

2024 PROGRAM GUIDE

SCOUTS BSA SUMMER CAMP



CAMP JAYHAWK
FALLEY SCOUT RESERVATION
JAYHAWK AREA COUNCIL • BSA



2024 PROGRAM HIGHLIGHTS

COWBOY ACTION AND ACTION ARCHERY

This program offers a fun and safe introduction to the cowboy action shooting with pistols, rifles, and shotguns. Campers 14 years of age or older can take part in a special experience with opportunities to shoot single-action .22-caliber pistols, lever action .22-caliber rifles, and 20-gauge shotguns.

The Ken Staab Action Archery Range provides a challenge for Scouts and Scouters to test their archery skills. The course takes participants into the wilderness to shoot at life size 3D animal targets.

TWO OUTPOST ADVENTURES

Two Outpost Adventures that take Scouts off Camp will be introduced this year. In the Boating Outpost Adventure Scouts will get the opportunity to take boats out onto Lake Perry during a normal Merit Badge time. In the Hiking Outpost Adventure, Scouts will get to take a short backpacking hike and overnight at the Military Trails around Lake Perry. See page 11 for more information.

STEAM PROGRAMS

The newest Program Area added to Camp Jayhawk, the FSR STEAM Lab provides Scouts hands-on introductions to STEAM fields through merit badges and competitions. The four Merit Badges being taught this year are Chess, Electricity, Engineering, and Photography.





TABLE OF CONTENTS

2024 Program Highlights..... 02
 Cowboy Action and Action Archery02
 Two Outpost Adventures.....02
 STEAM Programs.....02

Table of Contents 03
 Camp Contact Information03

Preparing for Camp 04
 Packing for Camp.....04
 Jayhawk Area Council Shooting Sports
 Waiver04

The Check-In Process 05
 In-Camp Process05

The Check-Out Process..... 06

Schedules 07
 Evening Schedule.....07
 Daytime Schedule.....07
 Friday Schedule.....08
 Activity Schedule.....09

MB Info and Prereqs..... 10

Specific Program Information11
 Boating Outpost Adventure11
 Hiking Outpost Adventure.....11
 FSR Conservation.....11
 Baden-Powell & Project First Class.....12

Additional Programs..... 13
 Totin’ Chip Class.....13
 All-Faiths Worship Service.....13
 Parade Grounds Activity Night.....13
 Order of the Arrow Cracker Barrel13
 All Camp Cracker Barrel.....13

Competitions 14
 The Lego® Bridge Competition14
 Cast Iron Chef Cooking Competition.....14
 FSR Chess Tournament.....14
 Cooking Competition Specifics15
 The Ironman Competition.....16
 Target and Range Sports Competitions ..16
 Orienteering Challenge.....16

Unit Awards 17
 The Golden Dustpan17
 Camp Honor Unit Award17
 Scout Leader Merit Badge17

Camp Map..... 18

CAMP CONTACT INFORMATION

Camp Office	Camp Director
Camp Season Only	Nathan Basaldua
785-876-2465	785-806-9980
	nathanbasaldua1@gmail.com
Camp Ranger	Staff Advisor
785-633-2847	Joe Blasko
	785-276-3346
	Joseph.Blasko@scouting.org

Camp Mailing Address

Scout’s Name
 Troop # & Campsite Name &
 Week Attending
 Falley Scout Reservation
 8602 Kingman RD Oskaloosa,
 KS 66066



PREPARING FOR CAMP

PACKING FOR CAMP

Scouts should Be Prepared when packing for camp. It is encouraged that Scouts include their name and Unit number on all personal belongings. Recommended packing lists for a week-long summer camp can be found in the Scouts BSA handbook or the Camp Jayhawk Resources and Forms by [clicking here](#). Scouts should communicate with their parents as to how much money they would like to bring for the Trading Post. Don't forget your water bottle.



JAYHAWK AREA COUNCIL SHOOTING SPORTS WAIVER

Any Scout who wants to participate in any Target and Range Sport activity will need to have a Jayhawk Area Council Shooting Sports Waiver signed by a parent/guardian on file at the Camp Office. These activities include Merit Badge sessions, open/free sessions, competitions (including the Ironman), Action Archery, and Cowboy Action.

The Jayhawk Area Council Shooting Sports Waiver can be downloaded from the Camp Jayhawk Resources and Forms or by [clicking here](#).





THE CHECK-IN PROCESS

Check-In on Sunday is 1:00 pm - 4:00 pm Central Time. A scheduled check-in time will be provided 2 weeks before your session by the Camp Director. This is to help with congestion and allow adequate time for the check-in process with your Unit. Any Unit arriving after 5:00 pm will be responsible for eating prior to arriving at camp. Enter camp through the main gate and continue into the parking lot. In the parking lot, staff members will greet you to begin your check-in process. The staff will direct you to where you can park your vehicle.

Program Director's Quick Tips:

When arriving at camp, it is best practice to have Scouts pack everything they need for their swim check (swimsuits, towel, change of clothes) in a day bag. This allows for campers to proceed directly to Swim Checks while Unit Leaders take the rest of Unit supplies to their campsites.

IN-CAMP PROCESS

- **Unit Check-in:** Camp Scoutmaster and Senior Patrol Leader proceed to the porch of the Welcome Center. Please have the following ready: Updated roster, Planned Early Departure Forms, Dietary Restrictions Form, unpaid registration fees, and BSA Health Forms. A Welcome Packet including maps, schedules, and other materials will be provided.
- **Campsite Host:** Staff members will lead your Unit through the day's events and perform daily visits. Their responsibilities include:
 - Ensuring that the Unit is prepared for programs and events at camp.
 - Helping build Unit spirit and enthusiasm.
 - Assisting with any day-to-day needs.
- **Medical Screening:** Please have a complete medical form ready for each youth and adult camping. This includes anyone staying overnight at any point during the week.
- **Unit Trailer:** Your Unit will receive a temporary permit for one vehicle with a trailer to take your Unit's gear to your campsite. Units will have a limited time to drop off their trailer and gear at their campsite and return their vehicle to the main parking lot. Vehicles are not allowed to stay in campsites without prior authorization from camp administration.
- **Unit Photograph:** Your Unit will then take a Unit photo that will be included in your check-out packet.
- **Swim Check:** While a leader takes your Unit's trailer to your campsite, everyone who will be attempting a swim check at camp will leave for the waterfront. If your Unit has completed pre-camp swim checks, please bring the Pre-Camp Swim Check Form with you (see the Camp Jayhawk Resources and Forms by [clicking here](#)). However, all campers are required to visit the Aquatics Program Area for the safety briefing and the distribution of wristbands. Any member of the camp aquatics staff can recheck any camper (youth or adult) at any time if they have a concern about that camper's swimming ability.
- **Wristbands:** Wristbands must be worn by campers (youth and adults) at all times during the week to signify they have been through the check-in process. If a camper loses their wristband, they can get a new one from the camp office.





THE CHECK-OUT PROCESS

Information regarding camp departure will be discussed at the Thursday and Friday Leader Meetings, including:

- Saturday morning, the Commissioner will deliver a light breakfast to your campsite.
- A campsite inspection will be conducted with your Campsite Host prior to your Unit leaving camp.
- The Camp Office will open at 6:00 AM. Medical packets are to be picked up from the Office just prior to your Unit leaving camp. Please remember to pick up any Scout medication if stored at the Health Lodge. All Units must depart camp by 11:00 AM.
- A list of completed merit badge requirements will be included in your Unit check-out packet. Area Directors will be available during check-out to answer any questions.

Program Director's Quick Tips:

Area directors will be bringing any projects, such as pottery, to the tables outside the Camp Office on Saturday Morning. Make sure to have Campers pick up any of their items before leaving camp. Lost and Found Items will also be outside the Office at this time. All unclaimed items will be disposed of at the end of the Camp Season.





SCHEDULES

DAYTIME SCHEDULE

Monday - Thursday Overview Schedule	
Start Time	End Time
6:45 AM	Wake Up
7:45 AM	Morning Flag Ceremony
8:00 AM	8:45 AM Breakfast
9:00 AM	11:30 AM Morning Program Activity *See MB Schedule
--9:00 AM	11:30 AM Daily Campsite Inspections
--9:15 AM	9:45 AM Leader Meeting -- Dining Hall Basement
12:00 PM	1:00 PM Lunch
1:00 PM	1:15 PM SPL Meeting -- Dining Hall Patio
1:15 PM	Dismissal to Afternoon Program
1:30 PM	4:00 PM Afternoon Program Activity
4:00 PM	Open Area *See Evening Schedule
5:45 PM	Evening Flag Ceremony
6:00 PM	7:00 PM Dinner
7:15 PM *	Evening Program *See Evening Schedule
10:30 PM	Lights Out

EVENING SCHEDULE

	4:00	5:00	5:30	5:45	6:00 - 7:00	7:15	8:00	8:30	9:00	10:00	
Sunday				Flags	Dinner		Opening Campfire				
Monday	Free Time Open Aquatics, Eco, Handicraft, Outdoor Skills, Shotgun (14+) Mile Swim Practice				Dinner	Open Swim, Open Boat					
						Action Archery					
						Lego Bridge Competition					
						Totin' Chip Class					
Tuesday	Mile Swim Practice	Cast Iron Chef Cook-Off		Cast Iron Chef & Cobbler Cook-off	Open Swim, Open Boat						
			Cowboy Action								
			Chess Competition								
			Rehearsal Campfire by appt.								
Wednesday	Free Time Open Aquatics, Eco, Handicraft, Outdoor Skills, Rifle Mile Swim Practice			Dinner	Branding Irons						
					Parade Grounds Activity Night		OA Callout				
					Interfaith Service	OA Cracker Barrel					
Thursday	Hiking Outpost Departs Camp			Dinner	Ironman Competition						
	Free Time Open Aquatics, Eco, Handicraft, Outdoor Skills, Archery			Leader Appreciation Dinner		Cracker Barrel in Parade Grounds					

Larger print friendly versions of all schedules can be downloaded at www.jayhawkcouncil.org/camping-outdoor-program/campjayhawk/





FRIDAY SCHEDULE

6:45 AM	Wake Up				
7:45 AM	Morning Flag Ceremony				
8:00 AM	Breakfast				
8:45 AM					
9:00 AM	Leader Meeting	MB Wrap Up *As needed	Mile Swim	Open Boating *After all Mile Swims are completed	Open Archery and Rifle
9:15 AM					
9:30 AM					
9:45 AM					
10:00 AM	Daily Campsite Assessments				
10:15 AM					
10:30 AM					
10:45 AM					
11:00 AM					
11:15 AM					
11:30 AM					
11:45 AM					
12:00 PM	Lunch				
1:00 PM	SPL Meeting				
1:15 PM	Campfire Skit Rehearsal *By appt	Open Handicraft	Open Swim, Water Carnival	Open Boating	Sulfur Shell, Silver Bullet, Golden Arrow Competitions
1:30 PM					
1:45 PM					
2:00 PM					
2:15 PM					
2:30 PM					
2:45 PM	Orienteering Challenge				Open Archery, Rifle, Shotgun
3:00 PM					
3:15 PM					
3:30 PM					
3:45 PM					
4:00 PM					
4:15 PM					
4:30 PM					
4:45 PM					
5:00 PM	Free Time				
5:15 PM					
5:30 PM					
5:45 PM	Evening Flag Ceremony				
6:00 PM	Dinner				
7:00 PM					
7:15 PM	Space Exploration Rocket Launch				
8:00 PM	Closing Campfire				
10:00 PM	Lights Out				



ACTIVITY SCHEDULE

	Area	Monday	Tuesday	Wednesday	Thursday
Morning (9:00 - 11:30)	Aquatics	Canoeing MB / Kayaking MB			
		Swimming MB		Lifesaving MB	
	Outdoor Skills	Baden Powell (Tenderfoot to First Class)			
		Pioneering MB *		Project First Class (must be 2nd class)	
	Ecology	Mammal Study MB/Insect Study MB		Astronomy / Space Exploration MB	
		Fishing MB			
	Conservation	FSR Conservation		Fish & Wildlife Management MB	
	TARS	Archery MB		Rifle Shooting MB	
Handicraft	Wood Carving MB		Woodwork MB		
	Sculpture MB		Leatherwork MB		
STEAM	Photography MB *		Electricity MB		
Afternoon (1:30 - 4:00)	Aquatics	Boating Outpost Adventure		Small Boat Sailing MB	
		Lifesaving MB		Swimming MB	
	Outdoor Skills	Emergency Preparedness MB *			
		Orienteering MB		Search and Rescue MB	
	Wilderness Survival MB				
	Ecology	Forestry MB		Geology MB	
				Oceanography MB	
	Conservation	Environmental Science MB			
TARS	Shotgun Shooting MB		Rifle Shooting MB		
Handicraft	Woodwork MB		Indian Lore MB		
	Pulp and Paper / Textile MB		Basketry MB		
STEAM	Chess MB		Engineering MB		

Key: **Bold = Eagle Required** * = Prerequisites (See Program Guide)



MB INFO AND PREREQS

Merit Badge	Location	Notes And Requirements Not Covered	Number of Sessions	Capacity / Session
Aquatics				
Canoeing/Kayaking	Boat Docks	Must be classified as a (blue) swimmer and have adequate physical strength	1	8
Small Boat Sailing		Must be classified as a (blue) swimmer and have adequate physical strength	1	8
Swimming	Swim Docks	Must be classified as a (blue) swimmer and have adequate physical strength	2	8
Lifesaving		Pre Req: 2.a, Scouts must have Swimming Merit Badge prior starting Lifesaving (This could be done at camp by taking Swimming Mon/Tues and Lifesaving Wed/Thurs)	2	8
Boating Outpost Adventure	Off Camp	Must 13 years of age and be classified as a (blue) swimmer and have adequate physical strength. See Program Guide for mor details.	1	10
NOTE: ALL Scouts must bring appropriate swimwear for ALL Aquatic Sessions				
Baden Powell				
Baden Powell	Outdoor Skills Area	(Tenderfoot to First Class) See Program Guide for details	1	30
Project First Class		(Must be 2nd Class) See Program Guide for details	1	10
Outdoor Skills				
Emergency Preparedness	Outdoor Skills Area	Req. 1, 2c, 7b, 8b, & 9 will not be completed at camp. 7a may not be completed.	1	8
Geocaching		Req. 7, 8, and 9 may not be completed at camp	1	8
Orienteering		Req. 10 will not be completed at camp.	1	8
Pioneering		It is recommended that Scouts be familiar with basic knots (square knot, clove hitch, etc)	1	8
Search and Rescue			1	8
Wilderness Survival		Req. 8 will not be completed as a group. Scouts are encouraged to build their shelter in their campsite and have the councilor provide feedback before they spend the night in their shelter	1	8
Target and Range Sports				
Archery	Archery Range	All Scouts participating in a Target and Range Sport must have a waiver signed by a parent/guardian	1	16
Rifle Shooting	Rifle Range		2	16
Shotgun Shooting	Shotgun Range	Must be at least 14 years of age and have a waiver signed by a parent/guardian.	1	8
Handicraft				
Basketry	Wingfoot Lodge		1	8
Leatherwork			1	8
Pulp and Paper / Textile			1	8
Sculpture			1	8
Wood Carving		Must have earned their Totin' Chip before starting MB	1	6
Woodwork		Must have earned their Totin' Chip before starting MB	2	6
Indian Lore	OA Lodge Building		1	8
Ecology				
Astronomy / Space Exploration	Ecology Lodge		1	8
Fishing		Bring personal fishing equipment Req. 9 & 10 may not be completed at camp	1	8
Geology			1	8
Forestry			1	8
Oceanography			1	8
Mammal Study / Insect		Insect Study - Req. 9 may not be completed at camp.	1	8
STEAM				
Chess	Dining Hall Basement		1	8
Electricity			1	8
Engineering			1	8
Photography			1	8
Conservation				
FSR Conservation	Conservation Area (Near Ecology)	Scouts must be at least 13 years old and have earned their Totin' Chip before camp. See Program Guide for Details	1	8
Environmental Science Fish & Wildlife			1	8



SPECIFIC PROGRAM INFORMATION

BOATING OUTPOST ADVENTURE

On Monday/Tuesday afternoon, Scouts will get the opportunity to go boating on Lake Perry. To participate, Scouts must be at least 13 years of age and have passed the BSA Swimmer Test as a Blue Swimmer. Prior knowledge in boating related Merit Badges is recommended.

HIKING OUTPOST ADVENTURE (THURSDAY TO FRIDAY OVERNIGHT)

After Thursday Merit Badges end for the evening, Scouts in the Hiking Outpost Adventure will get to go on a short backpacking trip along the Military Trails around Lake Perry. The hike will be about three miles with an overnight camp at the end. Scouts will cook their own dinner in their campsite and return to Camp Jayhawk Friday Morning.

At a minimum, Scouts will need the following gear:

- A backpacking backpack suitable for a single overnight
- Light weight sleeping bag, mattress, etc.
- A backpacking tent. (It is suggested to buddy up with another Scout and share a two-person tent)
- Mess Kit
- Comfortable hiking shoes

Review the Scouts BSA Handbook for more suggestions on how to prepare for a short backpacking trip.

FSR CONSERVATION

For two days Scouts will get a closer look at the ecology and nature of Camp Jayhawk and Falley Scout Reservation. Scouts will learn about the native (and non-native) plants and animals in Northeast Kansas and work on projects to maintain the FSR ecosystem.

The Scouts in the session will get to choose a conservation related project and work on the project as a group in their session. Examples of projects include: trail maintenance/building, inventorying plants/animals in a small area, building animal habitats (such as bat houses), or selected forest thinning. Scouts will also get to learn about other conservation programs and awards in Scouting.

Scouts must be at least 13 years old and have earned their Totin' Chip before camp. Scouts will need to bring long pants, a lightweight long sleeve shirt, and work gloves.



BADEN-POWELL & PROJECT FIRST CLASS

The Baden Powell Program and Project First Class are our first-year camper programs. The goal of these programs is to provide an enthusiastic program that teaches Scouts about Scouting, Falley Scout Reservation, and the skills required for ranks of Tenderfoot through First Class.



The two programs are similar since they are both designed for scouts who have been in Scouts BSA for less than one year, but there are a few differences. The Baden Powell Program is for Scouts who have not advanced as far in rank. It focuses on the rank requirements for Tenderfoot, Second Class, and First class that are best done in an outdoor setting. Project First Class only works on First Class requirements, again with emphasis on the requirements best done at summer camp. **A SCOUT DOES NOT NEED TO PARTICIPATE IN BOTH PROGRAMS.** The Baden Powell program also covers as many First Class requirements as time allows.

Baden-Powell said a Scout was not in full uniform without his stave. In honor of this idea, Scouts in both programs will receive a walking stick at the start of the course. On this stave there will be a lanyard for beads to signify a Scout has learned the skills taught in that day's activities. To earn a bead, the Scout must demonstrate the skill to

one of the Baden Powell/Project First Class Staff members while at camp. Beads can also be earned for various rank requirements, Scouting History knowledge, showing great Scout Spirit, or various other activities. For example, to earn your first Knots bead, a Scout must tie the Square Knot, Two Half Hitches, and Taut-Line.

The schedule of the Baden Powell and Project First Class programs is reviewed each year, but potential requirements covered are a priority are listed below.

	Covered in Baden Powell			Both Programs
	Scout	Tenderfoot	Second Class	First Class
Priority	1, 2, 3, 4	3, 4a-c, 5a-b,	2c, 2f-g, 3a, 3d, 5c-d	3a-d, 6e
If time allows	5	4d, 7a	1b, 2a-b, 4, 8b	4b, 6c, 6d

Another opportunity available at camp is the Orienteering Challenge on Friday. This competition will satisfy the orienteering requirement for First Class (4a).

While Scouts are encouraged to bring their handbooks, staff will NOT be signing off requirements. At the end of the week, a report of the requirements covered will be included in the Unit's check-out packet for the Unit to decide if a Scout has completed a requirement.



ADDITIONAL PROGRAMS

TOTIN' CHIP CLASS (MONDAY EVENING)

Monday night, all Scouts have an opportunity to earn their Totin' Chip. This program will be offered in the area in front of Mabee Dining Hall shortly after dinner. No sign-up is necessary to participate. Totin' Chip cards will be provided to Scoutmasters at the following Leader Meeting. The Totin' Chip card is a prerequisite for some Handicraft Merit Badges and must be presented for a Scout to purchase a pocketknife in the Trading Post.



ALL-FAITHS WORSHIP SERVICE

Shortly after dinner on Wednesday, everyone is invited to attend the All-Faiths Worship Service at the All-Faiths chapel south of the parking lot.

(WEDNESDAY EVENING)

PARADE GROUNDS ACTIVITY NIGHT

After the All-Faith's worship service, EVERYONE is invited to the activities hosted by our Order of the Arrow lodge in the Parade Grounds. Open to all, Dzie-Hauk Tonga Lodge will teach you about Native-American Culture through our Drum and Dance Team. They will also have tomahawk throwing near Wingfoot Lodge.

(WEDNESDAY EVENING)

Also at this time, you can get a mug or personal item branded with the FSR Brand or Jayhawk Brand near the Office. If you have a branding mug, bring it! But if you don't, mugs will be available in the Trading Post.

ORDER OF THE ARROW CRACKER BARREL

Once you have finished with your duties with your Unit for the Cast Iron Chef, all Arrowmen are invited to join the Lodge in the Dining Hall for fellowship and a cracker barrel.

(WEDNESDAY EVENING)

ALL CAMP CRACKER BARREL

After the Ironman, everyone is invited to the Parade Grounds to enjoy a camp-wide cracker barrel.

(THURSDAY EVENING)



COMPETITIONS

THE LEGO® BRIDGE COMPETITION

(MONDAY EVENING)

Teams of up to four Scouts will build a bridge that spans a gap between two tables. Weight will be added to the middle of the bridges to determine which is the strongest.

CAST IRON CHEF COOKING COMPETITION

(TUESDAY AFTERNOON)

On Tuesday night, all Units are invited to the open area in front of the Mabee Dining Hall for a camp-wide cook-off competition. Your Unit will prepare a main dish and dessert to feed yourselves and your campsite hosts (staff members). The kitchen will provide the basic ingredients needed to feed your Unit and your guests. See the 2023 Cooking Competition Specifics section for the list of ingredients.

Judging of your Unit's dinner and dessert entries will be based on the following:

- Did your Unit incorporate the main items provided by the kitchen?
- Was your Unit's meal prepared by the Scouts?
- Uniqueness
- Presentation
- Taste
- Scout Spirit during the preparation process.



Beyond the provided ingredients, your Unit is free to add your own secret spices or ingredients. If your Unit chooses to include other ingredients, the storage of those items is the responsibility of your Unit and Quartermaster. FSR does not have enough storage space for every Unit's cold items and asks that Units make alternative arrangements for cold food storage. If this is an issue for your Unit, contact the Camp Director at least two weeks before your Unit's arrival to camp.

FSR will provide charcoal and a burn barrel. Dutch ovens can be provided upon request, but there is a limited number. Units are encouraged to bring their own Dutch ovens, chimney charcoal starters, and other cooking equipment. Remember, non-camp vehicles are not allowed to go to campsites without permission from the Camp Director. On Tuesday, a Commissioner will help with transport of cooking equipment from campsites to the competition area. This process will be communicated at Leader and SPL Meetings on Monday and Tuesday.

FSR CHESS TOURNAMENT

(TUESDAY EVENING)

Everybody is invited to compete in the FSR Chess Tournament. The number of rounds will be determined based on the number of participants. If necessary, the competition will continue on Wednesday evening.



COOKING COMPETITION SPECIFICS

IMPORTANT: This year your Unit will be provided RAW CHICKEN to prepare in your dinners. Thermometers will be available for Units to ensure their chicken is properly cooked to 165°F. Scouts must wash their hands before and after handling raw chicken.

All ingredients will be provided based on portion size and the number of people. Ingredients listed below are for about 10 servings.

Dinner Ingredients Provided

- RAW Diced Chicken - 4 oz / person
- Uncooked Rice – 1/3 cup / person
- Whole carrots – 2lbs
- Tomato – 2 x 14.5 oz canned
- Onion – 1 large yellow onion
- Shredded Cheese – 16 oz
- Salt and Pepper – To Taste

Cooking Supplies

- Charcoal
- 1 burn barrel per Unit

Cobbler / Desert Ingredients

- Canned Fruit and/or Pie filling – 2 x 16 – 21oz cans
- Biscuit Mix or Cake Mix – 2 x 8 oz boxes of biscuit mix or 1 x 16 oz box cake mix.
- Sugar – to your liking
- Butter – available in ½ cup increments

It is recommended your Unit plans what you will be cooking. Refer to the Scout Handbook for ideas and tips, including page 322 for a traditional cobbler recipe. Only entries prepared and cooked by Scouts will be accepted. Adults should be around to monitor safety and to guide Scouts in their preparation of the meal.

Program Director's Quick Tips:

In the past, some Units have decided to pack their cooking supplies in a leader's vehicle instead of the Unit trailer before arriving to camp. This vehicle, with all the cooking supplies, is then parked in the camp parking lot so the gear is closer to the parade grounds.



THE IRONMAN COMPETITION

(THURSDAY EVENING)

Shotgun*, Archery*, Biking, Swimming, and more. Units will compete in the signature competition of Camp Jayhawk. During the week, Scouts will form a group of people to compete in the Ironman Competition. Scouts can form teams from just their Unit or join forces to assemble a team of remarkable Scouts. More details will be discussed at Leader and SPL meetings.

*Scouts participating in the Shotgun or Archery portions must have a JAC Shooting Sports Waiver on file.

TARGET AND RANGE SPORTS COMPETITIONS

(FRIDAY AFTERNOON)

On Friday Afternoon, each shooting range will host its own competition. The Golden Arrow tests your archery skills by shooting at a variety of targets and ranges. The Silver Bullet requires pinpoint precision with a .22 rifle. The Sulfur Shell challenges you to never miss a clay pigeon with a 20-gauge shotgun. Scouts participating in the Sulfur Shell (Shotgun) must be at least 14 years of age.

Scouts Participating in a TARS Competition must have a JAC Shooting Sports Waiver on file.



ORIENTEERING CHALLENGE

(FRIDAY AFTERNOON)

Test your navigational skills and camp knowledge Friday Afternoon with the Orienteering Challenge. Scouts in the Orienteering MB will work during the week to plan and lead this event as part of their requirements. It is encouraged that any Scout who does not have the orienteering requirements for Second Class or First Class participate.



UNIT AWARDS

THE GOLDEN DUSTPAN

Every day, a team of Scoutmasters will go to each campsite to inspect your Unit's campgrounds. The criteria will be judged based on the Campsite Assessment Form that can be found online at the Camp Jayhawk Resources and Forms by [clicking here](#).

CAMP HONOR UNIT AWARD

Throughout the week your Unit will have the opportunity to earn the Camp Jayhawk Honor Unit Award. This award is based on a point system, designed to recognize Units who show a dedication to their experience at Camp Jayhawk. If your unit earns enough points by participating in camp activities, volunteering for program (song, flag ceremonies, campfire, etc), or completing service projects, your Unit will receive a ribbon for your Unit Flag. See the Camp Jayhawk Resources and Forms by [clicking here](#) for the Camp Honor Unit Requirements.



SCOUT LEADER MERIT BADGE

Every scout leader has the opportunity to earn the Scout Leader Merit Badge throughout the week by completing various activities and tasks around camp. The requirements will be given out at the first leader meeting.



