

SOUTHEAST LOUISIANA COUNCIL CAMP V-BAR



SUMMER CAMP 2026 LEADERS GUIDE

Salmen Scout Reservation
Perkinston, MS



Online Registration
bsa-selacouncil.org/SummerCamp



4200 South I-10 Service Road West
Metairie, Louisiana 70001
Telephone: (504) 889-0388

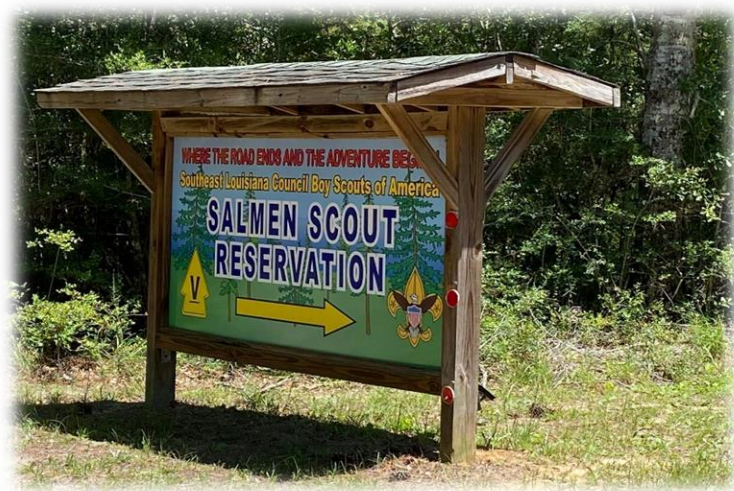


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“A week of camp life is worth six months of theoretical teaching in the meeting room.”

- 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

LETTER FROM THE CAMP DIRECTOR

Dear Scoutmasters,

Welcome back to Camp V-Bar!

On behalf of our entire camp staff, I want to say how excited we are to have you and your Scouts returning for another summer of adventure, learning, and fellowship. Camp V-Bar has always been a place where memories are made, skills are sharpened, and traditions continue — and we're honored to carry that forward with you this season.

My name is Isaac Western, and I'm pleased to introduce myself as the new Camp Director. I'm grateful for the opportunity to serve in this role and to work alongside dedicated leaders like you who make the Scouting experience meaningful for so many young people. I'm committed to ensuring that Camp V-Bar remains a safe, well-run, and enjoyable environment where Scouts can challenge themselves, grow in confidence, and have a great time doing it.

Our staff has been working hard to prepare the camp, programs, and facilities so that your week with us is smooth, engaging, and rewarding. We look forward to supporting you however we can — whether that's helping your troop navigate the schedule, coordinating activities, or simply making sure you feel at home while you're here.

If there's anything you need before or during your stay, please don't hesitate to reach out to me or any member of our team. We're here to help make this a successful and memorable camp experience for you and your Scouts.

Thank you for your leadership, your partnership, and your continued trust in Camp V-Bar. We look forward to seeing you soon and sharing a fantastic summer together.

Yours in Scouting,

Isaac Western

Camp Director

Camp V Bar



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	Council Offices: (504) 889-0388 Council Fax: (504) 889-1162

DATES	Week 1: Sunday – Saturday, July 12th-18th, 2026
	Check-In: Sunday, 1:00pm
	Check-out: Saturday

CAMP FEES	Scout Fees \$325 / Early – Deposit by May 31, 2026 \$350 / Regular – Paid in Full by June 15, 2026	Adult Fees \$120 / Leader
	Camp V-Bar Challenge \$600 / Early – Deposit by May 31, 2026 \$625 / Regular – Paid in Full by June 15, 2026	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 June 15 th will be replaced by a waiting list applicant ready to pay the total fee.
	Additional Meals (Visitors): \$8/per meal	
	Registration Closes June 15, 2026 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					
Archery	\$ 5	Leatherwork	\$18	Metalwork - Option D Blacksmith	\$15
Rifle Shooting - Option A Modern Cartridge	\$15	Shotgun Shooting - Option A Modern Shotshell	\$25	COPE/Climbing	\$10

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 or Horsemanship	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 or Horsemanship	
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	



CAMP V-BAR CHALLENGE OLDER SCOUT PROGRAM DAILY SCHEDULE (SUBJECT TO CHANGE)

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:30 am	CAMP V-BAR CHALLENGE OLDER SCOUT PROGRAM DAILY SCHEDULE (SUBJECT TO CHANGE)	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	



Merit Badge List (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 (Camp V Bar Challenge only) 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.



Aquatics

- Canoeing
- Kayaking
- Lifesaving
- Rowing
- Small-Boat Sailing
- Swimming

COPE/Climbing

- Climbing
- COPE

Ecology and Conservation

- Artificial Intelligence
- Astronomy
- Environmental Science
- Fishing
- Forestry
- Geology
- Oceanography
- Soil and Water Conservation
- Sustainability
- Weather

Handicraft

- American Indian Culture
(Added late)
- Leatherwork
- Metalwork - Option D
Blacksmith
- Painting
- Pottery
- Theater
- Wood Carving

Sports

- Golf - Disc Golf
- Multisport
- Horsemanship

Scoutcraft

- Backpacking
- Camping
- Cooking
- Emergency Preparedness
- Fire Safety
- First Aid
- Geocaching
- Golf (Disc Golf)
- Orienteering
- Personal Fitness
- Pioneering
- Welding
- Wilderness Survival

Target & Range Activities

- Archery
- Rifle Shooting - Modern
Cartridge
- Shotgun Shooting - Modern
Shotshell

Activity Schedule (Subject to Modification)

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 prerequisites or required clothing or gear. Welding merit badge requires Scouts to have appropriate clothing (no shorts or Crocs). Also, the information may change over time as different Merit Badge counselors provide input.

	8:30 - 9:25	9:35 - 10:30	10:40 - 11:35		1:30 - 2:25	2:35 - 3:30	3:45 - 5:00
COPE and Climbing	COPE			LUNCH	Climbing MB		Area Open
	Swimming MB	Swimming MB	Swimming MB		Swimming MB	Pathfinder Swim	Open Swim & Open Boating Mile Swim** @ 5pm
Aquatics	Instructional Swim	Instructional Swim	Instructional Swim		Instructional Swim	Instructional Swim	
	Lifesaving MB**	Kayaking MB**	Kayaking MB**		Canoeing MB**	Canoeing MB**	
	Canoeing MB**	Rowing MB**	Rowing MB**		Small-Boat Sailing MB**	Small-Boat Sailing MB**	
	Scoutcraft	Cooking MB	Emergency Preparedness MB**		First Aid MB	Emergency Preparedness MB**	Wilderness Survival MB
First Aid MB		Orienteering MB	Wilderness Survival MB		Fire Safety MB	Welding MB	
Personal Fitness MB**		Pioneering MB	Welding MB		Personal Fitness MB	Geocaching MB	
Camping MB		Camping MB	Backpacking MB		Golf - Disc Golf MB	Multisport MB	
Handicraft	Metalwork (Blacksmith) MB	Metalwork (Blacksmith) MB	Wood Carving MB		Leatherwork MB	Leatherwork MB	Area Open
	Pottery MB	Pottery MB	Theater MB		American Indian Culture MB	Painting MB	
Eco-Con	Environmental Science MB**	Artificial Intelligence MB	Forestry MB		Geology MB	Soil and Water Conservation MB	Area Open
	Weather MB	Oceanography MB	Fishing MB		Sustainability MB	Astronomy MB	
Range & Target Activities	Archery MB	Archery MB				Archery MB	Area Open
	Rifle Shooting Modern Cartridge	Rifle Shooting Modern Cartridge	Rifle Shooting Modern Cartridge		Rifle Shooting Modern Cartridge	Rifle Shooting Modern Cartridge	
	Shotgun Shooting Modern Shotshells MB	Shotgun Shooting Modern Shotshells MB	Shotgun Shooting Modern Shotshells MB		Shotgun Shooting Modern Shotshells MB	Shotgun Shooting Modern Shotshells MB	
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: Horsemanship will be offered on Wednesday morning during Wet N Wild and Friday afternoon during Scout Expo when there are no scheduled merit badge classes.

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

LEGEND FOR PROGRAM AREA CODES



Recommended for any Scout



One Session Program



Two Session / Half Day Program



Full Day Program



Eagle required Merit Badge



Recommended for older Scouts / Venturers



Cannot be completed at camp



Additional Fee for Supplies



Prerequisites required



Adult Training



PROGRAM ACTIVITIES



Archery



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.



Artificial Intelligence



Introduces Scouts to the fundamentals of AI and automation through hands-on activities and real-world examples. Scouts learn key terms, explore how AI and automation are used in daily life, school, and work, and examine ethical concerns like bias and privacy. They also investigate deepfakes, practice communicating effectively with AI.



Astronomy



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.



Backpacking



Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace.

Bring: Gear list on page 33 of MB Pamphlet

Note: Requirements 10, 11 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"



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.

PROGRAM ACTIVITIES



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.

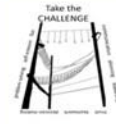


Cooking



The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

Note: Requirements 4, 5, 6 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.



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



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.

PROGRAM ACTIVITIES



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.



Fishing



“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



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.



Geocaching Merit Badge



The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.
Optional: Personal GPS



Geology



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.



Golf - Option B Disc Golf



Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

PROGRAM ACTIVITIES



Kayaking

Any 1 Pre

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

Pre-Req: Qualify as a "Swimmer"



Leatherwork

Any 1 \$

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



Lifesaving

Any 1 Pre

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



Metalwork - Option D Blacksmith

Any 1 \$

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.



Multisport

Any 1

Multisport is a racing competition that includes any combination of running, biking, or swimming. This badge serves as a natural progression for Scouts who are interested in or have earned individual badges for Swimming, Cycling, Athletics, or Personal Fitness.



Oceanography

Any 1

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

Oceanography is one of the elective merit badges for the William T. Hornaday awards for Boy Scouts.

PROGRAM ACTIVITIES



Orienteering



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



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



Personal Fitness



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



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



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.



Rifle Shooting - Option A Modern



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.

PROGRAM ACTIVITIES



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"



Small-Boat Sailing



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"



Shotgun Shooting - Option A Modern



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.



Soil and Water Conservation



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.



Sustainability



1



Sustainability merit badge debuted on July 15th, 2013, at the 2013 National Scout Jamboree which was held at The Summit Bechtel Reserve, West Virginia, USA from July 15th - 24th, 2013.



Swimming



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.

PROGRAM ACTIVITIES



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.



Weather

Any

1

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.



Welding Merit Badge

A

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.



American Indian Culture (Added Late)

Any

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

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
 Long pants (for Camp V Bar Challenge & Welding)
 Money for Trading Post (\$50 recommended, no large bills please)
 Mosquito netting
 Notebook, pen and pencils
 Pajamas or sleeping clothes
 Long pants (for Welding)
 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

