

2026 Winter Camp

Program Guide



“Blue Eggs and Clams”

Camp John J. Barnhardt

Dec. 27-30, 2026



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)

[Apply to join the staff online!](#)

Register as a unit online of email Barnhardtprogram.com

Scouts and Scoutmasters,

Camp Barnhardt will host our 9th Annual Winter Camp on December 27-30th. It's a great opportunity to test your cold weather camping skills, earn a couple of merit badges, ride ATVs, or even learn to be a staff member by taking the Counselor-in-Training course!

Since 2020, Camp Barnhardt's Winter Camp has been operated by the same staff that run summer programs. That means at Winter Camp you can expect the same hands-on instruction and quality training that Scouts receive in the summer. We have qualified merit badge counselors trained to deliver their material in an active, energetic fashion.

This year our theme is "Blue Eggs and Clams." Get ready for three evenings of whimsical challenges, colorful mysteries, and playful twists as you work with fellow campers to navigate a wonderland of outdoor fun! As always, there will be a Polar Plunge, which this year tasks brave swimmers with a unique turtle-stacking challenge in the frigid lake! We're also continuing our winter cooking competition, alongside our brand-new "Goat in a Coat" challenge game.

In addition to the camp-wide excitement, Scouts will have the opportunity to earn two to three merit badges during their stay. Our diverse program lineup features excellent choices like Psychology, Rifle Shooting, Climbing, Animation, First Aid, and Wilderness Survival, giving every Scout the perfect chance to advance their skills and try something new.

Just like during the summer, Camp Barnhardt offers small sessions so that each Scout gets the individual attention they deserve. Most merit badges have a capacity of 12 or fewer. The Merit Badge & Course Offering Schedule is posted on the website (see <https://www.campjohnjbarnhardt.org/wintercamp>)

We hope you'll come enjoy the cold and the company of other Scouts at Winter Camp!. All merit badges and other sessions are all scheduled on the 28th and 29th. Troops may arrive on the 28th or depart on the 29th if they do not want to stay all three nights. Please register as a unit rather than as individuals. Contact me if your troop needs more information!!

We are excited that you are here for 2026 Winter Camp! Let's have some fun!

In Scouting,

John M. Stogner

Volunteer Program Director

Winter Camp, At a Glance

When: December 27th- 30th

Where: Camp John J. Barnhardt; 44184 Cannon Road; New London, NC 28127

Cost: \$95 Youth, \$45 Adults (late costs are \$120 and \$70, respectively)

Contact: John Stogner, barnhardtprogram@gmail.com

Activity Options: Scouts can choose up to 3 of the 20 merit badge offerings or select ATV, a test lab badge or more!

Key Notes: Troops need to bring tents (camp tents will be taken down prior to Winter Camp); Dinner is not provided on the evening of check-in.



2026 Winter Camp Schedule

December 27th Schedule

- 4 pm Check-in opens at Montgomery Lodge
Troops may check-in anytime today or come before sessions start on the 28th.
- 6:30 pm Dinner (responsibility of troops)
- 8:30 pm Check-in ends for the evening; Games/Entertainment at Pavilion

December 28th Schedule

- 7:30 am Flag Raising
- 7:40 am Breakfast in the Dining Hall
- 8:30 am Merit Badges/ Activities (Session 1)
- 10:45am Merit Badge/ Activities (Session 2)
- 12:45 pm Lunch delivered to waterfront/ Polar plunge games
- 2:30 pm Merit Badge/ Activities (Session 3)
- 5:45 pm Flag Lowering
- 6:00 pm Dinner in the Dining Hall
- 7:00 pm Cooking Competition Judging begins
The judges will visit your campsite if you're participating. The theme for the event is "Blue Eggs and Clams," but you can get creative and do whatever you want! Two to three staff members will taste your entry, but you may want to make enough for your whole unit.
- 8:00 pm Campfire
Plan a Suessish skit with the rest of your troop/campsite.

December 29th Schedule

- 7:30 am Flag Raising
- 7:40 am Breakfast in the Dining Hall
- 8:30 am Merit Badges/ Activities (Session 1)
- 10:45am Merit Badge/ Activities (Session 2)
- 12:45 pm Lunch delivered to pavillion/ Goat in the Coat games
This event doesn't require any preparation, unless you want to come in costume based on the theme. Wear good shoes!
- 2:30 pm Merit Badge/ Activities (Session 3)
- 5:45 pm Flag Lowering
- 6:00 pm Dinner in the Dining Hall
- 7:00 pm Theme Activities around the Pavilion
These require no preparation on your part. Our Counselor-in-Training class will be developing some interesting challenges for you as part of their class!

December 30th Schedule

- 7:30 am Breakfast in the Dining Hall
- 8:30 am Cleaning and Checkout (advancement reports available online)



General Event Information

Note that all Camp Policies are posted online at www.campjohnjbarnhardt.org

Check-In Unit

Check-in will be from 4:00 pm until 8:30 pm on the evening of check-in at Montgomery Lodge. Please do not arrive early, there will be no one to check you in.

For the safety of Scouts walking through camp, only one vehicle per unit will be allowed beyond the yellow gates inside camp for gear drop off at a time. If a trailer is used, the trailer may be unhooked and parked in the campsite. No vehicles will be allowed to stay in the campsite (This will be strictly enforced). All other vehicles are to stay in the parking lots and any additional gear or Scouts will have to hike in. All late arriving adults and Scouts (including adults rotating in and out of camp) must check-in through Montgomery lodge. Golf carts are allowed only if there is a medical need (see online training and inspection requirements on the Camp Barnhardt Policies Webpage).

Check Out

Leaders and Scouts leaving early from camp must check-out through Montgomery Lodge. Scouts may not leave camp for any reason without the Scoutmaster or Advisor in charge of the unit signing him out to an approved adult. Unless other written information is presented at check-in, Scouts will only be released from camp to their parent or legal guardian.

All units must depart by 10:00 am on the last morning of the event. Some units may choose to leave after the final merit badge sessions. When ready for check-out, send a representative to Montgomery lodge so a commissioner can inspect your site. Units will receive their patches upon successful completion of their final site inspection.

Meals

Troops that arrive before dinner on check-in day are responsible for bringing or preparing that meal. All other meals for Winter Camp will be prepared by the Dining Hall staff as noted on the schedule. Food allergies/intolerances need to be reported in advance of camp via the online registration system to give the foodservice staff adequate opportunity to prepare alternate menus.

Visitors & Guests

Visitors and guests are not welcome unless listed on the Unit roster and have taken Youth Protection Training. The unit Scoutmaster in charge at Winter Camp is responsible for the behavior of all guests visiting their unit or its members. The Scoutmaster/ Advisor in charge is also responsible for ensuring that the unit's visitors and guests are aware of the camp's health and safety rules and procedures, and that they are followed. Visitors and guests are not permitted to spend the night.

Adult Leaders

All troops must ensure that they meet the BSA two-deep leadership requirement in camp at all times. BSA policy always requires at least two adult leaders be in camp; one must be 21 years or older. Leaders may rotate if necessary, but at least two adults must always be with the troop in camp. See Guide to Safe Scouting for clarification. You may share leadership with another troop assigned to your campsite. All campers must be a registered member of the Boy Scouts of America.

Campsites

As in the past, campsites will be assigned on space availability. There is a high probability that another troop or other troops, could be sharing the same campsite with you. Campers need to provide their own tents and cots. Sites will be assigned based on registration date and Troop size. Units should set up their campsite with their unit number, an American Flag, unit flag, and patrol flags. Duty rosters and schedules are to be posted in their site.

Uniform

Troops may require Scouts to wear the official Field Uniform (often referred to as a Class A uniform) as much as they wish. It is only expected at Camp John J. Barnhardt during flag lowering ceremonies, dinner meals, and chapel services. At all other times, an activity uniform (often referred to as Class B) consisting of a troop or camp T-shirt is recommended.

Trading Post

The Trading Post will be open before and after dinner meals on the two activity days.

Water and Bath Facilities

Drinking water will be available at the bathhouses. Units are encouraged to bring several 5-gallon containers for transporting water. Primary bathroom facilities and shower facilities are located near campsites 8 and 5 as well as at the pool.

Medical Matters

All Scouts and leaders must have an Annual Health and Medical Record form (Parts A & B) to show to the staff during camp check in. Scoutmasters will keep the Health and Medical form in safe place in the campsite. Any Scouts or Scouters showing up at camp without a medical form will need to fill one out. Parts A & B do not require a doctor. A copy of your insurance card will be required with the medical forms.

Prescription Medications

All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of the children. If medication requires refrigeration, please make sure your unit provides a means to do this. By law, medications must be in a container with a typed label from the pharmacy. Medications shall be given only in accordance with the label. Handwritten changes will not be accepted.

Medical Treatment

All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the Camp Director, Program Director or Camp Ranger. If necessary, the camp staff will contact emergency medical services and ambulance services using 911. Unit leaders are expected to control all medications within their units.

Emergency Procedures

Cannon Scout Reservation maintains emergency procedures to meet, and in some cases, exceed the standards set by the Boy Scouts of America. It is essential for everyone's safety that every member of your unit fully understands that these procedures exist - their life, your life, or someone else's life could depend on it. Please be sure to follow only instructions delivered by the staff chain of command. Likewise, if an emergency arises, or is brought to your attention, please notify the nearest staff member immediately so that we may launch the appropriate procedures. Do not attempt to resolve an emergency alone. Notify the nearest staff member. In the event that an emergency arises, an alarm will sound from the program administration building (Montgomery Lodge). When this alarm is heard, all units and participants are required to assemble on the field in front of the Montgomery Lodge, in Base Camp, and await further instruction.



Camp John J. Barnhardt Camping Policies

Note that all Camp Policies are posted online at www.campjohnjbarnhardt.org

Alcoholic Beverages & Drugs

Alcohol and illegal drugs are prohibited. All prescription drugs are kept and administered by an adult within the unit. (See the Prescription Medications section above.)

Cell Phone Policy & Electronic Devices

We request that Scouts not take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases, can be extremely dangerous. Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. Do not bring them into camp. If you permit them during travel to and from camp, please leave them in the vehicle during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine. Camp John J Barnhardt and the Central NC Council are not held responsible for any loss, theft or damage of these devices.

Fires, Stoves, Tents & Open Flames

Fires will be authorized depending on the status of State and City fire prohibitions in effect for the weekend of the event. All ground fires are permitted in the fire rings at each camp site. The staff will update units on the current fire policy at check-in. Units must post water buckets or a fire extinguisher in the fire area. Cutting of live trees, shrubs, or vegetation is prohibited. For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly. All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended.

Initiations, Hazing & Military Training

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the BSA.

Liquid Fuels

Adult leaders only may use stoves and lanterns requiring liquid fuel.

Money & Valuables

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that

expensive cameras, watches, and personal entertainment devices be left at home. Regardless, all items should be clearly marked, with the boy's name and unit number.

Pets

No pets are allowed in camp. Please ensure that anyone planning to visit your troop during the week is also aware of this rule. Please provide advanced notice of required service animals. Note that we cannot control the behavior of the local inhabitants of the vastly wooded property.

Restricted Areas

The following areas are off limits to all campers: The Ranger's home and maintenance areas, camp staff living areas, the kitchen and food storage areas (except for authorized volunteers) any program area where staff is not present.

Taps/Lights Out

A Scout is courteous. All Scouts should be in their designated campsites at 10:30 PM to wind-down the day's activities. Taps is at 11 PM. Unit leaders must ensure that fires and lanterns are out and that all their youth have retreated to their tents and are quiet.

Trash Disposal

Participants should practice Leave No Trace principles to the maximum extent practicable. If you packed it in - you pack it out! All units are expected to police their camping area and remove all trash to the dumpsters located behind the dining hall. Trash that will not fit in the dumpsters becomes the responsibility of the unit to remove from the campground. Do not pile trash next to the dumpsters. If the dumpsters are full at time of checkout then units MUST pack out their trash and dispose of it properly.

Vehicles in Camp

Since safety is our number one priority, vehicles are not permitted past the yellow gates in the main camp near Montgomery Hall unless authorized by the event staff for unit gear drop off. Any vehicle that is authorized to drive beyond the gates must remain on the main road. Absolutely no vehicles are permitted on grass or in campsites. Likewise, no vehicles authorized in camp may block the loading dock at the rear of the Dining Hall. Vehicle owners, and operators, who drive beyond the parking lot do so at their own risk. Central NC Council will not accept responsibility for any vehicle damage within camp. No other motorized vehicles (golf carts, etc.) will be allowed in camp at any time except for use by designated camp staff. If the need arises for a vehicle to be in camp, approval MUST first be obtained from the Director or Ranger.

Weapons, Knives, Full Axes, Fireworks, & Firearms

Camp John J. Barnhardt provides all necessary and appropriate equipment for our shooting programs. Personal firearms, ammunition, bows and arrows are not permitted in camp. Also, no water guns are permitted at camp. Pocket knives may be carried by adult leaders and any Scout who has earned the Totin' Chip or Whittling Chip. Fireworks & firearms of any kind are prohibited in camp.