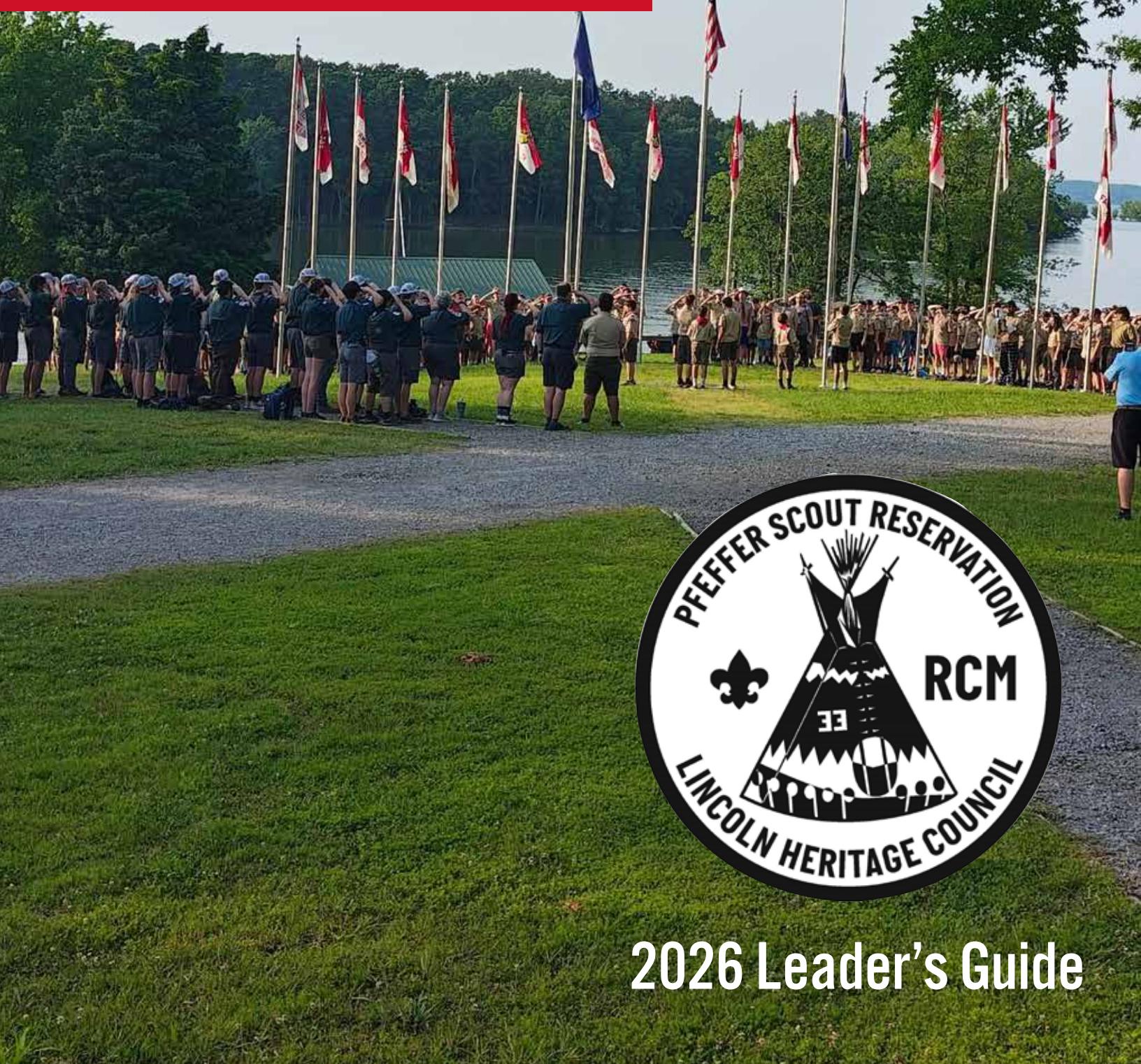


PFEFFER SCOUT RESERVATION Summer Camp



2026 Leader's Guide



Summer Camp participant,

Welcome to Pfeffer Scout Reservation and thank you for your commitment to our Lincoln Heritage Council camp. You will find that our Summer Camp is at a premier camp facility with unique programs being offered each year!

Programs at camp can be personalized to meet the requirements of your troop's needs.

We pride ourselves on putting our customers first. Our camp is leading the way by providing an ALL-Inclusive camp, your families don't have to worry about being asked for more when you sign up for your classes. You pay the camp fee and that is all! Our staff is highly trained, enthusiastic, and motivated to assist your troop with any needs before, during, and after camp. We will do everything we can to ensure your troop has a wonderful stress-free summer camp experience with us.

If there is anything we can do to make your camp experience better, we want to know about it!

Start preparing for your "Embrace the Adventure" at Pfeffer Scout Reservation! Our staff is committed to providing your troop with a quality, fun-filled, camping experience!

Thank you for choosing Pfeffer Scout Reservation and have a terrific summer.

We look forward to seeing you at camp.

Brandon Hayes

Brandon Hayes
Camp Director
mr.bmhayes@gmail.com

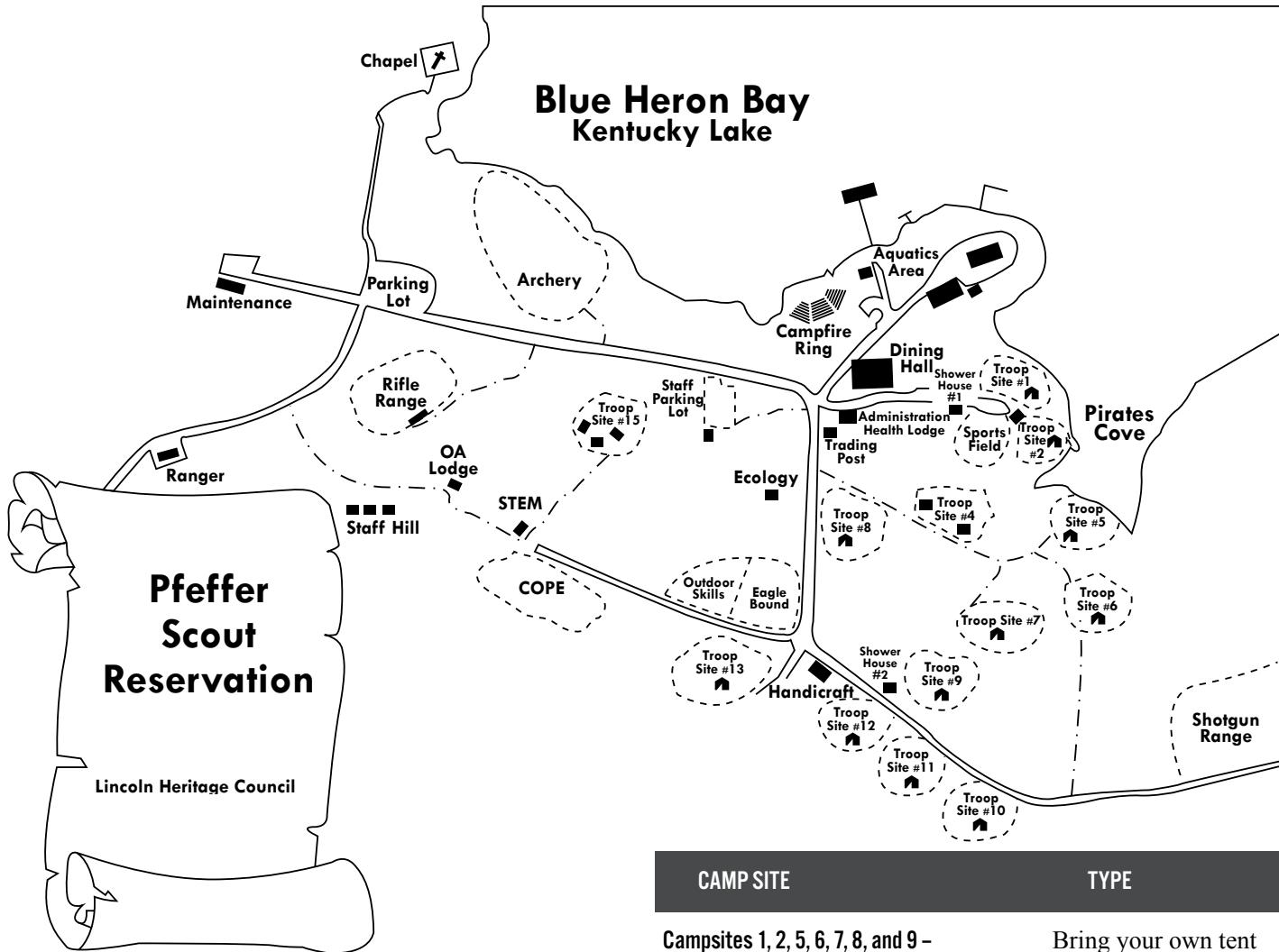
Daniel Hanson

Daniel Hanson
Director of Camping
daniel.hanson@scouting.org

Lincoln Heritage Council
12001 Sycamore Station
Place Louisville, KY 40299
Phone: (502) 361-2624
Fax: (502) 361-7899
www.lhcbsa.org

Pfeffer Scout Reservation
1531 Cross Rd
Benton Kentucky 42025
(270) 354-8253
voice (seasonal)

WELCOME TO CAMP



CAMP SITE	TYPE
Campsites 1, 2, 5, 6, 7, 8, and 9 –	Bring your own tent
Campsites 11 and 13 –	Canvas tents and cots (2 people per tent)
Campsites 10, 12, and 15 –	Adirondacks
Campsite 4 –	Bunk houses

Pfeffer Scout Reservation is located on 400 acres of Kentucky Lake in Western Kentucky and only a day's drive to the large metropolitan areas of St. Louis, Memphis, Louisville, and Nashville. It is truly in "America's Heartland." The property includes beautiful lakeside views at every turn. Range and target activities are paramount at PSR where your youth can enjoy use of shotguns, .22 rifles, archery, and cowboy action

shooting. Pfeffer Scout Reservation is also home to Aquabase, mid-America's premier sailing program on beautiful Kentucky Lake. Covering 160,300 acres, this exciting program provides twenty-five foot Catalina sailboats and spend an adventure together for a week! In addition to Aquabase, motorboating, small boat sailing, swimming, and rowing can also be taken at the Waterfront.



WELCOME

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Visit www.pfefferscoutreservation.org
for camp forms and additional information.



WHAT YOU SHOULD KNOW



ABOUT PFEFFER SCOUT RESERVATION

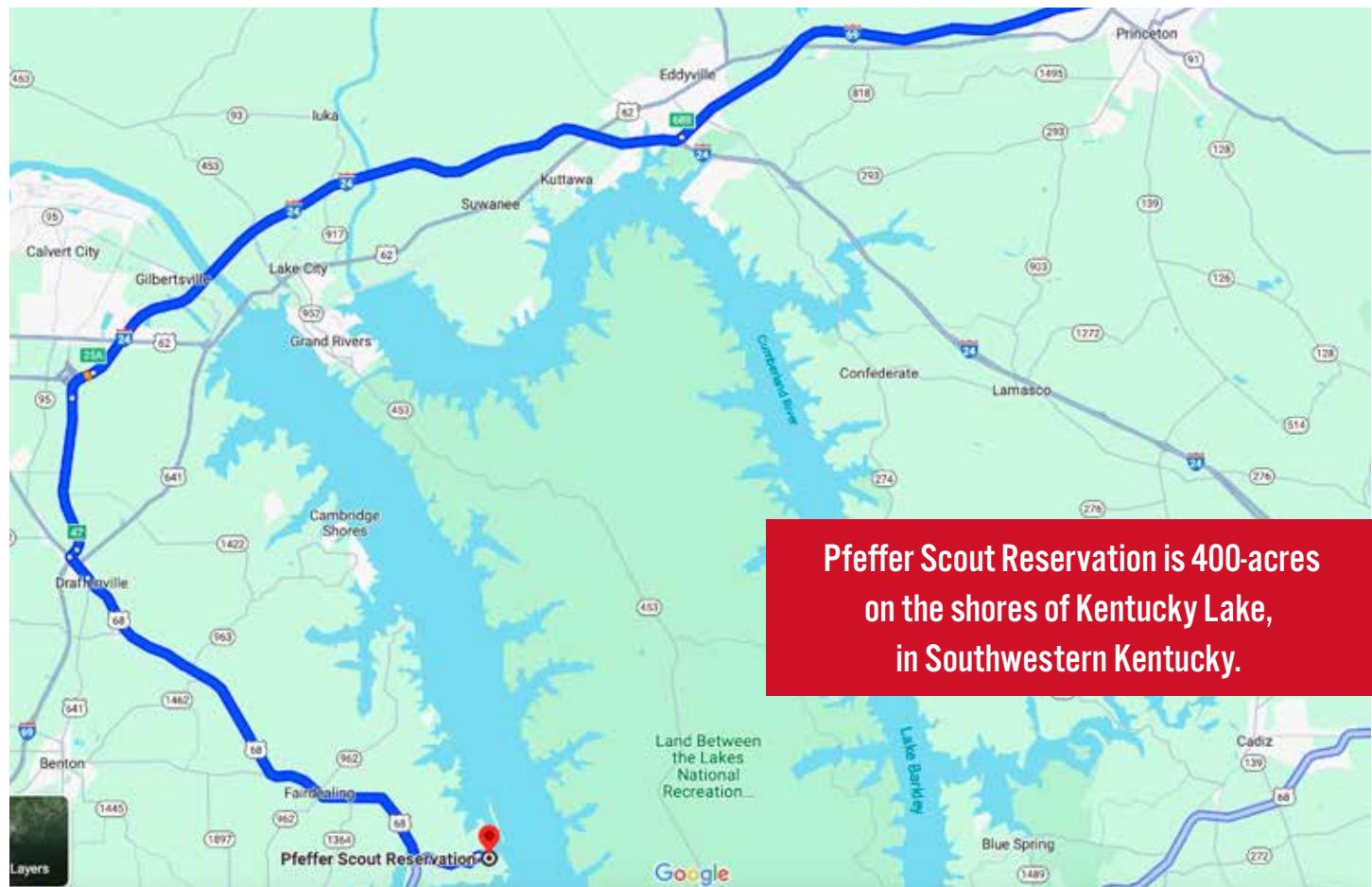
Located near Benton, Kentucky, Pfeffer Scout Reservation is easily accessible from anywhere in the Central United States. It is only moments from Land Between the Lakes National Recreation Area and within a 5 hour drive to the large metropolitan areas of St. Louis, Memphis, Louisville, Indianapolis and Nashville. It is truly in "America's Heartland." The property includes nearly six miles of shoreline and beautiful lakeside views at every turn. Merit badges such as Motorboating, Water Sports, Kayaking, Canoeing, Small-Boat Sailing, Swimming, and Rowing can all be earned at the waterfront.

Pfeffer Scout Reservation is also home to Aquabase Sailing Program: a unique aquatics adventure program for older Scouts and includes one of America's premier sailing programs on beautiful Kentucky Lake which covers 160,300 acres. More information can be found on pages 28-31.

DIRECTIONS TO PFEFFER SCOUT RESERVATION

Directions to Pfeffer Scout Reservation: Take Interstate 65 South from Louisville to Exit 91. Follow signs for Western Kentucky Parkway, take Parkway for approx. 100 miles until it becomes I-69. Take Exit IB for I-24W which will merge to become I-24W/I-69S. Take Exit 25A, for the Purchase Parkway toward Fulton. At Exit 47, you will take US-68 toward Draffenville and Aurora. Turn left on US 68-E and then left on Cross Road. The Camp will be at the end of the road.

From Nashville take I-24W toward Kentucky. Then take Exit 65 for US 68/80. Turn left on US68/80. After 25 miles, turn right on US-68 W. After six miles, turn right on Cross Road. The Camp will be at the end of the road.



Pfeffer Scout Reservation is 400-acres
on the shores of Kentucky Lake,
in Southwestern Kentucky.

SCOUT PACKING LIST

- Complete Scout Uniform
- (5) T-Shirts
- (5) Shorts or pants
- (6) Pairs of socks (socks & shoes should be worn at all times.)
- Shoes (No open-toed shoes.)
- Scout Handbook
- Rain Gear
- Annual Health and Medical Record, parts A, B, and C
- Blankets or sleeping bag, sleeping pad for Adirondacks
- Backpack (Duffel Bag or day pack)
- Long-sleeve button-down shirt
- Long pants
- Closed-toed water shoes (boating merit badge)
- Flashlight with extra batteries
- Pocket Knife (with Totin' Chip)
- Money for the Trading Post (\$75 suggested)
- Swimming trunks / swim attire
- Undergarments
- Camera
- Sunscreen and insect repellent
- Water bottle/canteen/cup
- Toiletries
- (2) Towels
- Notebooks
- Pen/Pencils
- Shower shoes
- Tent and Cot**

TROOP PACKING LIST

- American flag and Troop flag
- Lockable Medication Storage Container
- First-Aid kit
- Troop/Patrol Awnings
- Adult leader YPT certificates
- Lanterns
- Insurance policy & insurance claim form(s)
- Quartermaster or supply tent
- Receipts from camp fee payments
- Ice chest & water cooler

**Troops should plan to bring their own tents and cots as many campsites do NOT have these available.
Camp is not responsible for any lost or stolen items.

2026 PFEFFER SCOUT RESERVATION DATES

SESSION	DATES	12 DAY OUT MEETING
WEEK 1	JUNE 7-JUNE 13	TUESDAY, MAY 26
WEEK 2	JUNE 14-JUNE 20	TUESDAY, JUNE 2
WEEK 3	JUNE 21-JUNE 27	TUESDAY, JUNE 9
AQUABASE ONLY		
WEEK 4	JUNE 28-JULY 4	TUESDAY, JUNE 9
WEEK 5	JULY 5-JULY 11	TUESDAY, JUNE 9
WEEK 6	JULY 12-JULY 18	TUESDAY, JUNE 9

Pre-Camp Meetings are at 7:00 PM Central Time via ZOOM
Aquabase Weeks 4-6 attend Week 3 12 day out meeting on June 9.

KEYS TO SUCCESS AT CAMP



1. Have an adult leader from the Troop assigned to collect the fees and to make payments, and submit roster/merit badge selections in Tentaroo.
2. Schedule a camp promotion presentation to share details about camp with the Scouts and their families. See pg 13 for details.
3. Have someone (preferably the SM & SPL) from the Troop participate in the 12-Day-Out meeting.
4. Sessions for most merit badges are available in the morning and the afternoon to help provide more opportunities for Scouts. Try assigning groups of Scouts to different merit badge sessions. Example: If 12 Scouts want to take the First Aid merit badge, spread them across the 4 scheduled sessions.
5. Merit badges sessions are open for selection on a first come, first served basis. Finalized merit badge selections should be registered online by your unit no later than Friday, May 22. Adults will also need to be added to event registration.



A limited number of camperships are available for Lincoln Heritage Council scouts only. Complete a campership application (available at www.lhcbsa.org or the Scout Service Center) for the scout needing financial assistance and return it to the Scout Service Center. Camperships are limited to scouts whose families'

CAMPERSHIPS

financial situation qualifies for assistance. Campership applications are due by May 8. Those who apply early are more likely to receive a campership. Camperships are "first-come, first served."





FEES & MERIT BADGE REGISTRATIONS

A registration deposit of \$100 per Scout, must be paid on or before Friday, February 27 to register for merit badges when the site opens on Monday, March 2. The adult fee for 2026 is \$150 per adult. Payments can be made on Tentaroo by credit

card, for each Scout and adult. Please contact the Scout Service Center to adjust these numbers in Tentaroo. All camp fees must be paid by Friday, May 8, 2026. Only Troops with deposits for each spot being held can register for merit badges.

CAMP FEES ALL INCLUSIVE!



There are NO extra program fees for merit badges at Camp. Every Scout will receive their needed program materials at no additional cost. This includes the following:

leatherwork kits
woodcarving kits
basketry kits

motorboating fees
rifle shooting
arrow kits

shotgun shooting
water sports
space exploration

REGISTRATION TYPE	AMOUNT
SUMMER CAMP	\$465.00
AQUABASE	\$565.00
ADULT FEE	\$150.00

DATES TO REMEMBER	
CAMP DEPOSIT (\$100/SCOUT) DUE	FRIDAY, FEBRUARY 27, 2026
MERIT BADGE SELECTION OPENS	MONDAY, MARCH 2, 2026
FINAL CAMP PAYMENTS DUE	FRIDAY, MAY 8, 2026
T-SHIRT SIZES AND ADULT NAMES ENTERED INTO TENTAROO	FRIDAY, MAY 8, 2026

Make Checks payable to: Lincoln Heritage Council, BSA
12001 Sycamore Place, Louisville, Ky 40299

The online merit badge registration system will be available Monday, March 2 to those Troops who have made deposits for each Scout. Only Troops with deposits for each spot being held can register for merit badges.

For forms and additional information. Visit lhbsa.org.



CAMP RESERVATION POLICY



- Each campsite has a maximum capacity, and the camp must work to stay within this capacity.
- With a \$100 deposit, troops may request their choice of available campsites, but it can not be guaranteed nor can a specific part of a campsite.
- A new deposit will be made each year and the deposit will be applied to your final balance for that year.
- Adjustments may be made to a unit's campsite based on the number of Scouts and adults attending camp that week. Troops may be asked to share a site with one or more units depending on the troop size and the maximum number of campers allowed per site. Likewise, units that bring more

Scouts than the maximum number of campers allowed in a site may also be moved. Staff will work to accommodate each unit as much as possible.

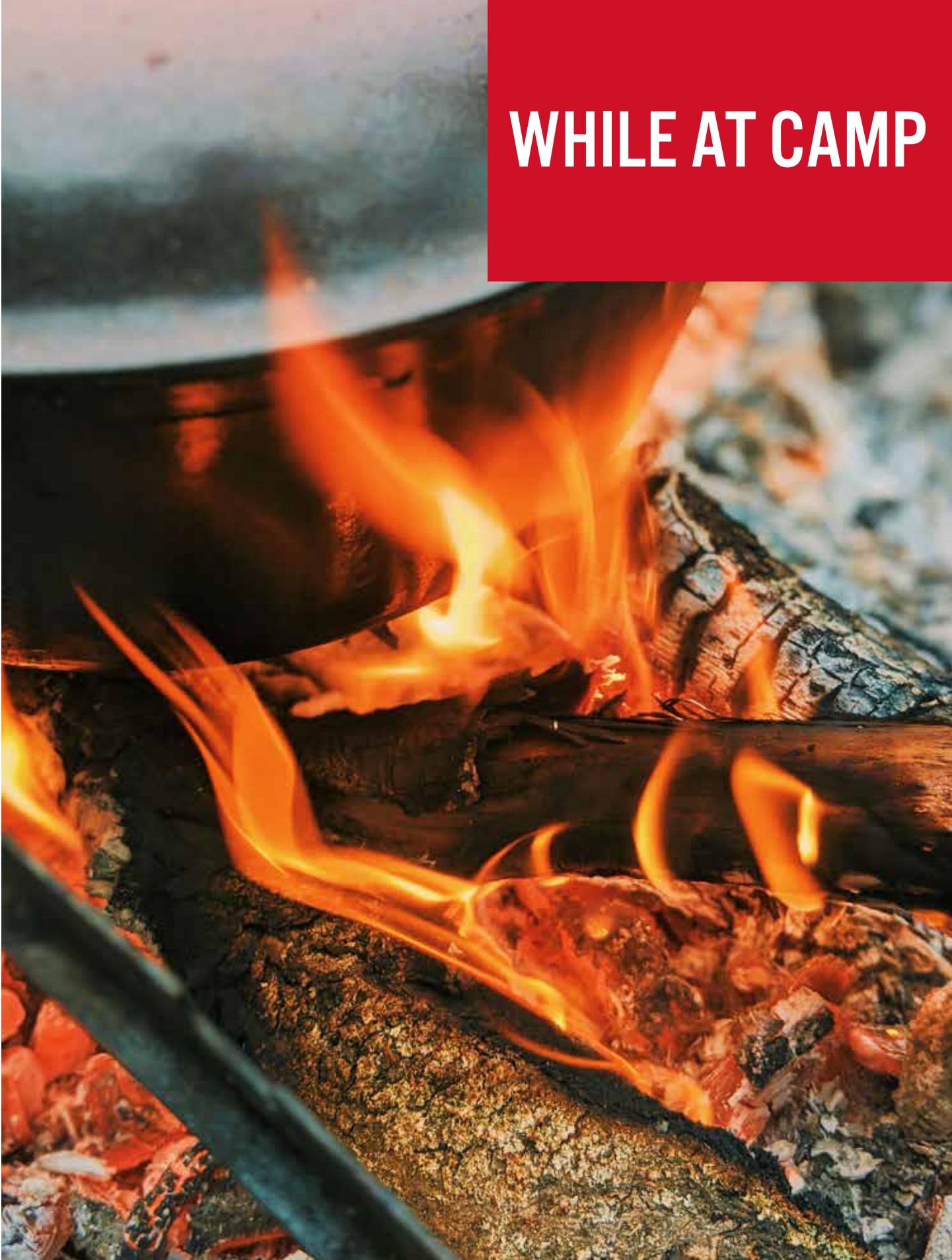
- The Camp Director reserves the right to move a troop to a different campsite. The Summer Camp contact listed for the unit will be notified as soon as possible of any changes.
- Units attending camp in 2026 will be given first choice in making site reservations for 2027. For your convenience, we will accept deposits for 2027 while you are at camp. After the week of camp that you attend ends, all sites not requested are open to any new request on a first-come, first-served basis. This site deposit is NOT refundable, but it applies to the unit's final balance. Please do not overpay!



REFUND POLICY

Fees are transferable to a newly registered scout, but non-refundable, except for the following reasons: *serious illness, transfer, or summer school*. **All refund requests must be made using the Camp Refund Request Form which can be found online or at the Council and camp office within two weeks of your troop attending camp.**

A \$75 fee will be retained on all refunds, should one be awarded. No refund is guaranteed. Please do not overpay; if you are not sure of amount owed, please call the Council office.



WHILE AT CAMP



CAMP POLICIES

VEHICLES/TROOP TRAILER: No vehicles will be permitted beyond the parking lot without prior approval from the Camp Administration. Your troop guide will escort you to your campsite. Unit trailers may be left in the campsite. No RVs or campers are allowed in the campsites.

ALL TERRAIN VEHICLES: Personal ATV's are not allowed at the camp

PERSONAL CARTS: Golf carts are not allowed unless necessary for medical purposes and must be approved by the Camp Director prior to arrival. Driver must take manufacturers training to operate.

FIRST AID: Please bring your unit first aid kit. Be prepared to perform basic first aid in your campsite and contact the health officer if necessary.

HEALTH LODGE: All precautions for the safety of Scouts will be taken. The Health Lodge is available with a qualified health officer on duty 24 hours a day. The lodge is equipped with an infirmary and adequate facilities for first aid. In addition, we have an arrangement with a nearby hospital for severe emergencies.

MEDICATIONS: Prescription medications may be stored in the health lodge. If you keep prescription medication in your campsite, they must be locked away. This means that you will need a lockable container and maintain your own medical log. Please have medicines ready upon arrival if you want them stored at the Health Lodge.

ALCOHOL AND DRUGS: The use of alcoholic beverages, illegal drugs, and the misuse of over the counter or prescription medications are prohibited and will not be tolerated on Scout property. Violators will be asked to leave.

FUELS: The use of liquid fuels for starting any type of fire is prohibited. Store all fuels safely.

FIREWORKS: Personal fireworks are not permitted on camp property.

SMOKING: Vaping is not permitted in any building and is restricted to designated areas, along with all other forms of tobacco.

BUILDING DAMAGE: Everyone at camp is expected to be courteous with all camp structures. Accordingly, writing on walls, carving on wood, kicking of walls, etc., will not be tolerated. A fee chart for damages will be made available in the Troop Guide. Scouts or adults responsible will be charged for the damages.

BARRIER-FREE FACILITIES: Please make the Camp Commissioner aware of any Scouts needs.

PETS: No pets are allowed at camp, including Family Night, exceptions will be made for service animals.

CORRESPONDENCE: All summer camp correspondence and registration materials should be sent to the Lincoln Heritage Council office if sent prior to June 1. Starting June 1, all correspondence should be sent directly to camp. The addresses for both locations are listed in the table below. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to your arrival at camp.

UNIFORM: Youth and adults are encouraged to wear the Official Scout Uniform to flag ceremonies each evening and to camp-wide activities such as campfires. The Scout Activity uniform can be worn the rest of the day. The activity uniform consists of a troop t-shirt or other Scouting t-shirt, Scout shorts, and Scout socks.

BUDDY SYSTEM: All Scouts should be with a buddy when they are out of the campsite.

FIREWOOD: Only wood found at camp may be burned.

CPAP Machines: Accommodations for CPAP machines can be made but are limited. Campsites 1, 2, 4, 8, 9, 12, and 15 have access to electricity (an outdoor extension cord may be required).

Cell Phones: Pfeffer Scout Reservation does not regulate the use of Cell Phones by Scouts while attending camp, unless it poses a safety risk. This responsibility is reserved for Unit Leaders.

CAMP ADDRESS

Before June 1

Lincoln Heritage Council
Attn: PSR Summer Camp
12001 Sycamore Station Place
Louisville, Kentucky 40299
(502) 361-2624 - voice

Beginning June 1

Pfeffer Scout Reservation
1531 Cross Road
Benton, Kentucky 42025
(270) 354-8253 - voice



MEAL SCHEDULE

GROUPS	BREAKFAST	LUNCH	SUPPER
FIRST MEAL	6:50 AM	11:45 AM	5:40 PM
SECOND MEAL	7:45 AM	12:30 PM	6:30 PM

FOOD SERVICE

Units will be assigned meal times at check-in on Sunday. Meals will be served in the beautiful Ingram Dining Hall. Beginning with Sunday supper, scouts will be served and seated by troops. An options bar is provided for everyone's use at every meal. A Salad Bar is available for lunch and dinner as well. *Special dietary needs can be conveyed to the camp through the online form on the summer camp webpage.*

VISITORS

All visitors must sign in and out of camp at the camp office and obtain a visitor's wristband. All visitors must wear a visitor wristband at all times while on camp property. We ask that parents not to take a scout off the camp property without properly signing them out in the camp office. All visitors are required to follow both camp and Scouting America policies during their visit. Visitor's meals can be purchased for \$10 each in the Trading Post.

SENDING MAIL TO YOUR SCOUT

Parents are encouraged to send letters and/or packages to their scout at Pfeffer Scout Reservation. They should allow a minimum of one week delivery time. When possible, items arriving after the scout's departure will be returned to the sender. To ensure delivery, items should have the campsite and troop number listed and addressed in the following manner:

(Scout's Name)
(Campsite) (Troop number) (Week Number)
Pfeffer Scout Reservation
1531 Cross Road
Benton, Kentucky 42025



SUNDAY CHECK-IN

Arrive at established check-in time between 1:00 and 3:30 pm and meet your Troop Guide in the parking lot. Times will be scheduled at the 12-day out meeting.

**Please wait for your Troop Guide to escort
your troop to your campsite.**

Have medical forms together and ready when you arrive at the camp for check-in.

One unit leader should report to the Admin building. At this time, make any final settlements, or changes, and make any adjustments to your merit badge schedules.

The Troop Guide will proceed to the campsite with the assistant leaders and Scouts. After they arrive, they will quickly unload gear. Then remove the gear vehicle from the campsite. The Troop Guide will then lead the troop on a camp tour. On the tour, the Scouts will visit the dining hall, and will also be given a brief camp orientation.

From there, the guide will take the troop to the flag assembly area where you will be asked to raise your troop flag. Finally, the guide will take the Scouts to their swim test (if needed).

Opening Roundtable for all Scoutmasters and Senior Patrol Leaders will be held at 7:30 PM, Sunday at the Admin building. Campfire will be held at 8:30 PM at the Amphitheater. Shirts will be handed out at this time.

Check-in times are scheduled from 1:00PM - 3:30PM (CT) on Sunday afternoon. Troops should not arrive before 1:00PM. Please respect other troops and their scheduled times. Do not enter your campsite without your guide.

Arrival times will be established at the 12 Day-Out meeting. If your troop is unable to check in on Sunday, please call 270-354-8253 (seasonal camp number) to schedule a Monday morning check-in.

Medical forms can also be mailed to camp in advance. Please mail copies, not originals.

12-DAY OUT MEETING

FINAL PREPARATIONS

Scoutmasters and Senior Patrol Leaders are requested to attend a meeting at 7:30 p.m. CT on the Tuesday 12 days before their camp session. The meeting is in the Training Center at camp. Units need to bring: Medical forms (copies, not originals), the final roster including adults and Scouts, a copy of the Unit Swim Test (if done before camp), and a list of any known allergies, dietary restrictions, or special needs. Please see page 5 for a list of 12-Day Out meeting dates. A ZOOM option is available for those unable to attend in-person and will be sent out with the meeting reminders. Unit arrival times will be scheduled at this meeting.

HEALTH AND MEDICAL RECORDS

The Annual Health and Medical Record (Parts A, B, & C) is required for all Scouts and Scouters attending camp. Carefully follow the instructions on each form and check all signatures. A doctor and a parent must sign. Please mark each form with the person's name, troop, week attending, and campsite number. Please bring only copies to camp, all forms left at camp will be shredded at the end of camp, and not retained for pickup beyond the end of camp. Medical forms are to be renewed annually.

GENERAL CLEANLINESS

The Commissioner Staff will conduct up to two campsite visits weekly to ensure that the general cleanliness and safety of the campsite are upheld. Troops will be assigned a day to clean the shower house.

Ensure that all fees have been submitted to the council office no later than May 8, 2026. Plan at least two troop meetings before attending camp to go over all the material for camp with your Scouts. Discuss the merit badges they will be working on, the equipment they need, what not to bring to camp, and be sure that all youth and adults have a current physical. Finalized merit badge selections should be submitted online by your unit no later than Friday, May 22.

Pfeffer has many styles of camping to fit your troop. Pfeffer has three different styles of campsite: Adirondack cabins (mattress pads would be required), Tent and cot campsites, and bring your own tent sites. All youth and adults should be registered in the event registration tab of Tentaroo.

CAMP PROMOTION NIGHT

Troops should plan a night to promote camp to all Scouts, new and old. A Parent's Guide has been developed to share with all Scout families to help answer questions about camp. Contact the Sam Swope Scout Center at (502) 361-2624 to schedule a camp promotion presentation.





TROOP LEADERSHIP



All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult other troops in your council or district about coming to camp together. All adults must be registered members of BSA and must meet the qualifications for the leadership positions in which they serve. Two adults must be at least 21 years of age. All adults must be registered, even if they are a parent of a Scout. If you have a girl Troop, you must have at least one female adult leader who is at least 21 years of age.

**All leaders attending camp must complete
Safeguarding Youth Training.
Visit My.Scouting.org
for an online course.**

Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp. Additional leaders not staying the entire week (and not included in the official adult count) should plan to provide their own tent and can purchase visitor meals for \$10 through the Trading Post.

**Remember: There are four different styles
of campsites at Pfeffer Scout Reservation.
Please plan accordingly when preparing your visit.**

Campsites 1, 2, 5, 6, 7, 8, and 9 – Bring your own tent
Campsites 11 and 13 – Canvas tents and cots (2 people per tent)
Campsites 10, 12, and 15 – Adirondacks
Campsite 4 – Bunk houses

LOST AND FOUND

All items turned into the Camp Lost & Found are available at the Administration Building. After summer camp, all Lost and Found items will be kept at camp until August 1. Please call 270-354-8253 to inquire.

DAILY SCHEDULE

(MONDAY - THURSDAY)



TIME	ACTIVITY
6:30 AM	Reveille
6:45 AM OR 7:40 AM	Waiter Call (5 minutes before the meal begins)
6:50 - 7:20 AM	First Breakfast
7:30 AM	Flag Raising & Waiter Call
7:45 - 8:15 AM	Second Breakfast
8:30 - 9:45 AM	Session I
9:00 AM	Leader's Round Table
10:00 - 11:15 AM	Session II
11:30 AM OR 12:25 PM	Waiter Call (5 minutes before the meal begins)
11:45 AM - 12:15 PM	First Lunch
12:30 PM - 1:00 PM	Second Lunch
1:00 PM	Senior Patrol Leader's Round Table
1:30 - 2:45 PM	Session III
3:00 - 4:15 PM	Session IV
4:30 - 5:30 PM	Open Period
5:35 OR 6:25 PM	Waiter Call (5 minutes before meal begins)
5:40 - 6:10 PM	First Supper
6:15 PM	Flag Lowering
6:30 - 7:00 PM	Second Supper
7:30 PM	Special Events & Twilight Activities
9:45 PM	Call to Quarters
10:00 PM	Taps/Lights Out

FRIDAY SCHEDULE



TIME	ACTIVITY
6:30 AM	Reveille
6:45 OR 7:40 AM	Waiter Call (5 minutes before the meal begins)
6:50 - 7:20 AM	First Breakfast
7:30 AM	Flag Raising & Water Call
7:45 - 8:15 AM	Second Breakfast
8:30 - 9:45 AM	Friday Session I
9:00 AM	Leader's Round Table
10:00 - 11:45 AM	Friday Session II
12:00 PM	Grab-n-Go Bag Lunch
12:30 PM - 1:00 PM	OA Ice Cream Social
1:00 PM	Senior Patrol Leader's Round Table
1:30 - 2:45 PM	Spoof Merit Badge Round-Up
3:00 - 5:00 PM	Pfeffer Pfest
5:00 PM	Family Night Begins
5:35 OR 6:25 PM	Waiter Call (5 minutes before the meal begins)
5:40 - 6:10 PM	First Supper
6:15 PM	Flag Lowering
6:30 - 7:00 PM	Second Supper
7:30 PM	Closing Campfire
9:45 PM	Call to Quarters
10:00 PM	Taps/Lights Out



CAMP ACTIVITY SCHEDULE

(Central Time)

	TIME	EVENT	LOCATION
SUNDAY	1:00 - 3:30 PM	Check-In	
MONDAY	7:30 PM	Scout Master / SPL Joint Round Table	Scout Master's Lounge
	8:30 PM	Opening Campfire Wear your favorite Troop T-Shirt!	Amphitheater
TUESDAY	9:00 AM	Leader Round Table	Scout Master's Lounge
	1:00 PM	SPL Round Table	Dining Hall Pavilion
	4:30 PM	Adult Leader Shoot	Ranges
	7:30 PM	Chaplain Aide Meeting	Amphitheater
	8:30 PM	Movie on the Lawn Wear your best Hawaiian Gear for Sports Night!	Amphitheater
WEDNESDAY	9:00 AM	Leader Round Table	Scout Master's Lounge
	1:00 PM	SPL Round Table	Dining Hall Pavilion
	7:30 PM	Sports Night (Gaga Ball, Volleyball, Disc Golf)	Sports Field
	7:30 PM	Nature Hike Wear your favorite crazy socks!	Flag Poles
THURSDAY	9:00 AM	Leader Round Table	Scout Master's Lounge
	1:00 PM	SPL Round Table	Dining Hall Pavilion
	7:15 PM	Interfaith Vespers Service	Chapel
	8:00 PM	STEM After Dark	STEM Area
	9:00 AM	Leader Round Table Wear your favorite OA Shirt!	Scout Master's Lounge
	1:00 PM	SPL Round Table	Dining Hall Pavilion
	6:00 PM	Forks and Fireside (Leader's Dinner)	Scout Master's Lounge
	8:00 PM	Prospective Camp Staff Meeting	Scout Master's Lounge
	9:00 PM	Order of the Arrow Call Out Ceremony Wear your best Western Attire!	Amphitheater
FRIDAY	8:30 AM	Friday Merit Badge - Session 1	
	9:00 AM	Leader Round Table	Scout Master's Lounge
	10:00 AM	Friday Merit Badge - Session 2	
	10:00 AM	Scout Master Golf Tournament	Scout Master's Lounge
	12:00 PM	Bagged Lunch for Troops	Dining Hall
	12:30 PM	Order of the Arrow Ice Cream Social	Aquatics
	1:00 PM	SPL Round Table	Dining Hall Pavilion
	1:00 PM	Leaders Dutch Oven Cook Off	Handicraft
	1:30 PM	Spoof Merit Badge Round-Up	Aquatics, Eagle Bound, and STEM
	3:00 PM	Pfeffer Pfest	Camp Wide
	3:00 PM	Cowboy Action	Rifle Range
	5:00 PM	Family Night Begins	
	7:30 PM	Closing Camp Fire	Amphitheater
SATURDAY	7:00 - 8:00 AM	Bronco Breakfast (Grab-n-Go Style)	Dining Hall
	7:00 - 9:00 AM	Checkout	Admin
	9:00 AM	Camp Closed	

*** The schedule is subject to change. All changes will be communicated. ***



TRADING POST

AQUATIC PROCEDURES

The trading post is available for Scout supplies, snacks, camp T-shirts and other camp souvenirs. We recommend bringing \$75.

SCOUT LEADERS' LOUNGE

The Scoutmaster's Lounge is located in the Administration building and is for adult leaders only. Coffee and WiFi will be available during your visit. Some meetings and training sessions are conducted here as well.

TROOP FLAG

Troops are asked to bring their troop flag, if they have one, to display in our assembly area. Flagpole assignments are based on campsite number and is part of the camp tour on Sunday.

CHECK-OUT POLICY

All units must check out at the Administration building when leaving camp. We cannot guarantee that you will receive patches, Scoutmaster items, or the return of Health forms if your unit does not check out. Scouts leaving camp early with a parent or guardian must fill out an Early Release Form at the Administration building before leaving camp.

PROGRAMS FOR ADULT LEADERS

S.T.A.R. and SCOUTMASTER'S MERIT BADGE



SCOUTMASTER'S MERIT BADGE

This award recognizes the tremendous achievement that scout leaders make to the scouts in attendance. Have the staff member/youth sign on the side.

To earn the Scoutmaster Merit Badge, complete nine of the twelve activities listed below. TO EARN THIS, TURN IN A COPY OF THE FORM TO THE CAMP OFFICE BY 3PM FRIDAY.

Examples of requirements include:

- Visit all program areas at Pfeffer Scout Reservation
- Attend one adult training while at camp
- Volunteer in Eagle Bound Program Area for the week

- Be a S.T.A.R. Staffer for 2 out of the 3 morning sessions
- Sit for 1/2 hour in our famous Ingram Dining Hall rocking chairs
- Tell a “war story” to your Scouts
- Swim in Kentucky Lake for 15 minutes
- Aid the Commissioner with physical arrangements for 1/2 hour
- Attend the “Patch O Ree”
- Participate in the Vespers service

*Forms will be available at camp in the Admin Building.



CAMP STAFF ORGANIZATION

For a few weeks of the year, staff members call Pfeffer Scout Reservation “home” and dedicate themselves to providing an excellent camping experience to every Scout. We hire only high-quality staff members who have a strong interest in making a positive impact on our Scouts.

The camp staff is there to lead merit badges and activities for the Scouts. And to make sure your expectations are met and exceeded, and to generally help campers however they can. If you have any questions or issues, please feel free to ask a staff member for help.

Each program area is led by an Area Director (AD) who plans and creates the program and supervises the area staff to run the program. Your Program Director works to make sure that each area is successful in providing a quality program and will also lead exciting programs when the entire camp is together.

Your Camp Director is there to make sure that every operation of camp is as successful as possible, including managing the staff, meeting food needs, ensuring safety in camp, and working with the adult leaders toward a quality experience.



COUNSELOR-IN-TRAINING (CIT) PROGRAM

The Counselor in Training (CIT) program allows scouts to learn how to excel as camp staff members. Participants receiving a positive recommendation at the end of the session from the CIT Program Coordinator and Camp Director are given priority hire status for the following year. Priority hires are given the first opportunity to interview following our returning staff; however, this does not guarantee a staff position. All hiring decisions are made by the Camp Director. To be eligible

for the Counselor in Training program, you must be at least 14 years old and be a registered in Scouting America. CIT will be paired, during camp, with an Area Director, and shadow in a program area. CIT's will be able to complete a session or two to earn a merit badge. CIT's will be primarily assigned to the Program Director. Sign up to be a CIT in Tentaroo and a member of our staff will connect with you when you arrive at camp.

WHAT WILL CIT'S WILL DO DURING YOUR TIME AT CAMP?

- Complete training that summer camp staff receives
- Develop valuable leadership skills
- Learn about the EDGE method and instruction techniques
- Learn about the stages of group development and conflict resolution
- Work alongside staff in various program areas
- Possibly take some merit badges of your choice

- Individualized coaching & feedback with members of our senior staff
- Have fun!

Program Acceptance: The program cap will depend on male/female enrollment per session. Applicants must have a BSA Medical Record (parts A, B, and C) prior to the start of their session.

ORDER OF THE ARROW

ORDER OF THE ARROW CALL-OUT CEREMONY

The Order of the Arrow will conduct a special call-out ceremony on Thursday evening. Out-of-council troops can attend and participate. The appropriate paperwork must be submitted by your home council for all out-of-council troops. A member of our camp staff will serve as the Order of the Arrow Summer Camp Chief. Get their name at the Administration Building and they will help you understand this great organization a little better and answer any questions you might have.

Thursday is OA Day. Wear your favorite OA shirt and sash when in uniform.



VESPERS

ADULT LEADER PROGRAMS

At Pfeffer Scout Reservation, we believe that one of the most important points of the Scout Law is: A Scout is Reverent. On Wednesday, we will have a Vespers service in our Chapel. Everyone is encouraged to attend no matter their traditions. All Vespers are inter-faith and appropriate for all faiths and traditions.

FAMILY NIGHT

Friday night is Family Night; All Scout families are invited. Units can have family gatherings for supper or eat in the Dining Hall. Meals are \$10. The evening concludes with a campfire in the Amphitheater starting at 7:30 PM. Reservations to eat in the dining hall must be given to the Camp Commissioner during the Roundtable on Monday. We encourage families to begin arriving around 5:00 PM on Friday.

ROY'S BEST TROOP

This is a challenging and fun program for all troops in camp. All troops can qualify as Honor Troops by completing the requirements that will be given out at the SPL orientation on Sunday evening. Honor Troops will be recognized at the family night campfire.

Dutch Oven Cookoff: Leaders will sign up on Monday of their camp week to participate. There are two categories: Entrée and Dessert. Leaders can sign up for both or only one category to compete in. Dishes must be ready to serve at the Handicraft Pavilion on Friday at 1:00 pm. You will be judged on the dish's taste and overall appearance. Winners will be announced at the Friday night Closing Campfire. Winners will receive the coveted PSR Top Chef Award.

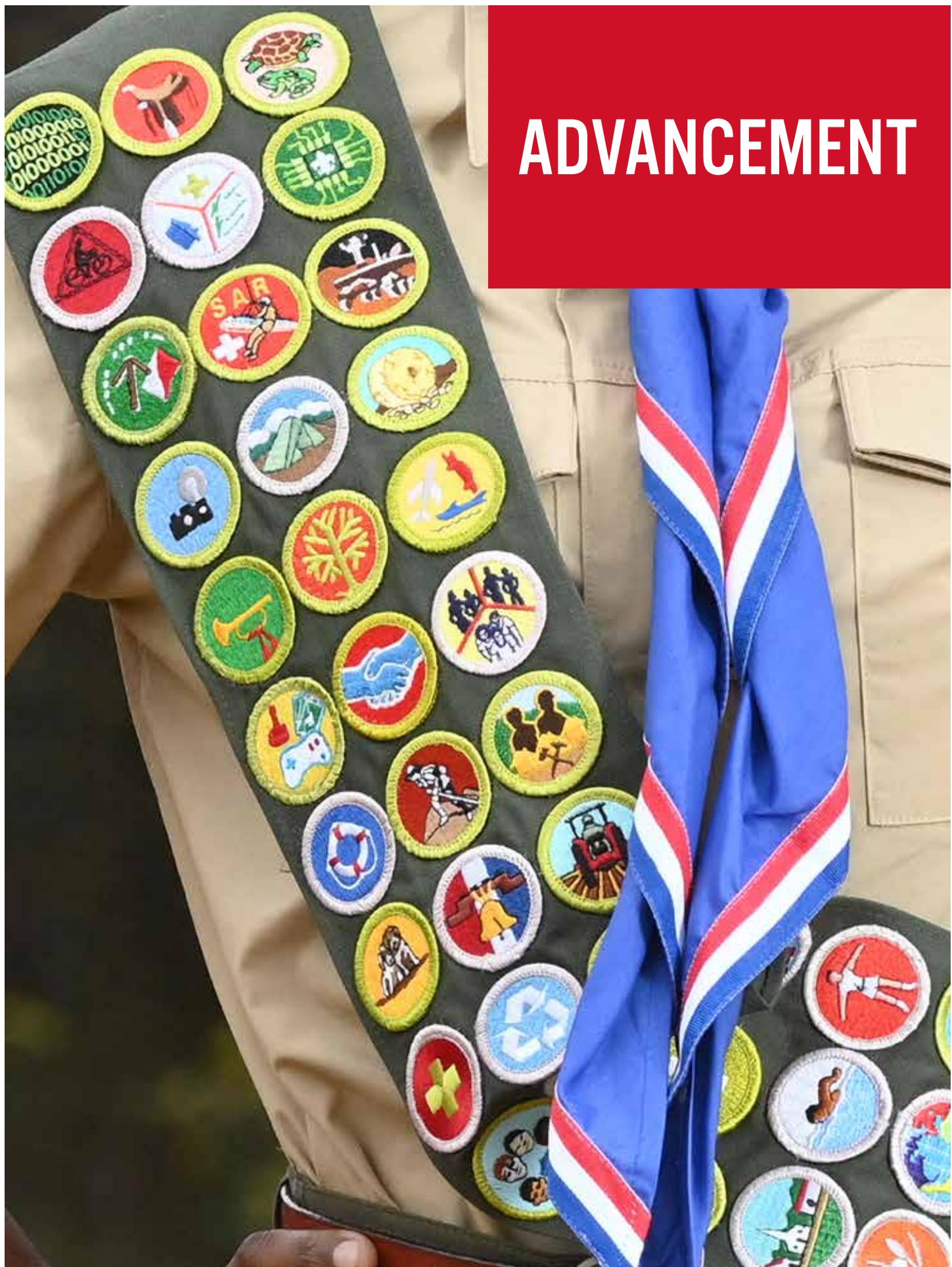
Scout Master Merit Badge: This award recognized the tremendous achievements that Scout Leaders make for the Camp and the Scouts in attendance. Leaders must complete a list of requirements during their week of camp. Forms will be made available in the Administration Building, and completed forms must be turned in to the Camp Office by 3:00 pm on Friday for credit.

Forks and Firesides (Adult Leader Appreciation Dinner): Adult Leaders at camp are invited to a special dinner on Thursday of their week of camp. Plates for the Leaders Dinner are based on the number of adults registered with your unit in Tentaroo as of Monday morning during your week of camp. Join us for a fireside chat and a great meal!

Supplemental Adult Leader Training: Various training sessions will be offered at camp for Adult Leaders throughout the week. A weekly training schedule will be made available during your specific week of camp.



ADVANCEMENT





ADVANCEMENT OPPORTUNITIES

Advancement is one of the prime reasons a youth stays in Scouting. It is a measure of success in the program. The following should help you and your Scouts develop appropriate merit-badge schedules.

1. **Before camp, know the advancement status of each Scout.**
2. **Set a goal with each scout - challenge them.**
3. **Let more advanced Scouts help younger Scouts.**
4. **Keep accurate day-to-day advancement records while at camp.**
5. **Watch loose ends - don't push, but do encourage them.**
6. **Each Scout is expected to bring the merit badge pamphlet to each merit badge session each day.**

Merit badge schedules will be available on Tentaroo on Monday, March 2. Sessions will be assigned on a first-come, first-served basis. To ensure easy registration, have your roster loaded in the roster tab ahead of time. Adults will also need to be added to the roster and to the events registration tab to be included in camp numbers and the t-shirt orders. The Tentaroo system produces the merit badge blue cards at the end of the session, by printable cards, or a requirement completed report. Merit badge “tracking” sheets will be updated daily so Scout leaders may review Scout’s progress throughout the week. Any discrepancies should be discussed with the Program Director or Camp Director before leaving camp.

We have over planned activities and programs for your unit. We do not expect Scouts to fill their schedule with everything we offer. Be selective and keep a balance between being busy and having free time.

Blue Cards: Blue cards are completed online in Tentaroo. When you register your Scouts for merit badges, they will be listed automatically on the class roster. Completed requirements will be uploaded into Tentaroo during the week, and you will be able to check on their progress. We will not be completing paper blue cards.

2026 MERIT BADGE LIST	Scout MB Max cap	8:30 - 9:45am	10:00 - 11:15am	1:30 - 2:45pm	3:00 - 4:15pm
		Session I	Session II	Session III	Session IV
AQUATICS					
Canoeing	14	*		*	
Instructional Swimming	10	*	*	*	
Kayaking	10		*		*
Lifesaving*	10		*		
Mile Swim	10				*
Paddle Board	4				*
Rowing	10			*	*
Small-Boat Sailing	12		*		*
Swimming*	20	*	*	*	
Water Sports (Water Skiing)	6		*		*
EAGLEBOUND (FIRST YEAR CAMPER)					
EagleBound	30		*		*
ECOLOGY					
Archaeology	20		*		
Forestry	20	*			
Environmental Science*	20			*	*
Nature	20			*	
Space Exploration / Astronomy	20	*			
Sustainability*	20				*
Weather / Soil and Water Conservation	20		*		
HANDICRAFT					
Art / Animation	20			*	
Basketry	20	*			
Leatherwork	20	*			
Metalwork	20		*		*
Woodcarving	20		*	*	
Woodwork	20				*

2026 MERIT BADGE LIST	Scout MB Max cap	8:30 - 9:45am	10:00 - 11:15am	1:30 - 2:45pm	3:00 - 4:15pm
		Session I	Session II	Session III	Session IV
OUTDOOR SKILLS					
Camping	20		*	*	
Emergency Preparedness *	20		*		*
Fire Safety / Wildland Fire Management	20	*			*
First Aid *	20	*		*	
Geocaching / Orienteering	20	*			*
Pioneering	20				
Search and Rescue	20		*	*	
Signs, Signals, and Codes	20	*		*	
Wilderness Survival	20		*		*
STEM / PERSONAL DEVELOPMENT					
Citizenship in the Nation *	20		*		*
Citizenship in the World *	20	*		*	
Communications * / Public Speaking	20		*	*	
Entrepreneurship / Salesmanship	10				*
Game Design	20	*		*	
Photography	10		*		*
Robotics / Engineering	10	*			
Robotics/Inventing	12	*			
SHOOTING SPORTS					
Archery	10		*		*
Rifle Shooting	16		*		*
Shotgun Shooting	8		*		*
FRIDAY PROGRAM					
Collections (Ecology)	30	Friday - 8:30am at Ecology			
FingerPrinting (Handicraft)	30	Friday - 8:30am at Handicraft			
Fishing (Amphitheater)	20	Friday - 8:30am at Amphitheater			
Motorboating (Aquatics)	12	Friday - 8:30am at Aquatics - BOTH SESSIONS			
Scouting Heritage (STEM)	30	Friday - 8:30am at STEM			
Chess (STEM)	12	Friday - 10:00am at STEM			
American Indian Cultures (Tipi)	20	Friday - 10:00am at Tipi			
Mammal Study (Ecology)	30	Friday - 10:00 at Ecology (Will last until 12)			
Tubing (Aquatics)	6	Friday 8:30-10:00, 10:00-11:30, 1:30-3:00, 3:30-5:00			
Branding (Handicraft)	OPEN	Friday - 1:30-5:00 at Handicraft			



EAGLE BOUND FIRST- YEAR CAMPER

Pfeffer Scout Reservation is home to the Eagle Bound First-Year Camper program and takes pride in offering a great program for your Scouts. The original First Year Camper program was held at Pfeffer Scout Reservation and was later adopted by National and implemented nationwide.

The Eagle Bound Program is divided into two separate sessions; Scouts should only attend one session but will spend Monday - Friday in the program. This allows for time to pursue additional opportunities at camp.

- 1) **Morning session: 8:30AM – 11:15 AM OR**
- 2) **Afternoon session: 1:30PM – 4:15 PM**

Participants are grouped based on rank and skill level. Unlike merit badges, it is impossible to come to camp and, in a week, complete most of the requirements for Tenderfoot, Second Class, and First Class. Eagle Bound Staff will do everything in their power to help each Scout become proficient in as many areas as possible. How much each scout completes is up to them. While this is a First-Year Camper program, we encourage scouts who are 13 and older to take Merit Badge Sessions. If an older first-year camper wants to take the Eagle Bound program, please talk to the Program Director. ***It is recommended that Scouts take First Aid and Swimming Merit Badges in order to meet many more rank requirements.***

Leaders should review with their scouts and check off those requirements completed. Requirements will also be on Tentaroo.

WHAT TO BRING EVERY DAY TO EAGLE BOUND:

<input type="checkbox"/> Water Bottle	<input type="checkbox"/> Scout Handbook*
<input type="checkbox"/> Bandana and/or Hat	<input type="checkbox"/> Day Pack

*Review the handbook for a list of 10 essentials.



PFEFFER SCOUT RESERVATION

AQUATICS

The waterfront area on Kentucky Lake is very active. Open programming is offered every afternoon so Scouts can come out and cool off at the beach, take out a canoe or sailboat with a friend! Our Aquatics Area is home to many different merit badges and various activities throughout the week at camp!

Aquatics Merit Badges:

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Canoeing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2nd year+	Y
	Kayaking -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2nd year+	Y
	Lifesaving -Must have earned the Swimming Merit Badge (Req 2a). -Must pass the Scouting America Swim Test.	3	2nd year+	Y
	Motorboating -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2nd year+	Y
	Rowing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet. -Prior knowledge of knots in requirement 4a#5 is helpful.	2	2nd year+	Y
	Small Boat Sailing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet. -Knowledge of knots and splices is helpful. -Prior knowledge of knots in requirement 7a is helpful.	2	2nd year+	Y

	Water Sports (Water Skiing) -Successfully complete the Scouting America Swim Test (Req 3). -Some Experience with Water Skiing is RECOMMENDED .	3	2nd Year+	Y
	Swimming -Must successfully complete the Scouting America Swim Test. -This is <i>not</i> an instructional swim but rather a badge to improve and perfect skills.	1	All Scouts	Y

Other Aquatics Opportunities:

	BSA Mile Swim -Successfully complete the Scouting America Swim Test. -This is not a merit badge.	3	2nd Year+	Y
	BSA Stand Up Paddleboarding -Successfully complete the Scouting America Swim Test. -This is not a merit badge.	2	2nd Year+	Y
	Instructional Swim -Available to scouts desiring to learn how to swim or improve their skills before taking the swimming merit badge. -As a reminder, the Swimming merit badge is not designed to teach Scouts how to swim.	1	All Scouts	N/A
	Tubing -Scouts must be 12 years of age or older to participate. -Successfully complete the Scouting America Swim Test.	2	Age 12+	N/A

OUTDOOR SKILLS

Whether it's merit badges or just to sharpen your skills, the Outdoor Skills area has something for you. Scouts will put their basic outdoor skills to the test! Where else can you start fires and build bridges all in one place?

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Camping -Requirements 4b, 8c, 8d, and 9a-c should be done prior to camp.	1	All Scouts	N
	Search and Rescue -No prerequisites	1	All Scouts	Y

	Emergency Preparedness -Must have earned First Aid MB prior to taking this badge. -Requirement 3 must be completed prior to camp. -Recommend bringing an emergency pack to inspect for 9c.	2	Age 13+	Y
	First Aid -No prerequisites with the 2025 edition of Merit Badge.	2	All Scouts	Y
	Fishing -Scouts age 16 or older must have a valid KY Fishing License. -Scouts are highly encouraged to bring their own fishing gear.	1	All Scouts	Y
	Orienteering -Requirements 7, 8, and 9 -Good map and compass skills are recommended.	3	All Scouts	N
	Geocaching -Requirements 7, 8, and 9	2		N
	Pioneering -No prerequisites. -Good working knowledge of knots and lashings is recommended.	2	2nd year+	Y
	Fire Safety -No prerequisites.	1		Y
	Wildland Fire Management (TEST LAB) -This is NOT a current Merit Badge but is in the Scouting America Test Lab. -Scouts will receive a certificate to prove completion. -If this becomes an official Merit Badge, Scouts will present their certificate to be awarded the completed Merit Badge.	1	All Scouts	Y
	Signs, Signals, and Codes -Requirement 7.	1	2nd year+	Y
	Wilderness Survival -Requirement 4 (personal first aid kit) should be prepared in advance and brought to camp. -Scouts should be prepared to complete requirement 8 at Camp (weather permitting).	2	Age 13+	Y

HANDICRAFT

Whether you are just interested in learning a new skill or sharing your talents with others, the Handicraft area gives you plenty of opportunities to be creative. The staff is dedicated to helping Scouts create projects with quality workmanship and instilling safe work practices.

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Art -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	Animation -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1		Y
	Basketry -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	American Indian Culture -No prerequisites.	1	All Scouts	Y
	Fingerprinting -No prerequisites.	1	All Scouts	Y
	Leatherwork -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	Metalwork -No prerequisites. -Merit badge supplies will be provided at Handicraft.	3	Age 13+	Y
	Wood Carving -Must have a Totin' Chip (Requirement 2a). -Merit badge supplies will be provided at Handicraft. -Not recommended for first-year campers!	2	2nd year+	Y
	Woodwork -Must have a Totin' Chip (Requirement 1c). -Merit badge supplies will be provided at Handicraft. -Not recommended for first-year campers!	2	2nd year+	Y

RANGE AND TARGET ACTIVITIES

Range and Target Activities is one of the most popular areas in camp. All Scouts and Scouters are given the safety rules and regulations prior to being permitted to participate. The ranges are open each afternoon for practice shooting or just for fun!

Range and Target Activities Merit Badges:

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Archery -No prerequisites. -Merit badge supplies will be provided at the Archery Range.	1	All Scouts	Y
	Rifle Shooting -No prerequisites. -Recommended for older Scouts. -Maturity and the ability to follow directions are needed.	2	2nd Year+	Y
	Shotgun Shooting -No prerequisites. -Recommended for older Scouts. -Maturity and the ability to follow directions are needed.	3	Age 13+	Y

Other Range and Target Activities Opportunities:

	<p>Leader Shoot -Leaders can come to the Archery, Rifle, or Shotgun Range on Monday from 4:30 to 5:30 to have some fun and try their hand at some shooting.</p>
	<p>Cowboy Action Shooting -MUST BE 14 YEARS OR OLDER OR 13 AND HAVE COMPLETED THE EIGHTH GRADE! -This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Scouts and Venturers 14 years of age or older can take part in this special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge or 20-gauge shotguns. -In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell." -All Scouts will choose their own cowboy action names before starting, so that the instructors can call them by those names.</p>

STEM / PERSONAL DEVELOPMENT

The STEM / Personal Development area provides scouts with opportunities to work on Eagle-Required Merit Badges. Additionally, some non-eagle-required badges allow the scouts to expand their skills or knowledge.

	Pre-requisites <i>Completion at Camp depends on scout having completed Prerequisites prior to camp and shows to merit badge counselor.</i>	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Photography -No prerequisites. -It is recommended that Scouts bring a digital camera or smart-phone with them to take pictures with.	2	Age 14+	Y
	Citizenship in the Nation -Requirements 5, and 7 should be completed before camp.	1	All Scouts	Y
	Citizenship in the World -Requirement 7 should be completed before camp.	1	All Scouts	Y
	Scouting Heritage -Requirements 5 and 6 should be completed before camp.	1	All Scouts	Y
	Communications -Requirements 5, 7, and 8 should be completed before camp.	2	Ages 13+	Y
	Public Speaking -No prerequisites.	1		Y
	Entrepreneurship -No prerequisites.	2	Ages 13+	Y
	Salesmanship -Requirement 5 should be completed before camp	2		Y
	Game Design -No prerequisites. -Recommended for creative scouts.	2	All Scouts	Y

	Chess -No prerequisites.	1	All Scouts	Y
	Robotics -No prerequisites.	2		Y
	Engineering -No prerequisites.	2	All Scouts	Y

ECOLOGY

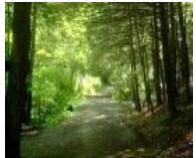
The nature area offers something for everyone. Of course, we offer merit badges, live animals, and a nature trail. Whatever your interests, there is something there for you.

Nature Merit Badges:

	Pre-requisites <i>Completion at Camp depends on scout having completed Prerequisites prior to camp and presents to merit badge counselor.</i>	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Nature -No prerequisites	1	2 nd Year+	Y
	Environmental Science -Recommended for older Scouts. -Some independent project work may be required.	2	Ages 13+	Y
	Forestry -No prerequisites.	1	All Scouts	Y
	Collections -Requirement 1, Have a Collection	1	All Scouts	Y
	Mammal Study -No prerequisites.	2	All Scouts	Y
	Archaeology -No prerequisites.	2	All Scouts	Y

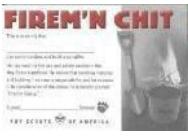
	Astronomy -It may include some late-night observation with a telescope. -The ability to complete other requirements is affected by the weather.	1	All Scouts	Y
	Space Exploration -No prerequisites. -Merit badge supplies will be provided.	1		Y
	Sustainability -No prerequisites.	3	Age 13+	Y
	Weather -No prerequisites.	1		Y
	Soil and Water Conservation -No prerequisites. -Does require work on a conservation project	2	All Scouts	Y

Other Nature Opportunities:

	Nature Trail -Take a nature hike to view the flora, fauna, and other natural features of our camp. The trail is both educational and relaxing.
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EAGLE BOUND (FIRST-YEAR CAMPER PROGRAM)

Pfeffer Scout Reservation is home to the Eagle Bound First-Year Camper Program and takes pride in offering an excellent program for your Scouts. The original First-Year Camper Program was held at Pfeffer Scout Reservation and was later adopted by National and implemented nationwide.

	Eagle Bound -Scouts will work on rank requirements for Scout, Tenderfoot, Second Class, and First Class, as well as their Firem'n Chit and Totin' Chip. -This is a half-day program (all morning, or all afternoon). Scouts should attend only one session.
	Firem'n Chit -The Firem'n Chit is awarded to Scouts who learn basic fire safety and subscribe to the Outdoor Code. -This will be earned through the Eagle Bound Area (First-Year Camper Program).
	Totin' Chip -Very popular award among new Scouts since it grants them the privilege of using wood tools. -This will be earned through the Eagle Bound Area (First-Year Camper Program).

PROGRAMS FOR OLDER SCOUTS

What about the older Scouts who have taken most of the merit badges offered at Pfeffer Scout Reservation? What activities are available to them? We also have some excellent programs designed to meet their needs.

	<p>Aquabase</p> <ul style="list-style-type: none"> -Spend your week at summer camp on one of the largest man-made lakes in the world on a 25-foot sailboat with your Scouting friends, experiencing teamwork and learning nautical skills! -Crews of 3-5 Scouts will manage their very own sailboat for the entire week under the leadership of the Aquabase Staff. They will sail to numerous ports throughout the lake and spend each night on the boat. Scouts will enjoy cooking their own meals, but will also experience some local "Ports of Call." -Age 14 or older. -Must have earned the Small Boat Sailing Merit Badge. -Successfully complete the Scouting America Swim Test.
	<p>BSA Mile Swim</p> <ul style="list-style-type: none"> -Successfully complete the Scouting America Swim Test. -This is not a merit badge.
	<p>BSA Stand Up Paddleboarding</p> <ul style="list-style-type: none"> -Successfully complete the Scouting America Swim Test. -This is not a merit badge.
	<p>Tubing</p> <ul style="list-style-type: none"> -Scouts must be 14 years of age or older to participate. -Successfully complete the Scouting America Swim Test.
	<p>Cowboy Action Shooting</p> <p>-MUST BE 14 YEARS OR OLDER OR 13 AND HAVE COMPLETED THE EIGHTH GRADE!</p> <ul style="list-style-type: none"> -This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Scouts and Venturers 14 years of age or older can take part in this special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge or 20-gauge shotguns. -In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell." -All Scouts will choose their own cowboy action names before starting, so that the instructors can call them by those names.

AQUABASE





WHAT IS AQUABASE?

Imagine spending your Summer Camp experience on one of the largest man-made lakes in the world spending a week on a beautiful 25-foot sailboat with your Scout friends experiencing team-work and learning nautical skills.

This great program is designed for scouts ages 14 and older. Crews of 3 - 4 Sailors will manage their very own boat for the entire week under the leadership of the Director. They will sail to numerous ports throughout the lake and spend each night on the boat. Scouts will enjoy cooking their own meals but will also experience some local “Ports of Call.”

AQUABASE



Kentucky Lake is one of the largest man made lakes in the entire world and offers some of the finest watersports opportunities available anywhere, including sailing, canoeing, kayaking, waterskiing, swimming, motor boating, and fishing.

Aquabase is located directly on the shores of Kentucky Lake and is within the confines of Pfeffer Scout Reservation. Older

Scouts ages 14 and over can participate in weeklong sailing adventures. Unlike regular Scout camp, Aquabase participants will spend their entire week in an intensive program honing their skills while having great fun. Scouts can attend while their Troop is attending Scout BSA Summer camp or they can participate as a provisional camper. Either way, advanced registration is required.

Session	Dates	12 Day Out Meeting
Week 1	June 7 - June 13	Tuesday, May 26
Week 2	June 14 - June 20	Tuesday, June 2
Week 3	June 21 - June 27	Tuesday, June 9
Week 4*	June 28 - July 4	Tuesday, June 9
Week 5*	July 5 - July 11	Tuesday, June 9
Week 6*	July 12 - July 16	Tuesday, June 9

12-Day Out Meetings are at 7:00 PM CDT in the administration building at Pfeffer Scout Reservation.

These are the same camp meetings mentioned previously. Zoom is available.

*Weeks 4, 5, and 6 need to attend the Week 3 Pre-Camp Meeting.



REGISTRATION

Participants can attend the camp either with their troop or as an individual. Advanced reservations are required and each program has a limited number of spots to allow for a quality

program. Contact the Council office (502) 361-2624 to make reservations. A deposit of \$100 is required for each reservation made.

PROGRAM	DEPOSIT AMOUNT	TOTAL AMOUNT
HIGH ADVENTURE SAILING	\$75.00	\$565.00



AQUABASE PACKING LIST

BSA MEDICAL FORMS (PARTS A, B, and C)**BSA SWIM TEST CERTIFICATION (optional)****Clothing**

- Official Scouting America Field Uniform - defined as 1 tan shirt and 1 pair green shorts with belt or Crew/Ship uniform as applicable
- Scout related t-shirts (4-5 recommended)
- Swim Trunks (2 pair minimum)
- Nylon shorts (2 pair minimum)
- Underwear (non-cotton)
- Hard soled water shoes or close-toed sandals
- Sleeping clothes
- Socks (if appropriate)

NO open-toed shoes are allowed!

Clothing - Outer Layer

- Lightweight rain gear
- Windbreaker
- Brimmed hat (baseball caps will blow off!)
- Bandana(s)

Sleeping Gear

- Sleep sheet or very lightweight sleeping bag
- Pillow - small backpacking style

General Gear

- Personal mess kit
- Nalgene-style water bottle with carabiner clip (do NOT bring a metal water bottle!)
- Polarized sunglasses with neck cord
- 2 towels / 2 wash clothes (light weight = faster dry time)
- Watch
- Headlamp with batteries
- Extra spending money

Personal Gear

- Lotion/sunscreen
- After burn care for sunburn - NOT optional!
- Lip balm
- Toothbrush/paste
- Deodorant
- Swimmers ear drops if needed
- Medicated powder (ex: Gold Bond)
- Glasses/contacts if applicable
- Neck cord if you wear prescription eyeglasses
- Mirror
- Razor/shaving cream (if appropriate)

First Aid Kit

- Insect bite stick
- Insect repellent
- Acetaminophen/ibuprofen
- Chapstick
- Band-aids
- Q-tips
- Tweezers

Optional Items

- Pocket guide (I.D. Guides for trees/plants/fish)
- Cards/games
- Notebook/journal and pen/pencil
- Personal PFD

WHAT NOT TO BRING

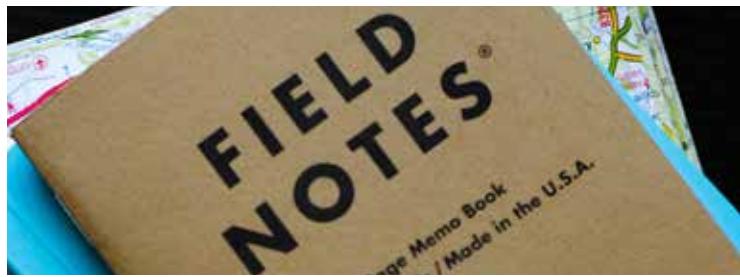
- Electronic gear
- Includes: Cell phones, mp3 players, iPods, video games, radios, TV's, mp3 players, etc
- Hard shell suitcases, plastic totes, etc.
- Coolers
- Soft drinks
- Glass jars/bottles
- Laser pointers
- Sheath knives (non-folding knives)
small pocket knives are fine
- Fireworks of ANY kind
- Cigarettes, lighters, hot sparks or matches
- Alcohol

NOTE 1: Due to all of the rigging (wires/rope), sails and people, we ask that you not bring fishing gear.

NOTE 2: Cabin space is extremely limited. Only one medium (24"-28") duffle bag is permitted per person! Do not bring plastic totes, hard-shelled suitcases, framed backpacks or wheeled bags.

NOTE 3: Don't forget the sunburn gel! Blue gel or the green gel - your choice. Generally, the blue kind has some form of lidocaine, which is a mild anesthetic.

NOTE 4: Please plan on arriving between 2PM and 3PM on Sunday afternoon.



NOTES