

2026 PROGRAM GUIDE

SCOUTS BSA SUMMER CAMP



CAMP JAYHAWK
FALLEY SCOUT RESERVATION

JAYHAWK AREA COUNCIL • SCOUTING AMERICA





2024 PROGRAM HIGHLIGHTS

C.O.P.E. AND CLIMBING IS BACK!

After a few year hiatus, our C.O.P.E. and Climbing program areas are back in business! With C.O.P.E., Scouts will grow together as a team to accomplish tasks and challenges thrown their way. The Climbing tower also gives Scouts the opportunity to earn Climbing Merit Badge and reach new heights!

THREE OUTPOST ADVENTURES!

This year, there are 3 different opportunities to experience what the surrounding area of Falley Scout Reservation has to offer.

- Motorboating Merit Badge will have scouts on the water of Lake Perry learning how to safely operate motor boats.
- The Fishing Outpost will take those Scouts onto Lake Perry for a true angler's experience!
- The Disc Golf Outpost makes its return to take Scouts to surrounding Disc Golf courses to play and learn more about the sport.

BLACKSMITHING!

In the Handicraft area this year, a professional blacksmith is lending a hand to teach Metalwork Merit Badge to these scouts that register for the class! Get hands on with metal and learn about this great trade skill.





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CAMP CONTACT INFORMATION

Camp Office	Camp Director
Camp Season Only 785-876-2465	Nathan Basaldua 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

CAMP JAYHAWK
FALLEY SCOUT RESERVATION





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 Range and Target 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 Iron Scout), and Action Archery.

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

ACTIVITY SCHEDULE

	Area	Monday	Tuesday	Wednesday	Thursday
Morning (9:00-11:30)	Aquatics		Canoeing & Kayaking MB		
		Swimming MB		Scouting Snorkeling Award	
	C.O.P.E. & Climbing		Project C.O.P.E.		
	Conservation	Soil and Water Conservation MB		Fish and Wildlife Management MB	
	Ecology	Fishing MB		Nature MB	
	Handicraft	First Aid MB			
		Sculpture MB		Leatherwork MB	
		Wood Carving MB		Metalwork MB	
	Outdoor Skills	Baden Powell (Tenderfoot to First Class)			
		Wilderness Survival MB		Project First Class (must be 2nd Class)	
	RATA	Rifle Shooting MB		Rifle Shooting MB	
	STEAM	Space Exploration MB		Art MB	
Afternoon (1:30 - 4:00)	Aquatics	Small Boat Sailing MB		Motorboating MB	
		Lifesaving MB*		Swimming MB	
	C.O.P.E. & Climbing		Climbing MB		
	Conservation	Environmental Science MB			
	Ecology	Weather MB		Geology MB	
	Handicraft	Basketry MB		Pulp and Paper MB	
		Metalwork MB		Woodwork MB	
	Outdoor Skills	Exploration MB		Search and Rescue MB	
		Orienteering MB		Signs, Signals, and Codes MB	
	Outpost	Fishing Outpost		Disc Golf Outpost	
	RATA	Shotgun Shooting MB		Archery MB	
	STEAM	Chess MB		Fingerprinting MB	
		Public Speaking MB		Painting MB	

Key:

Bold = Eagle Required

* = Prerequisites (See Program Guide)

BOY SCOUTS OF AMERICA
JAYHAWK AREA COUNCILCAMP JAYHAWK
FALLEY SCOUT RESERVATION



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	<i>11:30 AM Daily Campsite Inspections</i>
--9:15 AM	<i>9:45 AM Leader Meeting -- Dining Hall Basement</i>
12:00 PM	1:00 PM Lunch
1:00 PM	<i>1:15 PM SPL Meeting -- Dining Hall Patio</i>
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					Dinner			Opening Campfire		
Monday		Free time, Instructional Swim, Eco, Handicraft, Outdoor Skills, Shotgun, Mile Swim Practice			Dinner		Open Swim, Open Boat, Open Climb			
					Dinner		Totin' Chip Class			
							Lego Bridge Competition			
Tuesday	Mile Swim Practice	Cast Iron Chef Cook-Off		Flags	Cast Iron Chef Cook-off		Branding Irons			
							Parade Grounds Activity Night	OA Callout	OA Cracker Barrel	
							Interfaith Service			
Wednesday	Free time, Instructional Swim, Eco, Handicraft, Outdoor Skills, Shotgun, Mile Swim Practice				Dinner		Open Swim, Open Boat, Open Climb			
							Action Archery			
							Chess Competition			
Thursday	Free time, Instructional Swim, Eco, Handicraft, Outdoor Skills, Shotgun, Mile Swim Practice				Dinner		Iron Scout Competition	Camp Celebration		
					Leader Appreciation Dinner					

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				
9:15 AM					
9:30 AM					
9:45 AM					
10:00 AM					
10:15 AM					
10:30 AM	Daily Campsite Assessments	MB Wrap Up *As needed	Mile Swim	Open Boating *After all Mile Swims are completed	Open Archery and Rifle
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					
1:30 PM					
1:45 PM	Campfire Skit Rehersal *By appt				Sulfur Shell, Silver Bullet, Golden Arrow Competitions
2:00 PM					
2:15 PM					
2:30 PM					
2:45 PM					
3:00 PM		Open Handicraft	Open Swim, Water Carnival	Open Boating	Open Archery, Rifle, Shotgun
3:15 PM					
3:30 PM					
3:45 PM	Orienteering Challenge				
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				





MB INFO AND PREREQS

Merit Badge or Activity	Location	Notes and Prerequisites	Capacity
Aquatics			
Canoeing/Kayaking	Boat Docks	Must pass the Swimmers Test and have adequate physical strength (Blue Swimmer)	8
Small Boat Sailing		Must pass the Swimmers Test and have adequate physical strength (Blue Swimmer)	8
Motorboating	Off Camp Property	Must pass the Swimmers Test and have adequate physical strength (Blue Swimmer)	8
Swimming	Swim Docks	Must pass the Swimmers Test and have adequate physical strength (Blue Swimmer)	8
Lifesaving		Pre Req: 2.a, Scouts must have Swimming Merit Badge prior to camp.	8
Scouting Snorkeling Award		Must pass the Swimmers Test and have adequate physical strength (Blue Swimmer)	8
C.O.P.E. and Climbing			
Project C.O.P.E.	C.O.P.E. Course		10
Climbing	Climbing Wall		8
Conservation			
Environmental Science	Conservation Area		8
Fish & Wildlife Management			8
Soil and Water Conservation			8
Ecology			
Fishing	Ecology Lodge	Scouts are encouraged to bring their own fishing equipment	8
Weather			8
Geology			8
Nature			8
Handicraft			
First Aid	Welcome Center	Pre Req 2a(1): Scouts must assemble a personal first-aid kit for hiking and backpacking	8
Basketry	Wingfoot Lodge		8
Leatherwork			8
Metalwork		Scouts should bring long pants/jeans	8
Pulp and Paper			8
Sculpture			8
Wood Carving		Must have earned their Totin' Chip before completing MB	8
Woodwork		Must have earned their Totin' Chip before completing MB	8
Outdoor Skills			
Baden Powell	Outdoor Skills Area	(Tenderfoot to First Class) See Program Guide for details	30
Exploration			8
Orienteering		Requirement 7 will not be completed at camp.	8
Pioneering		Scout should be able to tie a square knot easily	8
Project First Class		(Must be 2nd Class) See Program Guide for details	15
Search and Rescue			8
Signs, Signals, and Codes			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	8
Outpost			
Fishing Outpost	Off Camp Property	See Program Guide	8
Disc Golf Outpost		See Program Guide	8
Range and Target Activities			
Archery	Archery Range	Must have JAC Range and Target Activities Form filled out by parent/guardian	15
Rifle Shooting	Rifle Range	Must have JAC Range and Target Activities Form filled out by parent/guardian	15
Shotgun Shooting	Shotgun Range	Must be at least 14 years of age. Must have JAC Range and Target Activities Form filled out by parent/guardian	10
STEAM			
Art	Basement of Mabee Dining Hall		8
Chess			8
Fingerprinting			8
Painting			8
Public Speaking			8
Space Exploration			8





SPECIFIC PROGRAM INFORMATION

BOATING OUTPOST ADVENTURES

Motorboating Merit Badge and the Fishing Outpost will both take place on the open waters of Lake Perry. For all aquatic merit badges, Scouts should be able to pass the Scouting America swimmer test.

For the Fishing Outpost adventure, it is highly recommended that Scouts bring their own fishing equipment but there will be equipment that can be provided.

All activities that takes Scouts off camp will need the Scout to have a signed permission form in order to be enrolled in the activity.

PROJECT C.O.P.E. AND CLIMBING

Our C.O.P.E. and Climbing facilities have undergone some renovations and are back on the Summer Camp program! The Project C.O.P.E. program will take scouts on a week long course to develop teamwork, leadership, and other personal skills. This is accomplished by initiative games and FSR's low and high ropes courses. This program is not suited for first year campers.

Climbing merit badge will be offered at the climbing towers located near the parking lot. Open Climbing will also be available through out the camp session.

Both of these activities will need the Scout to have a signed permission form in order to be enrolled in the activity.

SCOUTING SNORKELING AWARD

This program to encourage campers to learn and become proficient in snorkeling skills and to snorkel safely. Our lake will provide the equipment needed for this adventure. Adults may participate in this program.

All participants must have successfully completed the Swimmers test. If participants cannot pass test, they will be switched out of activity into a new one.

DISC GOLFING OUTPOST

Back from last year, this Outpost adventure takes Scouts around to local courses to enjoy the sport of disc golf. FSR will provide loaner discs for Scouts to use, but we recommend that for individuals to bring their own.

All activities that takes Scouts off camp will need the Scout to have a signed permission form in order to be enrolled in the activity.





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.

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. They will also have tomahawk throwing near Wingfoot Lodge.

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.

CAMP CELEBRATION

After the Iron Scout, everyone is invited to the Parade Grounds to enjoy a camp-wide celebration to enjoy refreshments, music, and dancing.

(TUESDAY EVENING)

(TUESDAY EVENING)

(TUESDAY EVENING)

(THURSDAY EVENING)





COMPETITIONS

THE LEGO® BRIDGE COMPETITION

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

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

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.

(MONDAY EVENING)

(TUESDAY AFTERNOON)

(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 / Dessert 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 1/2 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 IRON SCOUT COMPETITION

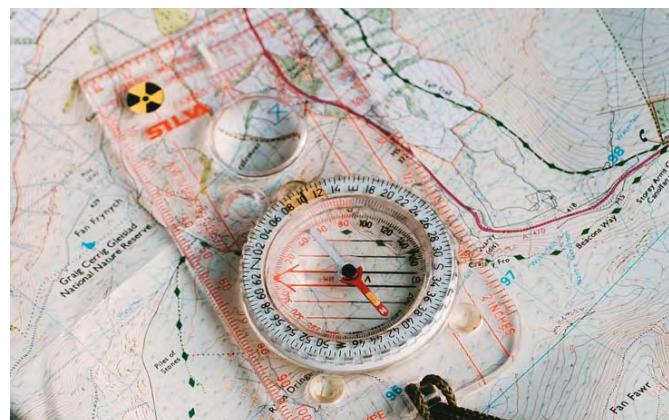
Shotgun*, Archery*, Biking, Swimming, and more. Units will compete in the signature competition of Camp Jayhawk. During the week, Scouts will form a group of people to compete in the Iron Scout Competition. Scouts can form teams from just their Unit or join forces to assemble a team of remarkable Scouts. 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.

RANGE AND TARGET ACTIVITIES 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 RATA 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.



INDIVIDUAL AWARDS

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.

FSR CONSERVATION AWARD

This award promotes the conservation of the outdoors to campers throughout the session. Scouts will complete a series of requirements focused on understanding local ecosystems, reducing waste, conserving resources, and contributing to hands-on projects such as trail maintenance, habitat improvement, or native planting. The award reflects a camper's commitment to learning about and practicing responsible stewardship of the outdoors.





CAMP MAP

Falley Scout Reservation

Map updated 12/26/2023

