2018
ED BRYANT
SCOUT RESERVATION

BOY SCOUTS OF AMERICA
5846 Manufacturer’s Dr - Madison, WI 53704
608.310.7300
www.glaciersedgecamps.org
The staff of Ed Bryant Scout Reservation wish to thank you for helping get your unit to camp. Ed Bryant Scout Reservation, the “Sea Base of the North” is boasting over 200 magnificent, Wisconsin acres on Castle Rock Lake, operated by an enthusiastic, dedicated, experienced staff. You have selected a Scout Camp offering you one of the most diverse program opportunities.

Our well-trained staff is eager for the arrival of your Scouts, eager to assist your Unit in an exciting, fun-filled week. Whether you have first year Scouts or seasoned camp goers, your Scouts will find their time well spent and challenging. With a unique, unparalleled program, a handpicked staff, an emphasis on quality, customer service, and fun, we offer you the best Scouting environment you could ask for in a Scout Camp! We not only teach skills to be used in your Scout’s Boy Scouting future but we teach life-long skills in communication, sportsmanship, high self-esteem, and leadership.

Ed Bryant Scout Reservation has continued to grow over the past few years and we are extremely excited for this coming season and what it has in store. One item we have continued to make obvious to our customers is that program is king at Ed Bryant Scout Reservation. We are the only camp in Wisconsin to offer both ATVs and Jet Skis as part of our summer camp program. These are just the minor changes, each area has been reviewed this off season to ensure that we are best meeting the needs of our Scouts today!

Come to Ed Bryant Scout Reservation expecting to have a great time! We aim to deliver and exceed expectations. Read this guide carefully and use it to help you plan your stay.

If you have any questions or concerns, before, during, and after camp, please feel free to contact us.

See you at camp

The Ed Bryant Scout Reservation Staff

New or changed items are indicated by this star next to the area.
<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration Information</td>
<td>5</td>
</tr>
<tr>
<td>Program Design</td>
<td>8</td>
</tr>
<tr>
<td>Aquatics - Swim Beach</td>
<td>9</td>
</tr>
<tr>
<td>Aquatics - Boat Beach</td>
<td>10</td>
</tr>
<tr>
<td>COPE &amp; Climbing</td>
<td>12</td>
</tr>
<tr>
<td>Ecology and Conservation</td>
<td>13</td>
</tr>
<tr>
<td>Field Sports</td>
<td>15</td>
</tr>
<tr>
<td>Power Sports</td>
<td>17</td>
</tr>
<tr>
<td>Scoutcraft</td>
<td>18</td>
</tr>
<tr>
<td>Handicraft</td>
<td>20</td>
</tr>
<tr>
<td>First Year Camper</td>
<td>22</td>
</tr>
<tr>
<td>Shooting Sports</td>
<td>23</td>
</tr>
<tr>
<td>Silver Circle</td>
<td>24</td>
</tr>
<tr>
<td>STEM</td>
<td>25</td>
</tr>
<tr>
<td>High Adventure</td>
<td>26</td>
</tr>
<tr>
<td>Training</td>
<td>27</td>
</tr>
<tr>
<td>Order of the Arrow</td>
<td>28</td>
</tr>
<tr>
<td>Misc. Program Information</td>
<td>29</td>
</tr>
<tr>
<td>Special Program Schedules</td>
<td>30</td>
</tr>
<tr>
<td>Food Service</td>
<td>32</td>
</tr>
<tr>
<td>General Information</td>
<td>33</td>
</tr>
<tr>
<td>Health Information</td>
<td>35</td>
</tr>
<tr>
<td>Safety</td>
<td>36</td>
</tr>
<tr>
<td>Sunday Schedule</td>
<td>38</td>
</tr>
<tr>
<td>Key Times</td>
<td>39</td>
</tr>
<tr>
<td>Merit Badge Offerings by Program Area</td>
<td>40</td>
</tr>
<tr>
<td>Timeline to Camp</td>
<td>42</td>
</tr>
<tr>
<td>Directions to Camp</td>
<td>43</td>
</tr>
</tbody>
</table>
Boy Scout Long Term Sessions

Session 1: June 24 - 30
Session 2: July 1 - 7
Session 3: July 8 - 14
Session 4: July 15 - 21
Session 5: July 22 - 28
Session 6: July 29 - August 4

Unit Site Reservation Deposit

The Unit Site Reservation Deposit Fee is required to hold one of the twelve campsites at Ed Bryant Scout Reservation.

Units must complete a Campsite Reservation Application on-line. The fee to hold a site is $250.00. This fee is non-refundable for cancellations, but will be applied to camp fees for units attending Summer Camp at Ed Bryant Scout Reservation. The fee must be paid to hold your reservation. This fee cannot be rolled from year to year.

The 2018 Unit Reservation Fee is $250.00.

Reservation and Registration

Registration is the part where you confirm the quantity of participants and their names. Please note the May 1 early registration deadline.

January 1st: Registration opens
After Jan 1st: Registration for Silver Circle and STEM and Closed Program Opens
March 31st: Early Bird Registration Ends, Regular Registration begins
May 1st: Regular Registration Ends, Late fees begin
June 1st: T-shirt Order Deadline (through the online registration system)

Registration Forms

☐ One Copy of the updated roster of all Scouts, Scouters, and adults
☐ Copies of signed medical forms for all Scouts, Scouters, and adults
☐ Glacier’s Edge Camp Prescription Medicine Form for all medications
☐ Copy of all paid receipts from registration
☐ Proof of insurance for unit for out of council units
☐ Proof of Youth Protection training for all leaders attending throughout the week

IMPORTANT
GLACIER’S EDGE COUNCIL, BSA

REGISTRATION

Youth Registration

Youth Registration:
- $290 Early Bird Registration (paid in full by March 31st)
- $300 Regular Registration (if paid in full by May 1st)
- $350 Due if paid after May 1st
- $55 Per Day if Scouts attend a partial week

Newly registered youth that join or cross-over after May 1st will qualify for the regular rate.

All participants registered by June 1st will receive a customized troop camp tee shirt.

Register at: https://scoutingevent.com/620-ebsr2018

Adult Registration

Adult Registration:
- First leader is free with four boys
- Second leader is free with eight boys or more attending camp
- $120.00 Additional Leader

All unit leaders registered by June 1st and attending the full week receive a customized troop camp tee shirt.

$20.00 Per Day Leader Fee

All adults staying overnight at camp MUST be registered members of the Boy Scouts and provide proof of youth protection.

Register at: https://scoutingevent.com/620-ebsr2018

Provisional Camping

Provisional camping is for Scouts who would like to spend additional time at camp or who cannot attend camp with their unit.

A provisional camping unit is scheduled for: Session 2: July 1 - 7

Youth Registration:
- $290 Due if paid by Mar 31st
- $350 if paid after May 1st

Newly registered youth that join or cross-over after May 1st will qualify for the $290 rate.

Camperships

Your Scoutmaster or Committee Chair should make the request for a Campership with the help of the Scout and his family. Applications can be found on the Glacier’s Edge Council Camping website or at either Council Service Center. Forms must be completely filled out and returned to the Council Service Center no later than March 15th. Those Scouts joining a unit after March 15th may apply as soon as possible, up until June 1st.

Forms can be found at glaciersedge.org
Pre-Camp Swim Checks

Units are preferred to have pre-camp swim checks performed before camp. The Council Aquatics Committee has set-up multiple dates and locations allowing leaders to register individual youth and adults for specific times. Dates and locations will be posted at glaciersedge.org in March.

Program Fees

Our Camp fees in 2018 will remain “all inclusive” for our basic programs. Please note that there will still be fees for certain programs if they are outside the merit badge (i.e. there will still be open shoot fees, but Scouts taking Rifle merit badge do not pay to shoot if they are qualifying for their badge).

The following programs involve additional fees above the general registration fee:

- ATV Program: $25.00
- Motorboating merit badge: $10.00
- PWC Program: $25.00
- Pontoon Boat Rental: $25.00 (60 minute rental of one of our pontoon boats)
- Rifle Open Shoot: $.25/target (5 shots)
- Shotgun Open Shoot: $2.50/5 shots

Guest Meals

- General Meals: $5.00
- Kids Rate (under 10): Meals: $4.00

Refunds

Refunds will only be made if requested in WRITING prior to June 1st. Refund requests must be made by the Troop Coordinator and should be directed to the Glacier’s Edge Council Program Director, Nick Rose at nicholas.rose@scouting.org. Troops may choose to credit program fees to new camper replacement registrations. Transfer requests must be submitted to the Council Program Specialist for consideration (callie.fritchen@scouting.org. Any refunds requested after June 1st will be reviewed by the Camping Committee in August and a decision will be made at that time.

Approved refunds will be credited to the Troop account with a 25% per scout cancellation fee deducted. Troops may appeal any refund decisions to the Glacier’s Edge Camping Committee in WRITING before the start of the registered session.
**Merit Badge Schedule and Open Program**

Our merit badge program is primarily “open program” meaning that we do not have set scheduled times for our badges, Scouts are able to jump in and out of program areas anytime these areas are open. This unique approach allows the Scout to build his own adventure and have the opportunity to mix in fun activities amongst merit badge programs.

To help Scouts accomplish this, we provide a program called the Sunday Midway. This program occurs right after Dinner on Sunday, and is a “fair” in our dining hall where each program area and their staff are available to discuss the great programs they offer. On the way in, each Scout is given a scheduling card and the goal is for the Scout to visit with each area they plan to go to throughout the week and pick the best times to go. Counselors will be able to coach the Scouts on how much time/commitment each badge requires and train the Scouts how to manage their time.

Before attending the Sunday Midway, it’s a great idea for each Scout to come up with 3-4 goals for their week. This will help them build a great plan for their week.

Please note that the following program areas have some badges with more strict time schedules to allow for adequate instruction: Aquatics, Shooting Sports, ATV, Jet Ski, First Year Camper, COPE&Climbing, STEM, and Silver Circle. These specifics are outlined on the following pages listing our merit badge offerings.

**Merit Badge Level System**

Each merit badge offered is ranked on a level system from 1 to 3. This system is designed to help Scouts and Scout Leaders steer their schedule toward age appropriate activities.

- Level 1 badges are great for 1st year Campers of any age, they can typically be completed in 1-2 hours of work.
- Level 2 badges are great for 2nd and 3rd year campers, typically have few to no pre-requisites, and take 2-4 hours to complete.
- Level 3 badges are difficult badges that have many pre-requisites, and typically take 4 or more hours to complete.

Please keep in mind that this system is merely a guide, not a hard and fast rule.

**CAMPWIDE PROGRAM**

Some merit badges cannot be completed at camp unless certain long-term projects or activities are done prior to camp. If Scouts have done these activities before camp, we need a written statement of satisfaction regarding that particular requirement. In most cases, this will enable a Scout to finish the merit badge while at summer camp.

Review the merit badge requirements with each Scout prior to attending camp so the Scout is fully prepared. It is up to the individual Scout to check the requirements to see if a prerequisite is needed for completion. Typically, prerequisites would include any written requirements or required readings that are needed for the completion of the badge. Each Scout should have his own merit badge pamphlet prior to coming to camp, however additional copies will be sold in the Trading Post.
It is suggested that the Scout be a very strong swimmer and have completed Swimming Merit Badge the previous year. Scouts will need a full set of clothes for requirement 7e.

It is recommended for strong swimmers as its requirements have proven difficult for younger scouts.

The Mile Swim this year will be coordinated as one large mile swim for all participants that will be on open water! Scouts will swim on a course between the Swim Beach and Boat Beach. Each swimmer will be required to find 2 buddies to help, one will row a safety boat, and the other will be the lookout. Boats to be provided.

To safely complete the Mile Swim, complete these items (all at Swim Beach)
- Sunday Midway - Sign up with the Swim Beach staff
- Monday Afternoon - Swim 100yd, 150yd, 200yd
- Tuesday Afternoon - Swim 1/4 mile
- Wednesday Afternoon - Swim 1/2 mile
- Thursday 6:30am - Meet at Boat beach with your team to complete the Mile Swim!

Swim Beach will be closed Monday Night
AQUATICS - BOAT

**Canoeing**  
**Level:** 1  
**Review Pre-Camp:** None  
**Revision:** 2015  
Pre-Camp Work: Swimmer  

This badge covers the fundamentals of canoeing including the parts of a canoe, stroke styles, and emergency procedures.

**Kayaking**  
**Level:** 2  
**Review Pre-Camp:** None  
**Revision:** 2012  
Pre-Camp Work: Swimmer  

This badge teaches the fundamentals of kayak paddling.

**Rowing**  
**Level:** 1  
**Review Pre-Camp:** None  
**Revision:** 2014  
Pre-Camp Work: Swimmer  

The Scouts will learn proper rowing techniques.

**Small Boat Sailing**  
**Level:** 2+  
**Review Pre-Camp:** None  
**Revision:** 2006  
Pre-Camp Work: Swimmer  

Small-boat Sailing is a great experience for Scouts who are interested in sailing or general boating.

BEGINNER AND ADVANCED SAILING PROGRAM  
This program is designed for Scouts who are interested in sailing, but don’t want the merit badge, and Scouts who have the merit badge, but want to sail more! We have brand new boats and 2 dedicated staffers for this program. Below is our schedule:

- Daily 9am-noon - Sailing Merit Badge Classes
- Daily 1:30-4:30pm - Beginner Sailing Time
- Daily 7-9pm - Open sailing and Advanced Trips
- 7am Wednesday - Polor Bear Sail
- Friday Afternoon - Sailing Regatta as part of Water Carnival!

**Boat Beach will be closed Monday Night**
Merit badge instruction occurs in the AM, Open Program in the PM and Evening

### Water Sports

**Level: 2+**

<table>
<thead>
<tr>
<th>Review Pre-Camp: CPR</th>
<th>Pre-Camp Work: Swimmer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Revision: 2015</td>
<td></td>
</tr>
</tbody>
</table>

It is suggested that the Scout be a strong swimmer and have completed Swimming Merit Badge.

### Motorboating

**Level: 3**

<table>
<thead>
<tr>
<th>Review Pre-Camp: State Regulations</th>
<th>Pre-Camp Work: Swimmer &amp; Boaters Safety</th>
</tr>
</thead>
<tbody>
<tr>
<td>Additional Fee: $10</td>
<td>Revision: 2012</td>
</tr>
</tbody>
</table>


Additionally, Scouts must complete Wisconsin DNR Boater’s Safety prior to coming to camp. This course is $25 and can be completed easily on the internet. We will be completing the boat launch requirement on WEDNESDAY AM!

### Boardsailing BSA

**Level: 3**

This award introduces Scouts to basic boardsailing skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatics recreation; and to lay a skill and knowledge foundation for those who will later participate in more advanced and demanding activities on the water. Boardsailing BSA is well suited as a program feature for older Scouts at summer camp.

### Stand Up Paddleboarding

**Level: 1**

This award introduces Scouts to the basics of stand up paddleboarding (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.

### Pontoon Rentals, Tubing, and Skiing

During evening program blocks, and free afternoons, your troop can rent one of our pontoon boats for a cruise on Castle Rock Lake. This $25 rental fee is for a 60 minute rental.

During ALL open program blocks at Boat Beach, Scouts can come down to go tubing or skiing or wakeboarding behind one of our ski boats. There is no charge for this, and the number of rides will be based on total Scouts participating (low number of Scouts on the boat = more riding time)

Boat Beach will be closed Monday Night
C.O.P.E. is an acronym for “Challenging Outdoor Personal Experience.” A COPE Course is a custom challenge and ropes course designed to meet the Boy Scouts of America Project COPE installation and operation procedures.

COPE puts participants through various challenges, games, and activities are directly and indirectly focused on the eight goals of COPE. After each event, there is discussion on how the group met or could improve upon the goals of COPE.

The eight goals of COPE are:
- Communication
- Planning
- Trust
- Teamwork
- Leadership
- Decision Making
- Problem Solving
- Self Esteem

COPE is offered every morning session for any Scouts interested. We will make patrols of mixed troops. Additionally, COPE is offered to all patrols and troops BY APPOINTMENT, during afternoon sessions. COPE will take up the entire 3 hour program block.

COPE and Climbing will be closed on Wednesday Night.
To best serve the Scouts and ensure adequate completion, some badges in Eco-Con are scheduled out. These will be available for online sign-up. New in 2018, we are also beginning a rotation of badges in Eco-Con. Annually we will offer 10 badges, rotating 4-5 each summer.

<table>
<thead>
<tr>
<th>Badge</th>
<th>Status</th>
<th>Level</th>
<th>Notes</th>
</tr>
</thead>
</table>
| Astronomy            | Open              | 2+    | Review Pre-Camp: 5b, 8 Pre-Camp Work: None Revision: 2013
Requirement 8 can be completed during the star hike, which is scheduled for Wednesday at 11pm. If weather is bad, we will try again later or earlier in the week. Listen at meals for any changes. |
| Bird Study           | Open              | 2+    | Review Pre-Camp: None Pre-Camp Work: None Revision: 2013
Scouts will need to review requirements for the various sketches and drawings. |
| Environmental Science| Scheduled         | 3     | Review Pre-Camp: Merit Badge Pamphlet Pre-Camp Work: 3e, f Revision: 2016
Environmental Science Merit Badge gives Scouts a taste of what it is like to be an environmental scientist. There are various advanced experiments and projects required. **This is a schedule badge, and we will have 2 classes. On-line sign up is available and preferred!**
Class 1: Mon-Thurs - 9am-Noon  
Class 2: Mon-Thurs 1:30-4:30pm |
| Forestry             | Open              | 2     | Review Pre-Camp: 1 Pre-Camp Work: 5, 8 Revision: 2017
Forestry Merit Badge requires an interview with a local forester for requirement 8 and a site visit for the options in requirement 5. |

Eco-Con will be closed Monday Night
### Geology
- **Open**
- **Level: 1**
- **Review Pre-Camp:** 4b
- **Revision:** 2010
- **Pre-Camp Work:** None

It is recommended that the Scouts review the merit badge pamphlet to understand the full options in requirement 5.

### Insect Study
- **Open**
- **Level: 1+**
- **Review Pre-Camp:** 5, 13
- **Revision:** 2015
- **Pre-Camp Work:** 9

Scouts will need to raise an insect through metamorphosis for requirement 9. The Ecology Conservation area will have samples in many stages and may be able to assist.

### Mammal Study
- **Open**
- **Level: 1**
- **Review Pre-Camp:** 4
- **Revision:** 2015
- **Pre-Camp Work:** None

Scouts should review requirement 4 for their choice of options.

### Reptile and Amphibian Study
- **Level: 1**
- **Review Pre-Camp:** None
- **Revision:** 2006
- **Pre-Camp Work:** 8

Reptile & Amphibian Study Merit Badge requires maintaining one or more animals for a month or monitoring a specimen weekly for a period of three months.

### Soil and Water Conservation
- **Level: 1+**
- **Review Pre-Camp:** 7
- **Revision:** 2015
- **Pre-Camp Work:** None

Youth should review the options in requirement 7 and plan for camp accordingly.

### Space Exploration
- **Level: 1**
- **Review Pre-Camp:** 8
- **Revision:** 2014
- **Pre-Camp Work:** None

We launch rockets Friday morning starting at 9am. Meet in Eco-Con.

Eco-Con will be closed Monday Night.
Field Sports will be closed Thursday Night
Merit badge instruction occurs in the AM, Open Program in the PM and Evening

**Hiking**

- Review Pre-Camp Reading: none
- Pre-Camp Work: 4, 5, 6
- Revision: 2017

We will complete one hike as a merit badge class concurrent with the First Year Camper 5 mile hike. This is scheduled for Monday Morning.

**Sports**

- Review Pre-Camp: None
- Pre-Camp Work: 4, 5
- Revision: 2012

Sports merit badge focus on the Scouts own participation in team and individual sports. This cannot be completed at camp without the pre-camp work.

Field Sports will be closed Thursday Night
POWERSPORTS

These courses are available for online signup, any open spots can be signed up for on Sunday.

All Terrain Vehicles

Registration for our course will be limited to those Scouts that are 14 years old or older. Due to equipment limitations, the council reserves the right to limit ridership based on height and weight for the safety of the Scouts and for leaders wanting to participate in the program.


Pre-Camp Work: Complete State of Wisconsin ATV Safety Course (Information in link above.) The state course is available online at a cost of $25-30.

Scouts must have parental release, certificate of completion, and paperwork

Additional Fee: $25.00 for camp program

ATV is a 6 hour course and is offered 3 times during the week (Mo-W, 9am-5pm minus lunch). We will offer open riding during all evening program and Friday program for Scouts who have completed the course.

Personal Water Craft

Registration for our course will be limited to those Scouts that are 14 years old or older. Due to equipment limitations, classes are limited to 10 Scouts.


Pre-Camp Work: Complete State of Wisconsin Boater Safety Course (Information in link above.) The state course is available online at a cost of $25-30.

Scouts must have parental release, certificate of completion, and paperwork

Additional Fee: $25.00 for camp program

Jet Ski is a 6 hour course and is offered 4 times during the week (Mo-Th, 9am-5pm minus lunch). We will offer open riding all evening program and Friday program for Scouts who have completed the course.
<table>
<thead>
<tr>
<th>Badge</th>
<th>Level</th>
<th>Pre-Camp Work</th>
<th>Review Pre-Camp</th>
<th>Revision</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backpacking</td>
<td>2+</td>
<td>10, 11</td>
<td>9</td>
<td>2015</td>
</tr>
<tr>
<td>Camping</td>
<td>2</td>
<td>4, 8d, 9</td>
<td>None</td>
<td>2016</td>
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<tr>
<td>Cooking</td>
<td>1</td>
<td>4c-e, 5d &amp; f-h, 6d-f</td>
<td>7</td>
<td>2016</td>
</tr>
<tr>
<td>First Aid</td>
<td>2</td>
<td>1, 2d</td>
<td>None</td>
<td>2016</td>
</tr>
<tr>
<td>Fishing</td>
<td>1</td>
<td>None</td>
<td>State Regulations</td>
<td>2009</td>
</tr>
</tbody>
</table>

All Scoutcraft Badges are Open Program

**Backpacking**  
Review Pre-Camp: 9  
Revision: 2015  
Backpacking Merit Badge is an excellent opportunity for Scouts that are headed to or returning from Philmont to hone or master their skills.

**Camping**  
Review Pre-Camp: None  
Revision: 2016  
Great badge for second year Scouts. Teaches the basics of camping. Has required nights of camping and cannot be completed at camp without the pre-camp work.

**Cooking**  
Review Pre-Camp: 7  
Revision: 2016  
Great for Scouts of all ages.  
This will require the Scout to spend every lunch at Outdoor Skills to complete as much of the cooking as possible.

**First Aid**  
Review Pre-Camp: none  
Revision: 2016  
First Aid Merit Badge requires Scouts to assemble a first aid kit for the home and explain its contents. Kits can be assembled for an additional fee in the Trading Post.

**Fishing**  
Review Pre-Camp: State Regulations  
Revision: 2009  
The challenge for both merit badges is the required skills needed to catch fish. Additional fees may apply for bait in fishing activities. A state of Wisconsin Fishing License is required if age 16 and up. We will host a fish fry during evening program on Thursday to complete requirement 9.

Scoutcraft will be closed Wednesday Night
All Scoutcraft Badges are Open Program

### Geocaching
**Level: 1**

Review Pre-Camp: 7, 8, 9  
Pre-Camp Work: 7, 8, 9  
Revision: 2010

Scout are encouraged to review the requirements listed above and have a plan in place to complete these while at camp. The Outdoor Skills staff will facilitate as possible.

### Pioneering
**Level: 2**

Review Pre-Camp: None  
Pre-Camp Work: 2a  
Revision: 2014

Those who enjoy building useful camp gadgets and working with their hands should consider Pioneering. Scouts can work on their own or with buddies for projects.

### Wilderness Survival
**Level: 1+**

Review Pre-Camp: 5  
Pre-Camp Work: None  
Revision: 2013

Scouts will spend a night outdoors in an improvised natural shelter. The overnighter is scheduled for TUESDAY evening, meet at Outdoor Skills at 9pm. Requirement 5 has Scouts assemble and explain a survival kit, prepared Scouts can avoid additional fees.

### Leave No Trace - Outdoor Ethics

Leave No Trace will be taught on Tuesday and Thursday Evenings, starting at 7pm

Scoutcraft will be closed Wednesday Night
# Handicraft

All of Handicraft is Open Program

<table>
<thead>
<tr>
<th>Art</th>
<th>Level: 1</th>
</tr>
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<tbody>
<tr>
<td>Review Pre-Camp: None</td>
<td>Pre-Camp Work: 6</td>
</tr>
<tr>
<td>Revision: 2013</td>
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One unique twist is integrating paintball guns into the requirements, having Scouts fire paintballs at canvas as one of their four art mediums.

<table>
<thead>
<tr>
<th>Basketry</th>
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<tbody>
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<td>Review Pre-Camp: None</td>
<td>Pre-Camp Work: None</td>
</tr>
<tr>
<td>Revision: 2015</td>
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Basketry is a great first year merit badge. Scouts need to complete the book work then they can work independently during their free time to finish their baskets. Basic basket kits will be provided, and premium ones can be purchased in the Trading Post.

<table>
<thead>
<tr>
<th>Indian Lore</th>
<th>Level: 1</th>
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<tbody>
<tr>
<td>Review Pre-Camp: 1, 2</td>
<td>Pre-Camp Work: None</td>
</tr>
<tr>
<td>Revision: 2014</td>
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</table>

Indian Lore is one of the slightly more involved merit badges offered in the Scoutcraft area. This fun badge advances the scout’s understanding in Native American culture.

<table>
<thead>
<tr>
<th>Leatherwork</th>
<th>Level: 1</th>
</tr>
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<tbody>
<tr>
<td>Review Pre-Camp: None</td>
<td>Pre-Camp Work: None</td>
</tr>
<tr>
<td>Revision: 2014</td>
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Leatherwork teaches Scouts about different types of leather, how to care for, and uses of it. Basic leather projects will be provided, and additional premium ones can be purchased in the Trading Post.

**Handicraft will be closed Tuesday Night**
### Photography

<table>
<thead>
<tr>
<th>Level: 2</th>
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<tbody>
<tr>
<td>Review Pre-Camp: none</td>
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<tr>
<td>Additional Fee: No</td>
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Come learn the finer aspects of photography and learn to take better photos!

### Wood Carving

<table>
<thead>
<tr>
<th>Level: 1+</th>
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<tbody>
<tr>
<td>Review Pre-Camp: None</td>
</tr>
<tr>
<td>Revision: 2015</td>
</tr>
</tbody>
</table>

Before Scouts start the badge, they must earn the Totin’ Chip card. Basic projects will be provided, and premium ones can be purchased in the Trading Post.
First Year Camper is an exciting program offering for Scouts who are new to Scouting and have not yet completed the First Class Rank. This program will be scheduled and new Scouts should plan to spend most of the week at First Year Camper. It is important that Scouts show up at the beginning of the program block to work on the scheduled activities!

The program will be staffed and provide hands on instruction of Scout Skills as well as games and other activities.

As part of the Nature Hike, Scouts can earn Mammal Study Merit Badge, additionally, as part of Knots and Lashings Scouts can earn Pioneering.

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 Mile Hike</td>
<td>Knots</td>
<td>Cooking</td>
<td>Sharps and Fire</td>
<td>Open Program</td>
</tr>
<tr>
<td>2nd: 3b</td>
<td>TF: 3a-c</td>
<td>TF: 5a-c, 7a</td>
<td>2nd: 2a-d</td>
<td></td>
</tr>
<tr>
<td>2nd: 2f-g</td>
<td>1st: 3b</td>
<td>2nd: 1b, 3a,c, 8a,b, 9a,b</td>
<td>Tot’n Chit</td>
<td></td>
</tr>
<tr>
<td>1st: 7a-f</td>
<td></td>
<td>1st: 1b</td>
<td>Fireman Chip</td>
<td></td>
</tr>
<tr>
<td>9am-Noon</td>
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</tr>
<tr>
<td>First Aid</td>
<td>Lashings</td>
<td>Swimming</td>
<td>Service Project</td>
<td>Area Closed</td>
</tr>
<tr>
<td>TF: 4a</td>
<td>1st: 3a,c,d</td>
<td>2nd: 5a-d</td>
<td>TF: 7b</td>
<td></td>
</tr>
<tr>
<td>2nd: 6a-e</td>
<td></td>
<td>1st: 6a-c, e</td>
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<tr>
<td>1st: 7a-f</td>
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<tr>
<td>1:30-4:30pm</td>
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<tr>
<td>Open Program</td>
<td>Open Program</td>
<td>Area Closed</td>
<td>Nature Hike</td>
<td>Area Closed</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>TF: 4b</td>
<td></td>
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<td>2nd: 4</td>
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<td>1st: 5a-d</td>
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<td>7:8:30pm</td>
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**Firem’n Chit and Totin’ Chip**

The Firem’n Chit is an award and contract that allows the Scout to be able to use, tend, and start a fire. Generally, the process to earn the Firem’n Chit takes about a half an hour.

This will be taught at First Year Camper every evening at 7pm

**FYC will be closed Wednesday Night**
### Merit badge instruction occurs in the AM, Open Program in the PM and Evening

<table>
<thead>
<tr>
<th>Activity</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Archery</strong></td>
<td>Level: 1</td>
</tr>
<tr>
<td>Review Pre-Camp: None</td>
<td></td>
</tr>
<tr>
<td>Revision: 2016</td>
<td></td>
</tr>
<tr>
<td>Pre-Camp Work: None</td>
<td></td>
</tr>
<tr>
<td><strong>Rifle Shooting</strong></td>
<td>Level: 1+</td>
</tr>
<tr>
<td>Review Pre-Camp: None</td>
<td></td>
</tr>
<tr>
<td>Revision: 2002</td>
<td></td>
</tr>
<tr>
<td>Pre-Camp Work: None</td>
<td></td>
</tr>
<tr>
<td><strong>Shotgun Shooting</strong></td>
<td>Level: 2</td>
</tr>
<tr>
<td>Review Pre-Camp: None</td>
<td></td>
</tr>
<tr>
<td>Revision: 2014</td>
<td></td>
</tr>
<tr>
<td>Pre-Camp Work: 1f</td>
<td></td>
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</tbody>
</table>

Scouts are taught safety and care of firearms and will develop a proficiency in the discipline.

### Open Shoots

Our ranges will be open every afternoon for open shoots. These programs have the following fees associated with them. Please note that range time priority is given to those Scouts in the merit badge.

- **Rifle**: $0.25/target (5 shots)
- **Shotgun**: $2.50/5 shots

### Troop Shoot Program

Troop Shoots are available BY APPOINTMENT made with the Shooting Sports Director, Tuesday, Wednesday and Thursday during afternoon program during the week. We can accommodate 16 shooters in a 60min time frame for Rifle and Archery.

Each troop is allowed one troop shoot, FREE OF CHARGE!

Shooting Sports will be closed Tuesday Night.
Citizenship in the Community  
Level: 2+  
9-10:30am M-TH  
Review Pre-Camp: 2a, 2b, 8  
Pre-Camp Work: 3, 4a, 4b, 7b, 7c  
Revision: 2016  
It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

Citizenship in the Nation  
Level: 2+  
1:30-3pm M-TH  
Review Pre-Camp: 6  
Pre-Camp Work: 2, 8  
Revision: 2005  
It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

Citizenship in the World  
Level: 2+  
3-4:30pm M-TH  
Review Pre-Camp:3b  
Pre-Camp Work: 7  
Revision: 2016  
It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

Communications  
Level: 3  
10:30-Noon M-TH  
Review Pre-Camp: 9  
Pre-Camp Work: 4, 5, 8  
Additional Fee: No  
Revision: 2013  
It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

Personal Fitness  
Level: 3  
7-8:30pm M-TH  
Review Pre-Camp: 9  
Pre-Camp Work: 1b, 6, 7, 8  
Additional Fee: No  
Revision: 2013  
It is suggested that the Scouts review the merit badge pamphlet before attending camp and complete all required pre-camp work.

Silver Circle will be Closed Thursday Night
<table>
<thead>
<tr>
<th><strong>Game Design</strong></th>
<th>Level: 2+</th>
<th>9-10:30am M-TH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Pre-Camp: none</td>
<td>Pre-Camp Work: none</td>
<td></td>
</tr>
<tr>
<td>Revision: 2017</td>
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</tbody>
</table>

This is a very hands on and detail oriented badge. Will require attendance at every session to complete. Bring creative ideas for new games as you will design your own and play it!

<table>
<thead>
<tr>
<th><strong>Journalism</strong></th>
<th>Level: 1+</th>
<th>7-9pm M-TH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Pre-Camp: none</td>
<td>Pre-Camp Work: none</td>
<td></td>
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<tr>
<td>Revision: 2017</td>
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</table>

A fantastic badge for those interested in modern journalism and media! Help us write and produce the daily newspaper for camp.

<table>
<thead>
<tr>
<th><strong>Model Design and Building</strong></th>
<th>Level: 2+</th>
<th>1:30-3pm M-TH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Pre-Camp: none</td>
<td>Pre-Camp Work: none</td>
<td></td>
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<tr>
<td>Revision: 2004</td>
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</tbody>
</table>

This is a very hands on and detail oriented badge. Will require attendance at every session to complete. For requirement 4, Scouts can choose option b, c, and d.

<table>
<thead>
<tr>
<th><strong>Moviemaking</strong></th>
<th>Level: 2</th>
<th>3-4:30pm M-TH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Pre-Camp: 4</td>
<td>Pre-Camp Work: none</td>
<td></td>
</tr>
<tr>
<td>Additional Fee: No</td>
<td>Revision: 2013</td>
<td></td>
</tr>
</tbody>
</table>

Come and make your own movie, live on set at EBSR! Scouts may use their own camera, or use the provided equipment at EBSR!

<table>
<thead>
<tr>
<th><strong>Robotics</strong></th>
<th>Level: 2</th>
<th>10:30-Noon M-TH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Pre-Camp: 6</td>
<td>Pre-Camp Work: none</td>
<td></td>
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<tr>
<td>Revision: 2011</td>
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</table>

Robotics is a hands on badge for Scouts interested in robots of all kinds. Requirement 6 can be completed at camp, but Scouts wishing to do option A will need to do so before camp to complete.

**STEM will be closed Thursday Night**
NEW FOR 2018, Half-day and Day Long Adventures! These programs are available on a first come, first serve basis and will be available for sign up at the Sunday Midway, and then throughout the week.

**ATV Off Camp Trips**

For those Scouts 16+ who have completed the ATV Program at EBSR, we are now offering off camp trips. This trip will run for an entire program block in a nearby state forest. We will need assistance transporting Scouts to this trip each week.

Minimum Requirements: 16 Years Old, Completed EBSR ATV Course (can be completed in 2018 or earlier), WI DNR ATV Safety

Available Trips: Thursday Morning - Leaving at 8:30am, and Thursday Afternoon - Leaving at 1pm

Cost: $25 per Scout

Limited to the first 5 Scouts who sign up and pay.

There will be only 1 adult spot available each trip, additional may open depending on number of Scouts.

**Half Day Canoe Trip**

Tour the scenic Lemonweir River between Mauston and the Lower Wisconsin Riverway. This is a gentle 3 hour trip. All boats, Life Jackets, and Paddles Provided.

All participants MUST be BSA Swimmers.

**TROOP OPTION:** The following time slots are available for troops to do this trip. EBSR will provide Canoes, Life Jackets, Paddles, and haul the boats to and from the launch. Troops would be responsible for their transportation of Scouts. Cost is $100 for up to 16 people. Available 1st come, 1st serve.

  - Monday AM, PM
  - Tuesday AM, PM
  - Wednesday AM

**PROVISIONAL OPTION:** On Wednesday afternoon, we will provide 1 trip for 14 Scouts where EBSR provides the staffing. This will be 1st come, 1st serve and will cost $10/Scout to go.

**All Day Canoe Trip**

Ready for a real adventure? Thursday, we will run 1 staffed, provisional trip for 14 Scouts. This trip will leave after breakfast, having lunch on the river, and paddle 5-6 hours.

Minimum Requirements: 14 Years Old, Completed Canoeing Merit Badge, BSA Swimmer

Cost: $25/Scout
Safety Afloat Tuesday and Thursday 10am

BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. This is taught at the Boat Beach.

Safe Swim Defense Tuesday and Thursday 10am

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. This is taught at the Swimming Beach.

Climb-on Safely Tuesday and Thursday 11:30am

Recommended procedures for organizing BSA climbing activities. By being aware of the points of Climb-On Safely, youth and adult leaders will be better prepared for a safe climbing experience. This is taught at the Climbing Tower.

Youth Protection Training Upon Arrival

The Boy Scouts of America places the greatest importance on creating the most secure environment possible for our youth members. To maintain such an environment, the BSA developed numerous procedural and leadership selection policies and provides parents and leaders with resources for the Cub Scout, Boy Scout, and Venturing programs.

**ALL adults attending EBSR MUST PROVIDE proof of current Youth Protection Training. Those without current training, MUST complete the training in our computer lab upon arrival.**

Outdoor Leader Skills Training

The Outdoor Leader Skills training is one of the requirements for Scoutmasters and Assistant Scoutmasters to be considered “fully trained.” This training covers most of the outdoor skills and teaching techniques for Tenderfoot, Second Class, and First Class ranks. Most of these skills are the same as those taught in the Baden Powell Program during summer camp. This is offered in the Program Center. Times vary by week and participation and will be set at the Sunday Leader’s Meeting.
For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America’s youth.

Each week all campers are welcomed to see the Call-Out ceremony, where Scouts and Scouters alike are to be inducted in this sacred order. At the same time, those who have been in the OA for at least a year may also be called out to seal their membership through the Brotherhood Honor. Those inducted will spend the next day helping improving camp through their Ordeal.

Out of Council Units are welcome to participate in our OA program. We are able to call out your elected youth pending a written authorization from your lodge adviser and Scout Executive. This letter should be presented to the OA Chief during check in on Sunday. Out of council participants are not permitted to complete their Ordeal or Brotherhood with Takoda Lodge. Current Arrowmen wishing to help facilitate the OA program from other lodges are welcome as well.

Those who are just in the OA have multiple opportunities for volunteering. This is all to help the camp, and those joining and advancing in the OA.

Weekly Schedule for OA Program
Monday 9:15pm - Informational Meeting in Program Center and Ice Cream Social
Wednesday 9:15pm - Callout Ceremony, gather on Parade Field
Thursday All Day - Service Projects
Thursday 9:15pm - Ordeal and Brotherhood Ceremony, gather at flagpole
S.P.L. Meetings

While units are encouraged to conduct Patrol Leader meetings during their stay at camp, the Reservation Leadership will conduct daily Senior Patrol Leader meetings. Units are expected to select their youth to represent them and communicate the information that is shared daily. These meetings are also where the campwide games and closing campfire are planned.

SPL Meetings are every day at 1pm

Flag Ceremonies

A campwide flag raising and lowering will be conducted every day. Units will be scheduled at the Senior Patrol Leaders Meeting to provide the color guard for flag ceremonies. Planning and practice should take place to help make it respectful and inspirational.

All campers are expected to attend all evening flag lowerings for announcements and updates to daily programing. Attendance at morning flag raisings are optional and we encourage units to conduct their own daily campsite flag ceremonies. Please note that morning flags is done after breakfast so that all units, both dining hall and patrol, can join us.

Morning Flags: 8:45am  
Evening Flags: 6:45pm

Unit Leader Merit Badge

The Unit Leader Merit Badge is designed for leaders and parents as a way to help improve the camping experience for individual Scouts, their buddies, patrol, troop and campwide environment. This award is sponsored by the Glacier’s Edge Council Order of the Arrow, Takoda Lodge. Applications and requirements can be attained with the Commissioning staff.
New this year is our re-vamped evening program. Each evening, Monday - Thursday will have a theme with activities in various program areas relating to the theme. To make things more exciting, each dinner will also coincide with that evenings theme!

Our Friday Afternoon Competition this year will be a Water Carnival at the Swim Beach. This will highlight the wonderful features at Castle Rock Lake.

### MONDAY

**Special Program**

**WESTERN NIGHT**

YEE-HAW! Join us for a western dinner followed by a great night of program featuring: spar pole climbing, Cowboy Shooting, Branding, and more! The Saloon at the Trading Post will be selling bottled Root Beer!

**Order of the Arrow**

Takoda Lodge will hold an informational meeting at 9:15pm in the Program Center for all Arrowmen in camp to review volunteer service opportunities and program for the week.

### TUESDAY

**Polar Bear Swim**

At 7am, join us at the Swim Beach for the Polar Bear Swim. After we are done swimming, pancakes will be provided!

**Special Program**

**LUMBERJACK GAMES**

Beginning with a tasty Paul Bunyan Dinner, join us for spar pole climbing, cross cut sawing, log rolling, hatchet throwing, and more!

**NESA Social**

All Eagle Scouts, National Eagle Scout Association (NESA) members, and former camp staff are asked to gather at Program Center at 9:15pm for an evening of fellowship and networking.

### WEDNESDAY

**Special Program**

**HAWAIIAN LUAU**

Join us for a wonderful dinner followed by a beach party at the Swim Beach. Also, you can make a Tie-Die shirt at Handicraft, or do a volcano experiment at Eco-Con.

**Order of the Arrow**

At 9pm, all campers are asked to gather at the parade field for a short walk to the council fire ring for an Order of the Arrow Call-Out Ceremony performed by Takoda Lodge.
Thursday is a time to service our camp. Takoda Lodge will be conducting Ordeal projects and units are welcome to pick their own project. The Ecology/Conservation Area will also be conducting nature projects in the afternoon program time.

Leader’s Dinner
All unit leaders are invited to spend Thursday’s dinner with the Council Staff, Council Board Members, and Camp Leadership. Come share your camping experience and enjoy a nice steak dinner and treats.

Special Program
PIRATE NIGHT
Ah-hoy matey, come join us for a meal aboard a ship followed by great program that features: Ship Mast Climbing, Muzzle Loading, and even a Treasure Hunt!

Order of the Arrow
At dusk, Arrowmen are encouraged to attend Ordeal and Brotherhood Ceremonies followed by cracker barrel in Fellowship Hall. Meet at the Flagpole at 8:30pm.

Friday afternoon program (1:30pm-4:30pm) is our campwide games competition. This year we are starting a Water Carnival at the Swim Beach. Each troop will have the opportunity to compete in events on the water, in the water, and on land.

Family Night
Parents and guests are invited to join the unit for Friday’s campwide dinner, games, and closing campfire. Arrangements should be confirmed by the unit during the Sunday check-in. Units with visitors should have someone available in the parking lot Friday evening to direct guests to registration and ensure that they get checked-in. All dinner guests are charged $5 for dinner.

Closing Campfire
At 7pm, we invite all troops and guests to the Campfire Bowl for our closing campfire. This is planned and presented by the Troops at camp. Awards and recognitions are awarded here.
GLACIER’S EDGE COUNCIL, BSA

FOOD SERVICE

Meal and Dining Options

DINING HALL

The tables and table sections in the Fellowship Hall will comfortably seat eight people. Units are assigned tables during Sunday Check-in. Units are asked to gather directly behind Fellowship Hall prior to meals. Please be sure that each camper washes his/her hands before going in for meals. With so many diners, sanitation measures are a must.

We require that 1 Scout per table report 15 minutes before the meal to help setup and serve their table’s food. 1 Scout per table stay after the meal to clean up. We ask that small troops (who many only have 1 table) utilized the buddy system and have 2 Scouts prepare and clean up meals. Remember, for some of the new Scouts, this may be the first time that they have ever had to clear dishes and clean a table; they may need some guidance. As all of our meals are family style, this is a crucial part of our dining hall program!

Full Dining Hall Procedures are provided and reviewed during check-in.

Breakfast: 8:00am     Lunch: 12:15pm     Dinner: 6:00pm

PATROL COOKING

Working together as a team, patrol members share the responsibility for the patrol’s success. In this case, the success is a well fed group, stronger patrol spirit, and teamwork. Units who wish to utilize this part of our program must elect this during registration online.

(8) meals are prepared by the units that choose patrol method cooking. Menus along with cooking instructions and food quantities will be provided. Patrols should complete a duty roster for mealtime tasks. If available, staff members can be invited to your campsite for a meal. We have worked this year to improve the directions and program with patrol cooking.

CAMP LUNCHES

All lunches throughout the week are Camp-Wide and in the Fellowship Hall. This is a time for us to pass information and participate in Dining Entertainment as a camp. Lunch is served at 12:15pm

CAMP WIDE MEALS

In addition to lunches, Sunday Dinner, Thursday Dinner, Friday Dinner and Saturday Breakfast are camp-wide and offered in the Fellowship Hall.

ALLERGIES AND DIETARY NEEDS

Those with dietary restrictions or food allergies are asked to communicate those directly to glaciersedgecamps@scouting.org no more than 2 weeks in advance to your stay at camp. We will accommodate you as best as we can.

IMPORTANT
GENERAL INFORMATION

CONTACT INFORMATION

(Scout’s Name)  
(Campsite and Unit Type & No.)  
Ed Bryant Scout Reservation  
N6960 County Highway G  
Mauston, WI 53948-9564  

Telephone Numbers:  
Camp Number: (608) 847-7241 (6/10 to 8/15)  
Alternative Number: 608-770-8683

PHONE CALLS

In case of a family emergency, a family member may contact the camp office and arrangements will be made for the Scout or Scouter to return the call. Please remind parents that their son is somewhere on 200+ acres of camp property; it may take some time to return the call. Other personal calls are not permitted on the camp telephone.

LEADERSHIP

Each Troop must provide at least two adults, one being 21 or older. Additional leaders must be 18 or older. We encourage Troops to maintain a one Adult to eight Scouts ratio. These leaders are to help with supervision of their Troop and set an example for their Scouts. Two-deep leadership is required in camp at all times.

Each unit must have at least one Scouter with a minimum training level of Boy Scout Leader Specific Training. All adult leaders must be registered members of the Boy Scouts of America.

UNIFORM AND DRESS CODE

We ask all Scouts, Scouters, and adults to wear the Boy Scout field uniform at all campwide flag ceremonies and at all dinners at Fellowship Hall. During general program times, it is expected that participants dress in an appropriate and non-offensive manner. This will be left to the judgement of the units and the Camp Director.

Closed toe shoes are required during all times except in the showers or the Aquatics areas. We ask that female Venturers and all female leaders wear one piece or camp appropriate swim suits.

EQUIPMENT

Units provide their own tentage and personal equipment. Units can request a complete patrol box with cooking equipment, picnic tables, and dining fly. Please review “Tentage Policies” in the Safety Section.

SHOWER FACILITIES

Ed Bryant Scout Reservation features a shower house with eight private modern restrooms including shower & changing area. During the summer camp season, these are available for use around the clock. Adult leaders have access to showers and restrooms located in the “Four Seasons” annex of the Fellowship Hall.

VANDALISM

Camp property is your property, but should your unit damage camp property, the unit will be charged for replacement or repair. We have been very fortunate to not have had vandalism to camp or unit property in the past.
Upon arrival, you group will be permitted to drive as many cars as needed to the site to unload. We ask that you combine this into as few cars as possible for the safety of our Scouts. All vehicles must be returned to the parking lot by dinner on Sunday. Those with accessibility or mobility issues may request a handicap permit from the Camp Director at Check-In.

Unit trailers may be kept in the campsite on the designated hardened pad. However, please ensure the vehicle pulling the trailer is returned to the parking lot on SUNDAY.

No pets are allowed at camp, with the exception of service animals.

Bicycles are not permitted as a means of regular transportation around camp. Scouts working on cycling merit badge may bring their own bike, or use a camp bike while working on the badge.

We strongly discourage boys from bringing radios, cell phones, video games, and other such devices to camp. All adults are asked to turn phones to silent mode and enjoy the time with your camper. If you absolutely must take a call please step away from the program area, as to not cause distraction or a safety concern. If a unit allows its Scouts to bring electronic devices to camp, the unit may not permit its Scouts to take them out of the unit campsite. Furthermore, these devices are not to be heard outside of the campsite.

WI-FI is available in the Fellowship Hall and Peter Rice Office for Adult Leaders and Program Support. Bandwidth is limited and the password can be obtained from the Camp Director or Commissioner. Service is not guaranteed.

Any items found at Ed Bryant Scout Reservation will be retained in the Trading Post. Items found will be transported to the Madison Scout Service Center after each session. After September 1st, items will be donated to charity.

At each camp, there will be a camp store called the Trading Post. In the Trading Post, there will be equipment, camp shirts, snacks, and other items. Daily, each Scout will have an opportunity to explore the Trading Post. The Trading Post accepts cash, checks, debit cards, as well as VISA, Discover and MasterCard. Look for daily specials while at camp!

8:45-11:45       1:15-4:45pm       6:45-9:15pm
HEALTH FORMS

Each person attending camp is required to have a completed (Parts A-C) Boy Scouts of America Health Form. This form needs to have the signature of the licensed health-care practitioner within the last 12 months and updated by parents annually. Immunization dates and medications must be listed on the health form in the appropriate area.


MEDICATION IN CAMP

Medications should be turned in upon check-in on your first day of camp as well as notification of any severe allergies. A camper may keep certain prescription medications, such as bee sting kits and inhalers on their person. Campers on prescription medication must complete the Prescription Medication Form. All forms are available on the council camping website. Medication will be administered by the Troops in sites. Medication must be kept locked in the provided box.

ILLNESS

When a Scout or Scouter’s health is in question prior to camp, it is better for that Scout or Scouter to delay their trip to camp. If any camper becomes ill during camp, it must be reported to the Health Officer. If a Scout becomes too ill to participate in the program, his parents will be contacted regarding transportation home.

FOOD STORAGE & SAFETY

A unit may bring its own special condiments or food to camp. The commissary will freeze ice for units in unit provided ice containers. Be sure all containers are marked with the unit’s number.

Units should not keep perishable foods in the campsite. Return all leftover food (except packaged staples) to the Commissary via the Quartermaster’s Window after each meal. Also, return plastic bags from milk and juice.

There will be no discounts given on any camping fees if a unit brings their own food. This policy is the same for those who go “off reservation” for any meals.

Remember, food waste attracts unwanted guests, such as skunks and raccoons. Garbage is picked up between 7 and 8:30pm, please place your garbage near the campsite sign on the road. Be sure your garbage bags are tightly closed and tied.

SMOKING POLICY

The Boy Scouts of America and the Glacier’s Edge Council have adopted a SMOKE FREE POLICY. As a leader, you are to set an example for your Scouts and smoking will not be permitted in camp.

CONTROLLED SUBSTANCES

The Boy Scouts of America and the Glacier’s Edge Council observe a ZERO TOLERANCE policy. Alcohol, marijuana and controlled substances will NOT BE TOLERATED while at camp. Violation will result in expulsion. Any persons found under the influence or in possession of the previously stated items will be asked to leave camp.
Leaders will verify that all Scouts expected to attend camp are checked in and listed on the unit’s camp roster. These rosters will be maintained by the camp for all Scouts and Scouters on reservation, we pull this information from Scoutingevent.com please ensure your roster is up to date prior to arriving. All Scouts, Scouters, and visitors in camp will wear the required wristband(s) issued to them when they arrive at Ed Bryant Scout Reservation. Wristbands are required to be worn during the entire stay in camp. If you notice anyone in camp who is not wearing a wristband, you should report them to a Staff Member as soon as possible.

All visitors at EBSR must sign in at the Peter Rice Office immediately upon arrival. It is recommended that visitors call ahead and ensure that the unit is expecting them.

Please remember that visiting parents and relatives can increase the effects of homesickness and are not recommended. Visitors and their conduct are ultimately the responsibility of the unit they are visiting.

The buddy system is to be used at all times while on camp property. Please review the buddy system guidelines with your Troop before attending camp.

Driving speed is a maximum of 10 miles per hour.

Camp roads are designed as service roads and are one way with narrow turns. This factor makes larger trailers and school-bus-sized vehicles hard to maneuver.

Liquid fuels and compressed gas may be used in camp only under the direct supervision of a knowledgeable adult. Liquid fuels and compressed gas may be used under a dining fly for stoves and lanterns, but not inside of tents.

Fires may be built in the established fire rings. In the event of extreme dry weather, it may be necessary for the camp to be put under a limited fire plan. The Camp Director will inform units of limitations. All fires must be attended at all times and be extinguished before leaving the campsite. Do not scatter charred wood. Cool Ash and grey powder can be scattered in the woods outside of the campsite.

Units must post a completed fireguard chart on their campsite bulletin board. The procedures should be reviewed daily to help prevent unit campsite emergencies. Ed Bryant Scout Reservation Staff will conduct an emergency drill during the week, and it is suggested that units conduct their own campsite emergency drill.
**SAFETY**

**TENT POLICY**

Health and safety guidelines required by the Boy Scouts of America with regards to flames in tents or other enclosed structures of camp are enforced by the Glacier’s Edge Council:

- Flames of any kind may not be used in tents or structures
- Each unit is responsible for having their tents clearly marked with a “No Flames in Tent” signage. The Quartermaster can provide a stencil should tents need labeling
- Fire safety and privacy concerns require tents be erected ten feet apart.
- National policy requires that each camper have a minimum of thirty square feet of sheltered space for sleeping and storing personal gear.
- All tentage used in camp must meet or exceed fire retardant standards (CPAI-84).
- State standards require that no tent be set-up within seventy-five feet of the lakeshore or a latrine.

**WEATHER AND EMERGENCIES**

Scouts should be prepared to participate in camp activities rain or shine. Program activities will be adjusted in the event of thunder, lightning, or severe weather. In the event of an emergency, the camp siren will sound and ALL SCOUTERS SHOULD RETURN TO THEIR CAMPSITES. We will have an emergency drill on Monday.

Our emergency signal is a siren heard across camp as one long blast. When this is heard, please return to your campsite for a count. The staff will go to each campsite to communicate the nature of the emergency and give further instruction. Please stay in your campsite until the all clear (2 short blasts) is sounded.

**STAY AWAY FROM THE CLIFFS.** - While they are not high, they are undercut and could collapse.

**SHOOTING SPORTS POLICY**

The ranges are outfitted with equipment approved and maintained by the Council Shooting Sports Committee. No ammunition, personal firearms or bows will be permitted on council property. Although we recognize the Second Amendment, concealed carry is prohibited on Glacier’s Edge Council camps and property and we ask that all guns and ammunition be left at home.

**FIREWORKS & EXPLOSIVES**

Fireworks and explosives are not allowed on camp property.

**TEMPORARY DEPARTURE**

All Scouts and Scouters are reminded that when leaving and returning to camp they must sign out and sign back in each time in the Check In / Check Out Log Book, located in the Camp Office. Unit leaders should also have parent approval for any unit activity that will take Scouts off the camp premises (contained in part A of the Health Form)

**RELEASE FROM CAMP**

Anyone having to leave camp for any reason during the day, must check in and out at the Camp Office. Scouts who are leaving early from camp or those who will be picked up from someone other than who dropped him off must have that individual noted on Part A. No exceptions will be made.
Sunday is a busy, and very important day of camp. Please review the details below and plan your day accordingly. The closer we keep to this schedule, the better experience we have for all.

The Camp Commissioners will be making a call to your Troop the week before your arrival to schedule a Check-In time and answer any final questions.

We ask Troops to not arrive before their schedule check-in time, the staff will not be available to receive them prior. All troops should arrive at camp no later than 2:00 PM. Lunch is not provided on Sunday. Troops must arrive at camp as a unit. The Camp Director will work with unit leadership for registration and the Program Director will review the daily and weekly schedule with the Senior Patrol Leader. Please have all registration forms available. Upon check-in, unit photographs will be taken, please have field uniforms ready.

Noon - 5:00pm
Your campsite commissioners will work with the unit to get them settled in camp. Along the way, the commissioner will stop at Fellowship Hall for food service orientation. You will also stop at the Program Center for Health Re-Checks. Please have health forms and medications accessible to expedite check-in. Troops can have a unit vehicle drop their trailers and gear. Troops needing swim checks will drop their gear in their campsite and head to the swim beach for their scheduled time. Please remember towels. Changing facilities are located at the beach, if needed.

4:30pm
Leader’s Meeting in Program Center. This is for all SMs and SPLs
Camp Tour - Meet at Flagpole

5:15pm
Gather for Opening Dinner behind the Fellowship Hall

5:30pm
Campwide Dinner

6:30pm
Sunday Midway - This is a great time to finalize your plan for the week and learn about additional programs offered at camp!

7:15pm
Opening Camp Flag Ceremony

7:30pm
Scout Vespers in Camp Chapel

7:45pm
Opening Campfire in Campfire Bowl

11:00pm
Taps - all campers must be back in their campsites.

Your campsite commissioner will be available to GUIDE you in your campsite set up, and to ensure that you have proper equipment. Please do not expect commissioners to act as unit leaders or Senior Patrol Leaders.
**Meal Service Times**

Breakfast: 8:00am  
Lunch: 12:15pm  
Dinner: 6:00pm  

*Patrol Cooking Units can pick up their food from the Commissary one hour prior to these posted times.*

**Flags**

Sunday Flags - 7:15pm  
Morning Flags - 8:45am  
Evening Flags - 6:45pm

**Program Hours**

Morning Program - 9am-Noon  
Afternoon Program - 1:30pm-4:30pm  
Evening Program - 7pm-9pm

**Computer Lab Open Hours**

This time is designated for Scout’s use of our computer lab for merit badge research time. This is located in the Peter Rice STEM Lab.

Monday - Thursday: 11am-Noon, 3:30-5pm, 7-8pm  
Friday: 9am-Noon

**Trading Post Hours**

Sunday - Noon-5pm, During Campfire  
Monday-Friday - 8:45am-11:45am, 1:15pm-4:45pm, 6:45pm-9:15pm  
Saturday - 8am-10am
# MB Offerings by Area

## Swim Beach
- Life Saving
- Swimming

## Boat Beach
- Canoeing
- Kayaking
- Rowing
- Small Boat Sailing
- Water Sports
- Motorboating
- Whitewater

## Climbing
- Climbing

## Shooting Sports
- Archery
- Rifle
- Shotgun

## Eco-Con
- Astronomy
- Bird Study
- Environmental Science
- Forestry
- Geology
- Insect Study
- Mammal Study
- Reptile & Amphibian
- Space Exploration
- Soil & Water

## Field Sports
- Cycling
- Emergency Prep
- Golf
- Hiking
- Sports
- Athletics
- Chess

## STEM
- Game Design
- Journalism
- Model Design
- Moviemaking
- Robotics

## Outdoor Skills
- Backpacking
- Geocaching
- Pioneering
- Wilderness Survival
- Fishing
- First Aid

## Handicraft
- Art
- Basketry
- Indian Lore
- Leatherwork
- Photography
- Wood Carving

## Silver Circle
- Citizenship Community
- Citizenship Nation
- Citizenship World
- Communication
- Personal Fitness
Use the information below to help yourself prepare for a fantastic week at EBSR.

**May to Mid November** - Make deposit for 2018 Camp

**Mid November** - Leader’s Guide and Camp Promo Video are released and available online

**Mid November to January** - Begin Promoting and Fundraising for Camp

**January 1** - Scout Registration Begins on Scoutingevent.com, merit badge sign ups available

**January - March** - Communicate Camp Information with Parents, especially Health Form requirements

**March** - Hold a Unit Level Parents Meeting to share additional Camp Information

**March 15** - Campership Applications Due

**March 31** - Early Bird Registration Period Ends

**April** - Begin working with Scouts to plan their merit badge and program choices

**May 1st** - Regular Registration Period Ends

**May 2nd** - Late Fee Period Begins

**May 16, 2018** - Attend Pre Camp Leader’s Meeting - As part of Madison Program Kickoff

**May 17, 2018** - Attend Pre Camp Leader’s Meeting - As part of Janesville Program Kickoff

This meeting will also be available as a webcast at glaciersedge.org

**June 1st** - T-Shirt Deadline

**Two Weeks Prior** - Finalize camp roster in Scoutingevent.com,
    Communicate dietary restrictions to the camp,
    Ensure all paperwork is in order

**One Week Before** - Expect Call from EBSR to schedule a check-in time

**Day Of** - Pack copies of roster, receipts, health forms, and be ready for the best week ever!
Ed Bryant Scout Reservation is approximately 75 miles northwest of Madison and approximately 75 miles southeast of LaCrosse.

From the Madison area: Exit off Interstate Hwy 90-94 at Exit 79 (Lyndon Station, County Hwy HH). Travel north on County Hwy HH to State Hwy 82 (about 5 1/3 miles). Turn left on State Hwy 82 and follow until County Hwy HH turns off and goes north again (about 2 ¾ miles). Follow County Hwy HH; it will terminate at County Hwy G (about 5 ½ miles). Turn right on County Hwy G. Camp will be on the right side of the highway after about 2 ½ miles. Kozy’s Pizza, on the left side of the road, is just a short distance before the camp drive (right side of road).

From the west (or those who missed the Lyndon Station exit): Exit off Interstate Hwy 90-94 at Exit 69 (Mauston, State Hwy 82). Drive west into Mauston. Turn right on State Hwy 58 (traffic lights). Travel north about 6 7/8 miles to County Hwy G (do not take the County Hwy G that is in town). Turn right on County Hwy G and travel about 4 miles to camp. Camp is on the left side of the highway, just after a bend in the road. If you miss the camp entrance, turn around at Kozy’s Pizza (which will be on the right side of the road).
NON-DISCRIMINATION STATEMENT
In the operation of the summer camp program, no child, as defined by the program regulations, will be discriminated against because of race, sex, color, national origin, age or handicap. Any person, who believes that a child has been discriminated against in any USDA related activity, should write immediately to the Secretary of Agriculture, Washington, D.C.