



◀ WEEKLY SCHEDULE ▶

MONDAY

Sash Day - Wear your sash!

7:00 PM: Brotherhood Candidates meet at Flagpole

8:00 PM: Ordeal Candidates meet at Flagpole

8:00 PM: Brotherhood Ceremony at OA Bowl

8:30 PM: Ordeal Ceremony at OA Bowl

ORDER OF THE

ARROW

THURSDAY

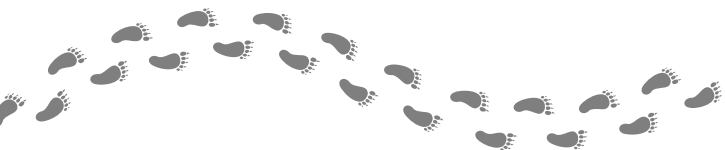
9:15 PM: OA Ice Cream Social at Fellowship Hall

Sunday

Call Out during the opening campfire. Elected members are recognized in the Call Out Sunday night. Bigfoot Lodge ordeal candidates start their ordeal immediately following the opening campfire, concluding with an OA reception late Monday night. Ordeal participants will return to their units following the reception. Any member of any Lodge and interested adults may attend.

Thursday Night

Our lodge hosts a ice cream social to recognize and congratulate both our new members and those that chose to seal their membership by obtaining their Brotherhood honor, Arrowmen from all lodges are invited to eat, trade patches, and socialize. Come and welcome our new ordeal members and congratulate our new Brotherhood members.



WEEKLY SCHEDULE

SUNDAY

- 12:00 PM - 4:00 PM - Troop Check In
- 6:00 PM - Opening Flag Ceremony
- 6:15 PM - Dinner
- 7:00 PM - Vespers
- 7:30 PM - Sunday Midway
- 8:30 PM - Opening Campfire

MONDAY - THURSDAY

- 8:00 AM - Morning Flag Ceremony
- 8:15 AM - Breakfast
- 9:00 AM - Morning Program Time
- 12:15 PM - Lunch
- 1:30 PM - Afternoon Program Time
- 4:30 PM - Free Time
- 6:00 PM - Evening Flag Ceremony
- 6:15 PM - Dinner
- 7:00 PM - Evening Program Time
- 9:00 PM - Free Time
- 10:00 PM - Lights Out

FRIDAY

- 8:00 AM - Morning Flag Ceremony
- 8:15 AM - Breakfast
- 9:00 AM - Morning Program Time
- 12:15 PM - Lunch
- 1:30 PM - Ed Bryant Games!
- 4:30 - Free Time
- 6:00 - Evening Flag Ceremony
- 6:15 - Dinner
- 7:30 - Closing Campfire
- 9:00 PM - Free Time
- 10:00 PM - Lights Out

INDIVIDUAL SCOUT OPEN PROGRAM PLAN

Merit Badge / Location / Buddy / Notes

MONDAY

AM

PM

TUESDAY

AM

PM

WEDNESDAY

AM

PM

THURSDAY

AM

PM

FRIDAY

AM

PM

Note : NO new Merit Badges can be started on Friday which is reserved for finishing up badges underway.

PROGRAM NOTES

· **Merit Badge Program:** Our merit badges and programs are all offered in one of three ways : Flexible Program, Scheduled Program, and Advance Sign Up Program.

· **Flexible Program** means that we do not have scheduled times for these merit badge classes. Scouts can jump in and out of these programs at the discretion of the staff members.

· **Scheduled Program** means that these merit badges and activities require scouts to show up at a specific place and time to participate but do not require scouts to sign up in advance.

· **Advance Sign Up Programs** require scouts to sign up in advance either during Sunday midway or before they arrive at camp through their Troop's registration portal.

Our flexible program can be overwhelming for youth who have never been responsible for their own decisions and time management. Before attending the Sunday Midway, it is a great idea for each Scout to come up with 3 to 4 goals for their week. This will help them build an awesome week.

Please note: A few of the merit badges have scheduled program times to allow for adequate instruction. Several merit badges at camp have prerequisites which will be provided separately after any updated requirements are released annually by Scouting America.

Sunday Midway:

Immediately following Sunday Dinners, Scouts take part in the Sunday Midway, a program fair where staff from each program area host a booth and are available to discuss the great programs they offer. Scouts are offered a scheduling card showing available times throughout the week. Scouts wander around the fair to learn about all the opportunities with a goal of creating a plan of activities and merit badges for the week. Area merit badge counselors can coach Scouts on how much time / dedication each badge requires.

Scheduled Program

(be at the program area at the beginning of the period)

- Aquatics Merit Badges
- Range and Target Activities
- Cooking Merit Badge

Sign Up in Registration Portal

- ATV Adventure
- Jet Ski Expedition
- Pistol Courses

Sign Up at Sunday Midway

- Stump Grinder Forge
- Range and Target Activities
- Cooking Merit Badge
- STEM Merit Badges

(*Walk-ups will be considered by instructor at the scheduled start time, depending on space.)

MERIT BADGE OFFERINGS

Merit Badge Level System

Each merit badge offered is ranked from Level 1 to Level 3. This system is designed to help Scouts and Scout Leaders develop their schedule with age appropriate activities.

Level 1 merit badges are great for 1st year campers of any age.

Level 2 merit badges are great for 2nd and 3rd year campers and typically have few to no prerequisites.

Level 3 merit badges are difficult badges that have prerequisites and have schedules that must be followed for completion.

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



Boat Beach

Canoeing	Level 2
Kayaking	Level 1+
Small Boat Sailing	Level 2
Water Sports.	Level 2

Ecology and Conservation (EcoCon)

Environmental Science	Level 3
Geology	Level 2
Insect Study	Level 3
Mammal Study	Level 2
Nature	Level 2
Soil and Water Conservation	Level 2

Scoutcraft

Camping	Level 2
Cooking	Level 2
Signs, Signals, & Codes	Level 2
Orienteering	Level 2
Pioneering	Level 2
Wilderness Survival	Level 2

Silver Circle

Cit. in the Community	Level 2
Emergency Preparedness	Level 2
First Aid	Level 1+
Family Life	Level 2

Range and Target Activities

Archery	Level 1+
Rifle Shooting	Level 2
Shotgun Shooting	Level 3

STEM

Astronomy	Level 2
Chemistry	Level 2
Chess	Level 2
Graphic Arts	Level 2
Photography	Level 1
Programming	Level 1

The SWAMP

Art	Level 1
Basketry	Level 1
Indian Lore	Level 1
Leatherwork	Level 1
Metalworking	Level 2
Wood Carving	Level 2

Swim Beach

Swimming	Level 1+
Lifesaving	Level 3

COPE and Climbing

Climbing	Level 2
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Non-Merit Badge Adventure

Programs

- ATV Adventure @ Wheels
- Low COPE @ COPE and Climbing
- Zip Line @ COPE and Climbing
- Jet Ski Expedition @ Boat Beach

Note that some program areas have merit badges with more strict time schedules to allow for adequate instruction: Aquatics, Range and Target Activities, ATV, Jet Ski, STEM and Silver Circle. Adjustments to MB offerings may be necessary based on available weekly staffing resources.

Merit Badge Schedule:

This schedule is subject to change. If changes are made to this schedule then an updated version will be sent to Troop registration contacts. We will also provide printed copies of this schedule during Sunday Midway. The gray highlight indicates that the merit badge or program is being offered during that time.

Scouts should plan to arrive at the beginning of the program time for aquatics merit badges.

		Monday			Tuesday		
		Morning	Afternoon	Evening	Morning	Afternoon	Evening
Boat Beach	Canoeing			Pirate Night			Treasure Hunt
	Kayaking						
	Small Boat Sailing						
	Water Sports						
Swim Beach	Swimming			Beach Games			Open Swim
	Lifesaving						
	Open Swim						
	Mile Swim						
Eco Con	Environmental Science			Night Hike			Area Closed
	Geology						
	Insect Study						
	Mammal Study						
	Nature						
	Soil and Water Conservation						
Scoutcraft	Camping			Pirate Night			Field Games Wilderness Survival
	Cooking				Meet during meal times		
	Signs, Signals, and Codes						
	Orienteering						
	Pioneering						
	Wilderness Survival						
Silver Circle	Citizenship in the Community			Pirate Night			Field Games Wilderness Survival
	Preparedness						
	First Aid						
	Family Life						
RATA	Archery	MB Class 1	MB Class 2	Quiet Sports	MB Class 1	MB Class 2	Black Powder 3D Archery
	Rifle Shooting	MB Class 1	MB Class 2		MB Class 1	MB Class 2	
	Shotgun Shooting	MB Class 1	MB Class 2		MB Class 1	MB Class 2	
	NRA Pistol First Steps	Time to be Determined			Time to be Determined		
STEM	Astronomy			Scavenger Hunt			Area Closed
	Chemistry						
	Chess						
	Graphic Arts						
	Photography						
	Programming						
The SWAMP	Art			Adult Forge and Crafts			Tie Dye Night and Open Forge
	Basketry						
	Indian Lore						
	Leatherwork						
	Metalworking						
	Wood Carving						
Climbin	Climbing						
	Climbing						
	Open Zip Line						

		Wednesday			Thursday			Friday		
		Morning	Afternoon	Evening	Morning	Afternoon	Evening	Morning	Afternoon	Evening
Boat Beach	Canoeing									
	Kayaking									
	Small Boat Sailing			Wet Triathlon						
	Water Sports						Area Closed			
Swim Beach	Swimming									
	Lifesaving									
	Open Swim			Wet Triathlon						
	Mile Swim						Area Closed			
Eco Con	Environmental Science									
	Geology									
	Insect Study									
	Mammal Study									
	Nature									
	Soil and Water Conservation			Scavenger Hunt				Trivia Night		
Scoutcraft	Camping									
	Cooking	Meet during breakfast								
	Signs, Signals, and Codes									
	Orienteering									
	Pioneering									
	Wilderness Survival									
Silver Circle	Citizenship in the Community									
	Preparedness									
	First Aid									
	Family Life									
RATA	Archery	MB Class 3	Open Shoot							
	Rifle Shooting	MB Class 3	Open Shoot							
	Shotgun Shooting	MB Class 3	Open Shoot							
	NRA Pistol First Steps	Time to be Determined								
STEM	Astronomy									
	Chemistry									
	Chess									
	Graphic Arts									
	Photography									
	Programming									
The SWAMP	Art									
	Basketry									
	Indian Lore									
	Leatherwork									
	Metalworking									
	Wood Carving									
Climbin	Climbing									
	Climbing									
	Open Zip Line									

Camp Wide Games
Closing Campfire



Personal Watercraft

Registration for using Personal Watercraft is limited to Scouts 14 years or older. Due to equipment limitations and Scout and Scouter safety, the council reserves the right to limit ridership based on height and weight. Participants who wish to ride a jet ski must provide proof of an approved boaters safety course. For information about Wisconsin Personal Watercraft safety courses, go to this website: boat-ed.com/wisconsin.



Boat Beach

Merit Badges Offered

- Canoeing
- Kayaking
- Small Boat Sailing
- Water Sports

Awards

- Stand Up Paddle-boarding

Adventure Program

- Jet Ski Expedition

- Scouts must have a parental release and certificate of Boater's Safety.
- Additional Fee: \$50 for camp program.
- Course is offered each day,

Monday - Thursday

9 AM - 5 PM

*Scouts wanting to participate in aquatics programs should plan to arrive at the beginning of the program period.

Swim Beach

Merit Badges Offered

- Swimming
- Lifesaving

Awards

- Mile Swim

The Mile Swim is a coordinated large swim on open water from Swim Beach to Boat Beach and back! The Mile Swim is conducted at the Swim Beach. Participants must complete at least one 1/4 mile in order to participate in the Mile Swim on Friday. The mile swim schedule, including required conditioning swim, includes :

- Sunday: Sign up for the Mile Swim at the Sunday Midway
- Monday Afternoon: Chance to swim 1/4 mile
- Tuesday Afternoon: Chance to swim 1/4 mile
- Wednesday Afternoon: Chance to swim 1/4 mile
- Thursday Afternoon: Chance to swim 1/4 mile
- Friday 6:00 AM: Mile Swim



Ecology and Conservation



Merit Badges Offered

- Environmental Science
- Geology
- Insect Study
- Mammal Study
- Nature
- Soil and Water Conservation

Scoutcraft



Merit Badges Offered

- Camping
- Cooking
- Orienteering
- Pioneering
- Signs, Signals, & Codes
- Wilderness Survival

Sliver Circle



Merit Badges Offered

- Citizenship In The Community
- Emergency Preparedness
- Family Life
- First Aid

Dutch Oven Cook Off

Dutch oven cooking is a time honored scouting tradition. Scoutcraft will host the Dutch Oven Cook Off. Cook an entrée, appetizer, or dessert in your campsite and bring your completed dishes to the Program Center for judging and sampling. Adults and youth are welcome to participate! While teams are not required to create allergen-free dishes, you can add an extra challenge to your dish by excluding milk/dairy, eggs, or nuts.

Wilderness Survival Overnighter

To complete Requirement 8 of the Wilderness Survival Merit Badge Scouts will need to spend the night in a shelter that they create.

Eagle Required Merit Badges

Silver Circle is a dedicated area where your Scouts can focus on Eagle-required merit badges. Other Eagle-required merit badges are offered at EcoCon (Environmental Science), Swim Beach (Swimming and Lifesaving), and Scoutcraft (Camping and Cooking).



COPE

Challenging Outdoor Personal Experience, or COPE, is a custom ropes and challenge course designed to put participants through various games, activities, and challenges. The events are directly and indirectly focused on the eight goals of COPE, namely, Communication, Planning, Trust, Teamwork, Leadership, Decision Making, Problem Solving, and Self Esteem.

COPE is an excellent program for Troops or patrols that need help bonding, forming as a group, or working with leadership skills.

Individual patrols wishing to take part in a patrol based COPE program can schedule an appointment with the COPE Director.

COPE and Climbing

Merit Badges Offered

- Climbing

Adventure Program

- Low COPE
- Zip-line



Climbing

Climbing is quickly becoming one of the most popular outdoor sports in the nation! The adventure of climbing can provide a new way to enjoy the outdoors while pushing both your physical fitness and mental health. Stop by and check out our new climbing wall. Scouts should have appropriate clothing, climbing shoes or sneakers, and non-baggy clothing.

Adult Leaders, if you have climbing experience, the climbing wall is a great place to volunteer. Feel free to stop by and lend a helping hand so we can let more Scouts experience the new climbing wall.



Wheels

Adventure Program

- ATV Adventure

ATV Adventure

Registration for our course is limited to Scouts 14 years 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. All participants who wish to ride an ATV must provide :

- ASI - Course Certificate :
 - <https://atvsafety.org/atv-ecourse/>
- Hold Harmless Agreement
- ASI Consent Form

Course is offered Monday, Tuesday, Wednesday and Thursday from 9:00 AM to 5:00 PM. An additional fee of \$50 is charged for ATV participation.



Range and Target Activities

Merit Badges Offered

- Archery
- Rifle Shooting
- Shotgun Shooting

Activities and Awards

- Cowboy Action Shooting
- Top Shot Challenge
- Black Powder Muzzleloader
- Shooting
- Tomahawk Throwing
- Sporting Arrows (Aerial Archery)
- 3-D Archery
- Paintball Target Shooting
- Open Shooting
- NRA Pistol First Steps Orientation Course



Program Notes

- Scouts must sign up for Range and Target Activity merit badges at the Sunday Merit Badge Midway.
- Scouts should plan to work on the badge requirements in two 3-hour time blocks over two back-to-back days. Additional range time may be required to complete a badge.
- Scouts interested in Shotgun Merit Badge should have the physical stature to handle a 12-gauge semi-automatic shotgun. This is a Level 3 merit badge recommended for older Scouts.
- Scouts with partial Merit Badges from previous years should come during open shoot time to finish their badge.
- Cost for all Range and Target Activity Merit Badges, open rifle, open archery and all evening programs is included in your camp registration fee.
- Shotgun Fees: Each camper and adult are allowed 10 shots at camp for free for shotgun open shooting. Additional shooting after that is \$3.00 for each 5 additional shots. Buy tickets at the Trading Post.
- Cowboy Action Shooting: Scouts must be 14 years or older to participate in this program.
- NRA Pistol First Steps Orientation Course: learn to shoot a .22 caliber semi-automatic pistol. Open to Scouts at least 14 years old. Class size is limited. Pre camp sign-up opens January 15, 2026. Course Fee \$20. All participants will receive a Basic Pistol book. Students who successfully pass the course will receive a certificate of completion.
- *A special permission form is required for Cowboy Action and the First Steps Pistol course. Forms can be downloaded at: https://scoutingevent.com/620-EBSR_2026



Most Swamp merit badges are offered in flexible program except metalworking (Advanced Sign Up at Sunday Midway needed). Basic craft kits for Leatherwork, Wood Carving, and Basketry are included with your registration. Advanced and specialty craft kits are available in the Trading Post for purchase. All programs are open to Scouts working on rank advancement.

Scouts are required to have their Totin' Chit to take Wood Carving. If you don't have yours, stop by morning program time and earn it.

Stump Grinder Forge at The Swamp

No matter what type of metalwork interests you, the projects you complete as you work on this merit badge will be one of the most hands-on experiences at camp. Scouts now have the option to complete either Blacksmith or Sheet Metal Mechanic options for the Merit Badge.

Stump Grinder Forge is so popular we've had to limit participation to 8 scouts per session, with sessions running Monday through Thursday. Sign up for your session at Sunday Midway.

First Year Camper at The Swamp

First Year Camper is a great program for any Scout who hasn't reached First Class Rank. Program topics are listed in the FYC Schedule and Scouts can spend the entire week or stop by for one specific requirement. Given the number of new Scouts at EBSR, it is important that Scouts show up at the beginning of the program block.

Adult Leaders: First Year Camper is a great place to volunteer! Feel free to stop by and lend a helping hand.

Swimming: Please meet at the Swim Beach.

The Swamp

Merit Badges Offered

- Art
- Basketry
- Indian Lore
- Leatherwork
- Metalworking
- Wood Carving

Forge Sessions

Monday - Thursday

9:00 - 10:30 AM

10:30 - 12:00 PM

1:30 - 3:00 PM

3:00 - 4:30 PM

First Year Camper Program Times	Monday	Tuesday	Wednesday	Thursday	Friday
<p>Morning 9:00 AM - 12:00 PM</p> <p>Afternoon 1:30 PM - 4:30 PM</p> <p>Evening 7:00 PM - 9:00 PM</p>	<p>Knots Tenderfoot : 3A - C, 8 Second Class : 2F, 2G First Class : 3A - D</p>	<p>5 Mile Hike Tenderfoot : 1B, 4B, 5A - C Second Class : 3A - D, 4 First Class : 1B</p>	<p>Flags / Misc. Tenderfoot : 7A Second Class : 8A - B, 9A - B</p>	<p>First Aid Tenderfoot : 4A Second Class : 6A - E First Class : 7A - F</p>	<p>Open Instruction</p>
	<p>Lashings First Class : 3A - D</p>	<p>Sharps and Fire Tenderfoot : 3D Second Class : 2A - D Firem'n Chit Totin' Chip</p>	<p>Swimming Second Class : 5A - D First Class : 6A - D, (6E if elig.)</p>	<p>Service Project Tenderfoot : 7B 1 Hour Service Project</p>	<p>Ed Bryant Games</p>
	<p>Open Instruction</p>	<p>Open Instruction</p>	<p>Open Instruction</p>	<p>Open Instruction</p>	<p>Camp Fire</p>

STEM



Merit Badges Offered

- Astronomy
- Chemistry
- Chess
- Graphic Arts
- Photography
- Programming



STEM - Science, Technology, Engineering, and Mathematics

STEM is an initiative to encourage the natural curiosity of Scouts and nurture their sense of wonder about these fields. The spirit of innovation can help our society overcome challenges and ensure a prosperous and secure future. To promote this opportunity, we offer STEM merit badges at camp which allow Scouts to experience scientific discovery and develop an appreciation for technological innovation.

Remember, all STEM merit badges must be signed up for in advance at the Sunday Midway.

