



CAMP JOHN J. BARNHARDT

Barnhardt Camp of Wizardry and
Scoutcraft

2026 Program Highlights

(This is the slideshow used in the
Precamp Info session on 6/2/2026)



WHY BARNHARDT?

- Facilities ranked #1 in 5 state area
 - We have a pool and lakefront
 - New tents with bug netting
 - Lunch is delivered to you!
 - Tallest BSA tower in NC
 - ATVs, mountain bikes, & waterskiing
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- Best 1st year camper program in the south!
 - Experienced staff (many w/ 15+ years experience)
 - Small merit badge sessions emphasize hands-on learning.
 - No flip charts here! We learn (and earn) by doing.
 - Most class caps are 12 or fewer, the largest are 16.
 - Our theme and special events make every summer unique and different.
 - Barnhardt goes all out with theme events!
 - Emphasis on youth leadership



OUR PHILOSOPHY

- Our program is guided by the Scouting Mission
- We believe the mission of developing ethical leaders and active citizens is fulfilled when Scouts stay in the program longer.
- Therefore, we design our activities and badges around fun interactions which youth find appealing instead of rushing through advancement with lectures and flipcharts.
- We know attention spans are limited, so we use our 3x3x3x30 model.
- Your Scouts will learn the skills associated with badges through games and activities. In some cases, they won't even realize what they're doing is helping them pass off requirements.
- Our primary goal is to see them back at Barnhardt or another Scout camp next summer.



MERIT BADGE PREP: OUR ADVICE

- Focus on the Scout's experience rather than the number of badges!
 - The non-badge sessions are often the best (ATV, chuckwagon, COPE, etc.)
- Don't stress "prereqs" (except passing the swimmer designation)
 - Encourage parents/ Scouts to think about it from a learning perspective (e.g., Keeping a budget in personal management is better after taking the class).
- Prioritize swimming instruction (10:15am) for those that can't complete the swim check or need help before swimming.
- Don't skip NightHawks for 10- and 11-year-olds!
- Take the activities not offered at other events
 - Indoor merit badges are offered during the offseason, do summer things at summer camp!
- Consider the buddy system.



RELATED POINTS

- Badge changes
 - A leader in camp should have access to the troop Tentaroo account
 - We can make limited changes, but it's easy for you to do now
- Adult trainings
 - Fundamentals, IOLS Mondays
 - SWR, PCS, Level-1 Tower Certification, CPR
- Check out
 - All advancement is direct download (and prepped for Scoutbook import)



CHECK-IN PROCESS

- Starts at 2pm in parking lot
- Biggest delay is incomplete health forms
- Scouts should swim check during check-in
- Trailers can stay in site, vehicles cannot
- Leaders' meetings follow dinner
 - Note this year, you are asked to eat before/during flags so our meeting can start early.
 - Staff will make sure your scouts make it to chapel/ campfire.
- SPL meeting is now after campfire

BARNHARDT CAMP OF SCOUTCRAFT AND WIZARDRY



- Special Events include:
 - Wizardry Events:
 - Monday's Vortigern's Tower, Sealing the Sword, Stonehinge, Introduction to Potions
 - Tuesday's Feast, Quadball, Chess, and Movies
 - Wednesday's Flying Monkeys & the Yule Ball Talent Show
 - Thursday's "Sorcerer's Last Stand" event
 - Wizard campfires
 - Spirit challenges (hats, beards, tie-dye, and more!)
 - Jack Awards
 - Stogworts House Cup!



WIZARDY HOUSES



Red/White	Blue/Silver	Gold/Black	Orange/Scarlett	Green/Bronze
Troop 11	Troop 4	Troop 3	Troop 5	Troop 18
Troop 46/146	Troop 98	Troop 10	Troop 6	Troop 26
Troop 83	Troop 241	Troop 82 x2	Troop 89	Troop 173/4173
Troop 157	Troop 249	Troop 169	Troop 130	Troop 301
Troop 254	Troop 263	Troop 171	Troop 182	Troop 351
Troop 328	Troop 321	Troop 183	Troop 220	Troop 442/4442
Troop 888	Troop 324	Troop 186	Troop 250	Troop 515
Troop 4837	Troop 416	Troop 223		Troop 555
	Troop 476	Troop 448/4448		
	Troop 601	Troop 777		





STOGWORTS CUP WIZARDRY HOUSE COMPETITION



MERLIN MONDAY ACTIVITIES

- 6 Activities
 - Vortigern's Tower (3 Scouts)
 - Scouting Stonehenge (6 scouts)
 - Sealing the Sword in Stone (5 scouts)
 - Introduction to Potions (4 Scouts)
 - Drop-in badges like Traffic Safety and Animation.
 - Aquatic training
- No need to bring things/prep for troops
- Divide and conquer
- Each can earn House Points!



TRANSFIGUARTION TUESDAY EVENTS

Events occur simultaneously after dinner.



Quadball

- This is a sporting game for a patrol-sized group from your Wizardry House.
- Based on a popular wizardry book series game

Great Feast

- Cookoff! Bring your own gear and ingredients.
- Adult and youth divisions.
- Judges come to you.

Wizard's Chess

- Handicraft Area

Movie Night

- Any guesses what we'll show?



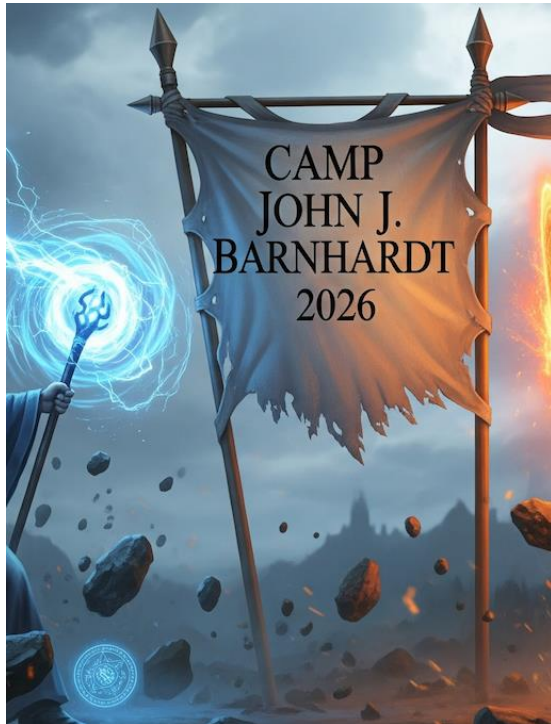
WEDNESDAY



- Triathlon
 - For those in Multisport and any others
 - Triathlon (swim 100 m, bike 3 km, and run 1+ mile)
- Flying Monkeys and Witches on Broomsticks
 - Costumed ziplining
- The Yule Ball
 - Each house gets 15 minutes to entertain-- if you can't sing or dance well, be funny
 - Or they can just DJ for the crowd to dance!



THE SORCERER'S LAST STAND



- House-based. Teamwork between troops is key.
- The goal is to destroy 6 horcruxes and obtain 6 mystical artifacts before a final showdown with the Dark Wizard.
- Since he's transporting us back to the year camp opened, Scouts won't be able to use phones.
 - He may even cast spells that prevent anything powered by battery/ electricity from working.
 - He may even make matches stop working
- Hints:
 - Know Morse Code
 - Having loud homemade musical instruments
 - Have a way to retrieve mystical objects from outside of spellbound areas (magnets, nets, grappling hooks, etc.).



OTHER SPECIAL PROGRAMMING



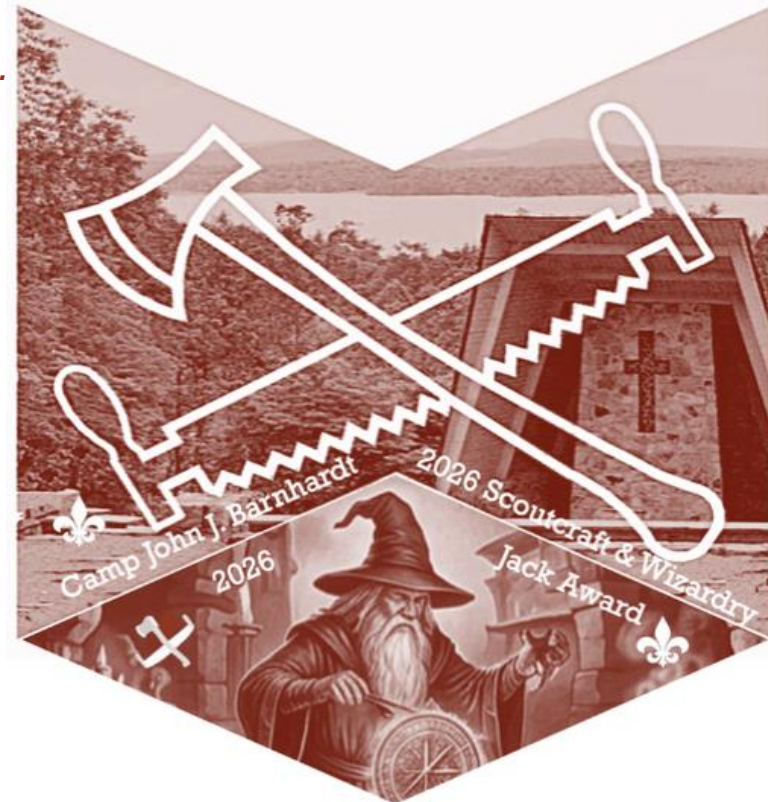
- Newsletter challenges:
 - Earn spells that you might need on Thursday!
- 3:15-5:15pm everyday is open time
 - pool, boating, and shooting sports are open every day
 - high adventure alternates days between climbing and zipline
- Tuesday's Fishing Tournament
- Disc Golf Tournament on Friday
- Be part of the Friday Campfire
 - Plan a Wizard-related skit





“SALUTE TO JACK” AWARDS

- “Salute to Jack” awards can be started before camp.
 - Youth and Adult versions.
 - See website for details!



KEY PROGRAM STAFF

- Abi Watson & Emmalyn Sides, Staff SPL
- David Wilson, Aquatics Director
- Jim Summers, NightHawks Director
- Shane Chappell, Shooting Sports Director
- Robert Eagle, High Adventure Director
- John Heifner, Eagles' Nest Director
- Patrick Daye, Ecology Director
- Jeff Murgas, Outdoor Skills Director
- Dylan Horne, Handicraft Director
- Jeff Mosher & Logan King, Commissioners

We have spots open for Counselors-in-Training (14-17 years old; unpaid) and maybe a paid youth position. Apply online.





DELETED SLIDES FOLLOW





PRE-CAMP INFO SESSION.

4/18 6:30PM

CLICK HERE TO ENTER



Link opens at 6:15 for Scoutmasters, Scouts, and Parents

Staff can join starting at 5:30pm for meeting (5:45 start)