

Camp John J. Barnhardt 2026 Program Guide



“Barnhardt Camp of Scoutcraft & Wizardry” Scouts, BSA & Venturing Resident Camp

Week 1: June 14th – 20th
Week 2: June 21st – 27th

Week 3: June 28th – July 4th
Week 4: July 5th - 11th



Find out more about Scouting and Central NC Council at
<http://www.centralncscouting.org/>.

Learn more at the Camp John J. Barnhardt website:
www.campjohnjbarnhardt.org

Follow us on Instagram: [@campbarnhardt](https://www.instagram.com/campbarnhardt)

Register as a unit online!

Questions about summer camp program (activity sessions, spirit events, campwide games, registration, etc.) or the Winter Camp can be directed to John Stogner at barnhardtprogram@gmail.com. Please contact J.P. Grillo (Camp Director, jon.grillo@scouting.org) for questions related to payments, camperships, health needs, or special dietary requests.

2026's "Barnhardt Camp of Scoutcraft & Wizardry"

Camp John J. Barnhardt is known across the Carolinas for its quality merit badge instruction. Scouts receive personal attention since badges are capped at 12 or fewer scouts. We've also got state-of-the-art facilities with a pool, two lakes, the tallest Scout tower in the state, twin 525-foot long ziplines, ATVs, waterskiing, and a Cowboy Action Shoot range... but what really sets us apart is our themes and special campwide events!



As Camp Barnhardt approaches its 60th Anniversary summer, we've been reminded of the legend of a dark wizard destined to conquer North Carolina's Uwharrie region before the camp finishes celebrating its diamond anniversary. Many details have been forgotten over time as most believed his attack was simply a myth created to scare campers... but the omens are clear: Barnhardt will face a mystical attack during the 2026 summer. We'll need all able Scouts and troops to assist in returning the dark wizard to his own realm and saving camp!

To assist you in saving our camp from the dark wizard, we've designed the 2026 program to train young campers in the ways of scoutcraft and wizardry. We'll spend the early portions of the week learning from the tales of powerful past wizards and witches like Merlin, Potter, and Oz. After a series of trials and competitions, you'll become a cunning spellcaster, a masterful alchemist, and a daring explorer of arcane arts ready to battle the dark wizard. So, ready your wands, consult your spellbooks, and prepare for an unforgettable journey!

We'll group 2-4 troops into a great Wizardry House so they can compete as a team against the other houses. We'll pair newer troops with our experienced groups so they have allies to guide them on their first Barnhardt journey. Will our magical sorting hat lead you to be one of the Loyal Lions or a Brave Badger? This format allows for the biggest of competitions; plus, you'll make new friends as you compete over the Stogworts House Cup!

You'll see our creative schedule allows Scouts to earn up to 6 (sometimes 7) merit badges and still participate in all the campwide games and evening activities. This year, we've added 9 new badges: Citizenship in the Community, Crime Prevention, Dog Care, Fire Safety, Game Design, Multisport, Pets, Pioneering, and Reptile Study. Of course, we're offering Chemistry to help you with potions and keeping adventurous options like ATV, Mountain Bikes, COPE, Waterskiing, and Cowboy Action Shooting. For adults, we offer IOLS, CPR, and Level 1 Tower.

We hope you'll make Camp Barnhardt your summer home!

In Scouting,

John Stogner, Volunteer Program Director

barnhardtprogram@gmail.com or 919-357-6836



Merit Badge and Activity Program

Our schedule includes both full week and partial week classes (some meeting Monday through Wednesday and others offered on Thursday and Friday). This will enable the aspiring Eagle Scout to earn 6 merit badges if they choose (7 if they participate in our evening offerings). Those marked with a 2 are week-long/two session activities. See the appendix for times. Registration for activities opens on February 8. Each session is capped at 12 Scouts to make sure each youth gets the personal attention they need to complete the badge! **New badges for 2026 are in italics.*

Activities

Aquatics: Canoeing, Kayaking, Lifesaving,² Motorboating, Paddleboarding, Rowing, Small Boat Sailing,² Swimming² and Waterskiing²

Eagles Nest: Animation, *Citizenship in the Community*, Citizenship in the Nation, Citizenship in Society, Citizenship in the World, Communications, *Crime Prevention*, *Dog Care*, *Pets*, Personal Management, Photography, Scouting Heritage, and Traffic Safety.

Ecology: Archaeology, Astronomy, Chemistry, Environmental Science, Fish & Wildlife, Landscape Architecture, Mammal Study, Mining, Nature, *Reptile Study*, and Weather

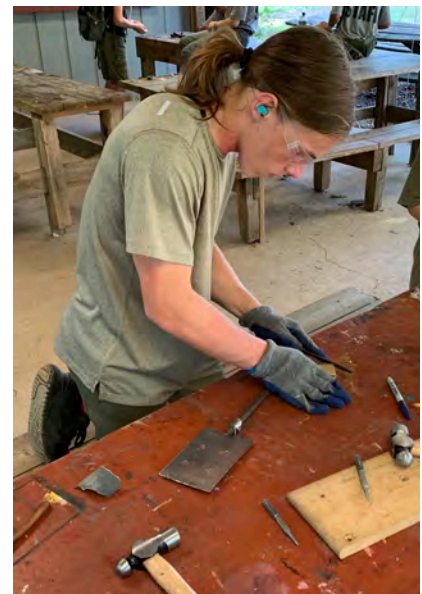
Handicraft: Art, Chess, Electronics, *Game Design*, Leatherwork, Metalwork, Woodcarving, Woodworking

High Adventure: Climbing,² COPE,² Cycling,² *Multisport*, ATVs,² and ATV Trail Rides.

Outdoor Skills: Backpacking, Orienteering, Camping, Cooking,² Golf (disc golf option), Emergency Preparedness, Exploration, *Fire Safety*, First Aid, Fishing, *Hiking*, Orienteering, Personal Fitness, *Pioneering*, Signs, Signals, and Codes, Wilderness Survival

Shooting Sports: Archery, Cowboy Action Shoot, Rifle Shooting, Shotgun Shooting, Tomahawks

For Leaders: Scoutmaster/ ASM Fundamentals, Introduction to Outdoor Leadership Skills, Safety Afloat, Safe Swim Defense, Cowboy Action Shoot, Level 1 Tower Certification, CPR.



NightHawks First-year Camper Program

Camp Barnhardt is home to the South's premier first-year camper program. It is an excellent introduction to summer camp and the Scouting program for those that have been in your troop for less than six months. It is a fun, week-long, full day experience in a relaxed environment.

The program will show Scouts many of the exciting opportunities scouting offers and give them a better understanding of Scouting. The program follows the troop structure and patrol method. All scouts are placed into patrols which work together to learn Scouting basics, complete a good deal of Tenderfoot, Second Class and First Class advancement, compete in games and challenges, earn the Tot'n chip and Firem'n chit, and either learn to swim or progress towards Swimming merit badge.



NightHawks should come prepared daily with a water bottle, swimsuit, and towel. We encourage leaders to review skills daily with their troop members that are participating in Nighthawks. Note that we typically have a 1:6 staff to camper ratio in this area so that Scouts get excellent hands-on instruction!

All-Terrain Vehicles (ATVs) and Mountain Bikes



Camp Barnhardt will offer 3 ATV safety classes per week. Participants will get to explore the trails around the outskirts of camp, develop an understanding of ATV safety, and learn some basic maintenance skills. Bring boots, long pants, a long sleeve shirt! Only scouts over the age of 14 are allowed on ATVs (Cost = \$50). Scouts must complete an online course before camp (www.ATVsafety.org/atv-e). Those that have completed the course in the past can sign up for trail rides! (the class includes a trail ride)

We also offer a mountain biking class using our new state of the art mountain bikes. We have all the equipment scouts (or adults) need to participate!

“Stogworts House Cup”

Want to show that you're a top unit at Camp Barnhardt and best other troops? Compete with the other troops in your house to win points. Thursday's event carries the most points, but great spirit throughout the week, completing responsibilities, and participation in other activities matter. Here are some ways you can earn points for the Stogworts House Cup. *Details about point values will be posted on the daily newsletter and the Staff ASPL will track each house's points via a Dining Hall scoreboard system inspired by a wizardly book series.*



- Daily challenges: more spirit/prep earns more points!
- Build a campsite gateway tied to the theme
- Arriving on time for flags each day
- Riding a broomstick everywhere you go all day
- Campsite inspection scores
- Completing a service project
- Cleaning the bathhouse when assigned
- Attending the Senior Patrol Leader Meetings
- Doing skit for Friday's campfire
- Participating in events like the Cooking Competition, the Yule Ball, the Sorcerer's Last Stand
- Winning events like those mentioned above
- Scoutmasters assisting with field trips/ activities.

The Jack Legacy Awards

In 2023, we implemented a special program in honor of our former Camp Director, Jack Kepley. We awarded three special patches that used logos and themes from the camps he led. Scouts and Leaders earned these awards by participating in a variety of activities, earning badges that he taught, and offering service. The “Jack Awards” are now a camp tradition!

We'll offer a two-piece patch set in 2026. The first will take some effort, but we hope to see most Scouts and Leaders earn this one (it will be alternate color of the bowtie shape (right).

The second (diamond-shaped) will build on the first and require a bit more dedication. Those completing it will have a nice larger patch that recognizes how involved they were with camp program!



See <https://www.campjohnjbarnhardt.org/jack> for more detail and past requirements.

Sunday Events

Check-in: Before leaving for camp, troops should pack as much of their gear into one vehicle as possible as only one vehicle will be allowed into camp at a time. Check-in will begin in the parking lot where you will meet your Campsite Commissioner. Troops arriving before 2pm may have to wait in the parking lot until check-in begins. Your commissioner will guide you through check-in. To expedite the process, have your medical forms and medications with you. Be prepared to quickly line up in alphabetical order when you get to the health check-in station. Your troop should travel in uniform, but have swimwear easily accessible so you can quickly get to swim checks. The staff will guide you through everything else on Sunday!

Sunday Schedule

2:00pm	Check In Begins
6:00pm	Flag Ceremony (Dinner served for Adults)
6:15pm	Dinner for Scouts
6:45pm	Scoutmaster Meeting
7:10pm	Chapel
7:30pm	Campfire
8:15pm	SPL Meeting



Leader's Meetings: At least one Scoutmaster should attend the leader's meeting in the OA Lodge. These leaders should eat before the Scouts (during flag lowering) to make the meeting on time. The SPL should lead the troop to chapel since the Scoutmaster meeting will overlap with it. An SPL meeting will run after the campfire in the Lone Scout Building.

Chapel and Campfire: Join us for our worship service in Camp Barnhardt's beautiful chapel followed by an exciting Wizard-themed program in the new campfire circle! Feel free to wear your wizarding gear to campfire rather than your uniform. Note that golf carts should arrive at the chapel or campfire before their start time and leave only after the end as their tires on noisy gravel can become a distraction.

Rules and Policies: Rather than filling up this guide with all of the rules and policies that are needed to govern a camp (such as no tobacco, no pets, what training is required to bring a golf cart, etc.), we've posted them all online on our new website ([click here for policy page](#)). It's got drop down panels that will make it easy to find the information you need!

If your troop has a long drive and would like to arrive on Saturday afternoon/evening, this is an option, but your troop would need to make food arrangements for all meals before Sunday dinner. Please make arrangements by emailing both barnhardtprogram@gmail.com and jon.grillo@scouting.org.



“Merlin Monday” Events



Daily Schedule:

6:45am	Reveille
7:00am	Staff Meeting
7:15am	Flag Assembly
7:20am	Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
11:45-1pm	Lunch and Drill
1:00pm	SPL Meeting (Lone Scout)
1:30pm	3rd MB Session
3:15-5:15pm	Open Recreation Time
6:00pm	Flag Assembly
6:10pm	Dinner
7:15pm	Evening Events
10:30pm	Taps

Spirit Challenge: We'll start our wizardly week with the one that started it all: Myrddin Wyllt, who would later be referred to as Merlin. Show off your troop spirit by crafting one or more intricately designed magical implements fit for a magician like Merlin (powerful staffs or wands). Remember, that we never want to just hear “present” at roll call. Be funny with your response, tying today's to Merlin, Camelot, and King Arthur.

Drill: Consistent with regulations, a surprise drill will be held on Monday. Troops are responsible for alerting the office when all Scouts in the campsite.

Simultaneous Evening Events:

Vortigern's Tower: Use engineering skills to save the last dragon egg from being destroyed while the red and white dragons battle at the tower's base.

Scouting Stonehenge: Since Merlin transported the monoliths to build Stonehenge, we'll use Scouting magic to build our own!

Sealing the Sword in Stone: You've heard how Arthur's claim to the throne was tied to removing Excalibur from a rock, but how did Merlin place it so only he could retrieve it?

Introduction to Potions: Morgan Le Fay has poisoned King Arthur. Work with your teammates to obtain the ingredients needed to brew an antidote for the magical poison.

Bonus Badges: Drop-in badges like Traffic Safety and Animation.

Aquatic training: Scouts can work aquatic requirements for 1st and 2nd class.



“Transfiguration Tuesday” Events



Daily Schedule:

6:45am	Reveille
7:00am	Staff Meeting
7:15am	Flag Assembly
7:20am	Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
11:45-1pm	Lunch
1:30pm	3rd MB Session
3:15-5:15pm	Open Recreation Time
3:30pm	Fishing Tournament
6:00pm	Flag Assembly
6:10pm	Dinner
7:15pm	Cooking Competition
7:15pm	Quadball
8:45pm	Movie Night
10:30pm	Taps

Spirit Challenge: We’ll learn from the witches and wizards of Hogwarts on Tuesday, so wear your related gear and equipment for flags to earn spirit points. The troop wearing the tallest sorting hat will definitely earn a bonus point. Cast your favorite Potter spells when your troop’s number is called during roll.

A Feast Fit for the Great Hall: For the cooking contest this year, we challenge you to hold your own “Start-of-Term Feast,” “Hallowe'en Feast,” or other Hogwarts-inspired meal in your campsite on Tuesday. Anything witchy or wizardry, from treacle tarts to “poisoned” apples will work. Two or three elder wizards will visit your site to judge. We’ll give points for presentation, so don’t forget your floating candles... but taste matters. Our judges will make multiple trips around camp so you can plan for your dish to be ready anytime between 7:15 and 8:45. As always, separate awards will be given for scouts and adult entries.

Quadball: Teams of seven ride broomsticks across a field aiming to earn points by throwing the quadball into one of three hoops or catching a flag runner to end the game. Learn more about the game inspired by “quidditch,” a magical game introduced in the Harry Potter series.

Wizard’s Chess: Learn to play our wizardly variant of chess against other Scouts!

Movie Night: You can head to the dining hall to catch a show on Tuesday night—any guesses what it will be?



“Wicked Wednesday” Events

Daily Schedule:

6:45am	Reveille
7:00am	Staff Meeting
7:15am	Flag Assembly
7:20am	Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
11:45-1pm	Lunch
1:00 pm	SPL Meeting
1:30pm	3rd MB Session
3:15-5:15pm	Open Recreation
6:00pm	Flag Assembly
6:10pm	Dinner
7:15pm	Triathlon, Flying Monkeys
8:00pm	Yule Ball



Spirit Challenge: You’re not in Kansas anymore! On Wednesday, we’ll tie our spirit challenges to The Wizard of Oz, Elphaba the Wicked Witch of the West, and Glinda the Good Witch. Come in costume or create something related to their adventures to earn points. Feel free to sing your response to roll call if the spirit moves you! No throwing water on the staff to make them melt... but cowardly lions are okay!

Multisport Triathlon: For Scouts working on the Multisport Triathlon and those that just want a challenge, we’ll run a triathlon long enough to satisfy Requirement 7. Go fast enough and you’ll have time to zip or watch the ball afterwards! For this to count for the badge, Scouts must have attended the precamp zoom and recorded their month-long training program.



Flying Monkeys and Witches on Broomsticks: Want a picture or video that you’ll look back on for years? On Wednesday evening, we’ll allow ziplining while flying on a broom or wearing a monkey costume so you can reenact your favorite scenes from wizardly movies. Note that costumes must allow for harnesses to fit appropriately and not cause any safety risk (as determined by staff).

Yule Ball: We’ll take a break from our wizardly tournament to relax in the great hall and dance. Of course, to make it a real ball, there should be great entertainment-- that’s where your Wizardly Houses come in. Think of it as “Witches Got Talent.” Each house will have 15 minutes where they can perform any spells, talents, or musical acts they’ve prepared. They’ll get to control the music and dancing for whatever is left of their 15-minute segment of the ball! The Yule Ball will be held at the main pavilion so we can watch the costumed flyers as we party!

“Time Travel Thursday” Events

Daily Schedule:

6:45am	Reveille
7:00am	Staff Meeting
7:15am	Flag Assembly
7:20am	Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
11:45-1pm	Lunch
1:30pm	3rd MB Session
3:15-5:40pm	The Sorcerer’s Last Stand
6:00pm	Flag Assembly
6:10pm	Dinner
7:10pm	The Sorcerer’s Last Stand



Spirit Challenge: Thursday’s spirit challenge has two parts: First, show up in a shirt the color of your troop’s Wizarding House. Second, have at least one troop member dressed and prepared for the 1960s when Camp Barnhardt was opened! We’ll battle the dark wizard later—you can have fun at morning flags with tie-dyes, bellbottoms, Beatles haircuts, polka dots, and such. Be creative with this and earn bonus points!

The Sorcerer’s Last Stand: The Dark Wizard was set to fulfill his prophesized destruction of the Uwharries, but once he noticed your preparations, he had to create a fallback plan. He decided that with the week’s training and modern technology that our Scoutly Sorcerers were just too strong! He plans to go back in time to initiate his evil plans. We must stop him. We’ll travel back to the 1960s to foil his plans. We’ll use long lost Scout skills to destroy 6 horcruxes to prevent him from traveling through time again. Then, we’ll need to endure mystical trials to win 6 powerful artifacts (like Dr. Strange’s cloak) that can be used to imprison the dark wizard. You’ll spend the afternoon gathering the horcruxes and artifacts. After dinner, you’ll find any remaining items and track him to his forest sanctum. The battle will end only after the sun has fallen and you’ve used the items and your final spell to save Barnhardt.



Remember he’s a master of wizardry—he’ll likely cast spells that keep matches from working, things powered by batteries/ electricity from working, and even prevent you from using the English language to shout to distant teammates (hint: learn Morse code). You won’t need a boat, but it would be helpful in acquiring some of the artifacts if you created loud homemade musical instruments and had ways to retrieve mystical objects from outside of spellbound areas (magnets, nets, grappling hooks, etc.).

Since we’re traveling through time to the 1960s, you won’t be able to use any modern technology to communicate or find your way; things that weren’t allowed when camp opened (bikes) can’t be used!

“Thank Gandalf It’s Friday” Events

Daily Schedule:

6:45am	Reveille
7:00am	Staff Meeting
7:15am	Flag Assembly
7:20am	Breakfast
8:30am	1st MB Session
10:15am	2nd MB Session
11:45-1pm	Lunch
1:00pm	SPL Meeting
1:30pm	3rd MB Session
3:15pm-5:15pm	Open Recreation Time
3:15pm	Disc Golf Tournament
6:10-7:00	Dinner
7:00pm	Flag Assembly
7:15pm	Chapel, Campfire, OA Callout
10:30pm	Taps



Spirit Challenge: We conclude our spirit challenges with Middle Earth’s great wizard: Gandalf. Come to flags dressed as the Grey Wizard, answer roll call by battling the Balrog in the Mines of Moria, or doing something else as a tribute!

Disc Golf Tournament: Join us for the Barnhardt Open! We’ll run a disc golf tournament for scouts to show how well they can play the course. Lowest score wins.



Family Day/Night: Families come in as early as 3:15pm. Open recreation time will continue as usual so parents can see scouts climbing, shooting, swimming, and such. Families can bring the scouts food and eat in the campsites or troops can buy extra meals via the trading post and invite families to eat in the dining hall.

Be part of the Campfire! Our closing campfire involves your participation. Your SPL needs to let us know your skit’s title at one of the SPL meetings to participate. Make it Wizardly-themed if you can! An Order of the Arrow call-out ceremony will conclude the campfire. If your troop needs to host an election or have a scout called-out, please contact itibaplodgeadviser@gmail.com before camp begins.

Early Checkout: Troops leaving early can schedule a checkout with the Quartermaster.

Senior Patrol Leader Conference

Camp Barnhardt emphasizes youth leadership more than most summer camps. Information about camp activities, competitions, and the like goes directly to the troop's youth leaders from leaders of the youth staff in daily meetings. We learn from their critiques and suggestions and much of their advice informed the program we have designed for 2026. We heard several SPLs during summer camp ask that we better reach them before camp so they can actively lead their troop's preparation. To help SPLs and give them an opportunity to offer feedback on our 2026 program when there is still time to make adjustments, we're hosting a SPL Meeting in late December. Troops may (this is not mandatory) send a youth representative to meet with the adult and youth staff leadership on December 29th (during Winter Camp). This should help inform their plans for troop meetings and getting their scouts ready for all the events that are part of the 2026 summer camp program.

Pre-Camp Swim Assessments

Troops can complete their swim assessments prior to camp. This can make your check-in a breeze since you'd get to skip the most lengthy part of the process. A form is available online. If you plan to conduct pre-camp swim classification checks for your troop, we suggest that you contact our Aquatics Director in advance at BarnhardtAquatics@gmail.com to ensure your assessments the facility and aquatic personnel doing the assessments meet BSA standards. The Aquatic Director will likely "spot check" around 10-20% of your unit unless he can preapprove the facility/aquatic personnel.

A note about "Prerequisites"

We are often asked if our scouts should try to complete requirements before camp or do "prerequisites." The only "prerequisites" we have are those dealing with age or swimming ability. Some badges do have requirements that will need to be done outside of camp (like those that require work with the family for Family Life), but they can be done before or after camp. We haven't offered anything that scouts can't finish after camp with a little time or work with their families.

Activity/ Merit Badge Registration Instructions

- Allow Scouts to determine what Merit Badges they want to take in advance (we recommend no more than two Eagle badges per Scout).
- Badge registration opens on February 8. To register for badges, your troop must have paid the deposit of \$150 per youth attending camp.
- A leader should sign up Scouts for those badges/ activities online (this is often easier to do at a troop meeting when scouts are present so they can select an alternative if their first choice is full; just bring a laptop and register them while they can confirm selections).
- Contact the Central N.C Council Office at with any registration questions.

Final Pre-Camp Meeting

As we've done in past years, we invite Scoutmasters and Senior Patrol Leaders to a zoom meeting before the start of camp to ask final questions and go over the camp program. This year, we have planned the meeting for 7:30 on Tuesday, June 2nd. It's helpful for each unit to have adult and SPL representative. A link will be sent to registered units.

Barnhardt Recruiter Program

If your troop attended camp in 2024 and someone from your troop helps recruit another unit/convince them to try Barnhardt's summer camp, then we've got special Barnhardt merchandise for you. To claim your Barnhardt web belts, just email barnhardtprogram@gmail.com (fine print: The unit you recruit needs to be a "new unit" in that they did not attend Barnhardt's summer camp 2023-25. Your troop will get one of the Barnhardt belts for every person attending camp in the unit[s] you were responsible for recruiting. Each new unit can only list one unit as the one recruiting them).

Barnhardt Staff Alumni Association

Did you work at Camp Barnhardt in the past? Do you miss contributing to the program? We've decided to start a Barnhardt Alumni Association in order to keep in touch with those of you that served Camp Barnhardt in the past. We'll send out the occasional email to keep you informed about what the staff is doing. We also hope to use our database to recruit volunteers for camp programs. To join the Barnhardt Alumni Association, signup at <https://www.campjohnbarnhardt.org/campstaff>



Interested in joining the Barnhardt Staff team?

Remember that scouts 14 or 15 years old can serve as Counselors in Training, scouts 15 years old or older can work on paid staff, and we also have the need for numerous adult staff and volunteers (short and long-term). For all positions, applications can be found at <https://www.campjohnbarnhardt.org/campstaff>



Camp John J. Barnhardt- 8:30 am Activities

	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics (Pool)	Swimming (must pass Swim Test)				
	Lifesaving (must have earned Swimming and pass Swim Test)				
Aquatics (Waterfront)	Waterskiing (\$40, 8:30-11:45am)			Waterskiing (\$40, 8:30-11:45am)	
	Canoeing (must pass Swim Test)			Kayaking (must pass Swim Test)	
				Motorboating (\$10; must pass Swim Test)	
Eagle's Nest (Lone Scout)	Citizenship in the Nation			Photography (bring camera or phone)	
	Communications			Citizenship in the Community	
	SM/ASM Fundamentals; IOLS (Adults) Monday only, all day				
Ecology	Environmental Science			Mining in Society	
	Fish and Wildlife			Nature	
Handicraft	Metalwork (\$10)			Leatherwork (\$10)	
	Electronics (\$5)			Woodcarving (\$10)	
	Woodworking (\$10)				
High Adventure	ATV (\$50; Min. Age = 14; Boots, pants, & long sleeves req.)			ATV (\$50; Min. Age = 14; 8:30-12pm)	
	Climbing (8:30-11:45am)			Climbing (8:30-11:45am)	
	Adult Level 1 Tower Certification			Cycling/ Mountain Biking (8:30-11:45am)	
	Multisport				
NightHawks	NightHawks First Year Camper Program (all day; \$10)				
Outdoor Skills	Cooking				
	Emergency Preparedness			Camping	
	Wilderness Survival			Personal Fitness	
	First Aid			Signs, Signals, & Codes	
Shooting Sports	Archery (\$5; Minimum Age = 11)			Tomahawk Throwing (\$5)	
	Rifle Shooting (\$25; Minimum Age = 12)			Cowboy Action Shoot (\$30; 8:30-11am)	
	Shotgun Shooting (\$25; Minimum Age = 13)				

Camp John J. Barnhardt 10:15 am Activities

	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics (Pool)	Instructional Swim (Training for Non-Swimmers, Beginners, and NightHawks)				
Aquatics (Waterfront)	Rowing (must pass Swim Test)			Motorboating (\$10; must pass Swim Test)	
	Canoeing (must pass Swim Test)			Kayaking (must pass Swim Test)	
	Waterskiing (Continued from A block)			Waterskiing (Continued from D block)	
Eagle's Nest (Lone Scout)	Crime Prevention and Fingerprinting			Scouting Heritage	
	Pets and Dog Care			Photography	
Ecology	Astronomy			Archaeology	
	Reptile Study			Nature	
Handicraft	Woodworking (\$10)			Art	
	Game Design (\$10)			Chess	
	Metalwork (\$10)				
High Adventure	Climbing (Cont. from A Block)			Climbing (Cont. from D Block)	
	Adult Level 1 Tower Certification (Starts Tues.; Cont. from A Block)				
	ATV (\$50; Min. Age = 14; Boots, pants, & long sleeves req.)			ATV (continued from "D Block")	
	Multisport			Cycling (continued from "D Block")	
NightHawks	NightHawks First Year Camper Program (all day; \$10)				
Outdoor Skills	Cooking (\$20)				
	Wilderness Survival			Backpacking	
	Search and Rescue			Fire Safety	
	First Aid			Athletics	
Shooting Sports	Archery (\$5; Minimum Age = 11)			Tomahawk Throwing (\$5)	
	Rifle Shooting (\$25; Minimum Age = 12)			Cowboy Action Shoot (\$30; 8:30-11am)	
	Shotgun Shooting (\$25; Minimum Age = 13)				

*This is a draft of the final schedule. Badge times may shift slightly until the final publication date of 1/1/2025

Camp John J. Barnhardt 1:45 pm Activities

	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics (Pool)	Swimming (must pass Swim Test)				
Aquatics (Waterfront)	Canoeing (must pass Swim Test)			Motorboating (\$10, must pass Swim Test)	
	Sailing (must pass Swim Test)			Sailing (must pass Swim Test)	
	Paddleboarding (must pass Swim Test)			Paddleboarding (must pass Swim Test)	
	Scoutmaster Aquatic Certifications (Swim & Water Rescue and Paddlecraft Safety)				
Eagle's Nest (Lone Scout)	Citizenship in Society				Traffic Safety
	Citizenship in the World			Personal Management (must be 12)	
Ecology	Environmental Science			Weather	
	Chemistry			Landscape Architecture	
Handicraft	Metalwork (\$10)			Woodcarving (\$10)	
	Electronics (\$10)			Leatherwork (\$10)	
	Game Design (\$10)				
High Adventure	COPE (Team building, low ropes course, zipline)				
	Golf (disc golf option; \$10)			Golf (disc golf option; \$10)	
				ATV Trail Ride(\$10, must have completed ATV)	
NightHawks	NightHawks First Year Camper Program (all day; \$10)				
Outdoor Skills	Chuckwagon Advanced Cooking (\$12)				
	Orienteering			Personal Fitness	
	Pioneering			Hiking	
	First Aid			Fishing	
Shooting Sports	Archery (\$5; Minimum Age = 11)			Tomahawk Throwing (\$5)	
	Rifle Shooting (\$25; Minimum Age = 12)				
	Shotgun Shooting (\$25; Minimum Age = 13)				

Badges like Animation, Mammals, & Traffic Safety will be offered during the afternoons/evenings. No advanced signup required for "drop-in" activities.

Note that afternoon sailing, disc-golf, and fishing sessions may extend into open recreational time.

Level 1 Tower certification also requires 3 hours of supervised practical experience during open recreational time on days of your choosing.