoes (aqua socks, etc.)
 Water survival clothing (for Scouts taking the Lifesaving merit badge)

THANKSGIVING AND WINTER CAMP

Cold-weather hat
 Long pants
 Long-sleeved shirt

SURVIVAL KIT (for Scouts taking Wilderness Survival merit badge)

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

DO NOT BRING

Personal electronic items such as radios, Bluetooth speaker, TVs, electronic games, cell phones, fireworks, sheath or hunting knives, pets, personal firearms & ammunition, jewelry or other expensive items, personal bows and arrows, laser pointers



SUGGESTED TROOP EQUIPMENT CHECKLIST

Patrol flags
Lanterns (propane is best)
Matches / lighters / fire starters
Dining fly(s), poles, & stakes
Rope (1/4" manila)
Tents (if you have them), poles & stakes
Hammers & other hand tools
5-gallon water jugs
Ice chests
Trash bags
Lockable storage container
Troop first aid kit
Compass
Shovels, rakes, hoes, bow saws
Rolls of surveyor's marking tape
Camp chairs
Dutch oven and other cooking and cleanup gear (gear as needed for cobbler and chili cook-off)
Camp stove, pots and pans (gear as needed for patrol cooking on Wednesday)

CAMPSITE ENTRANCE/GATEWAY MATERIALS

Troop sign (should include troop number)
Troop flag
U.S. Flag
Twine & poles for lashing

BULLETIN BOARD

Bulletin board provided
Camp roster
Troop duty roster
Scout schedules
Emergency procedures
Push pins, etc. for bulletin board
Fireguard chart

PAPERWORK

Troop advancement records
Troop Leader Guidebook
Paper Scouting America medical forms



CAMP V-BAR INFORMATION AND POLICIES

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

- Driving Directions
- Camp Map
- Camp Amenities
- Policies



Earn the Conservation Good Turn Award

Since 1910, conservation has been an integral part of the program of Scouting America. Scouting America has been a positive force in conservation and environmental efforts. Scouts have rendered distinguished public service by helping to conserve wildlife, energy, forests, soil, and water. Past generations of Scouts have been widely recognized for undertaking conservation Good Turn action projects in their local communities.

Scouts of today have grown up hearing words such as ecosystem, biodiversity, and climate change. They recognize the need for, and the benefits of, conserving natural resources. Scouts understand that we all must work together for the betterment of the land, forests, wildlife, air, and water.

Much has been accomplished in recent years by individual Scouts and through unit conservation Good Turns. Much more needs to be done both in our communities and at Camp V-Bar.

To Earn The Conservation Good Turn Award

The Conservation Good Turn Award is an opportunity for Scout troops to carry out a Conservation Good Turn while at Camp V-Bar.

- The Scouting unit leader contacts Juan Prado (juan.prado@scouting.org) before camp or the Camp Director or Program Director while at camp and offers to carry out a Conservation Good Turn project.
- A worthwhile and needed project will be identified that the unit can accomplish.
- Working together, the unit and the Southeast Louisiana Council representative plan the details and establish the date, time, and location for carrying out the project.
- The Scout earns the Conservation Good Turn Award by participating in the planned conservation project to the satisfaction of the unit leader.
- The unit leader completes the application by clicking [here](#) (or obtaining one at camp) and then submits it to the Camp Director or Program Director for the unit to be recognized.
- Individual patches for recognition of youth and adults participating in the project may be purchased by the unit at the Southeast Louisiana Council Scout shop.



WE WANT YOUR SCOUTS ON THE CAMP V-BAR STAFF!

Dear Scoutmasters,

The Camp V-Bar staff is committed to providing quality merit badge instruction and exciting evening programs to give your Scouts an experience that will last a lifetime.

Working at Salmen Scout Reservation has been one of the most fulfilling and exciting experiences in their lives for many of the staff members. Camp V-Bar staff members learn the value of teamwork and dedication while honing their Scouting skills, leadership and teamwork skills, and making lifetime friends. These skills will benefit your Scouts for the rest of their lives. If your Scouts join Camp V-Bar's staff, they will become role models for hundreds of youths and make a valuable impression on the lives of others.

If you have Scouts in your troop who you believe to be the best of the best, encourage them to join one of the greatest camp staffs in the country. We have a passion for Camp V-Bar, and we want to see it grow and become even greater as the years progress. To accomplish this goal, we need new staff members with innovative ideas willing to work hard to continue the tradition of making Camp V-Bar a great camp. We want your best Scouts. Have them sign up today!

First, the Scout MUST submit a resume to the Camp Staff Advisor, Juan Prado via e-mail to juan.prado@scouting.org. If interested Scouts do not have a resume, a sample resume may be downloaded [here](#).

Yours in Scouting,

Your Camp V-Bar Staff

