

Camp Geiger Program Activities and Offerings

Camp Geiger offers a wide variety of programs serving the needs of first year campers to those that have returned for their seventh year or more. The **First Year** Program introduces the new scout to basic scout skills and the many of the hidden parts of Geiger. Scouts can at least start or finish all but two of the **Eagle required merit badges**. **Scuba**, **COPE**, **Shooting Sports**, and now **advanced aquatics training** represent some of the offerings for more experienced scouts.

The list of merit badges offered is extensive and will require some review. The Activity Schedule provides a complete list and time schedule for the daily activities. Also provided are forms to assist leaders in [tracking the scout's activities](#) and to provide the [scout with a list](#) to take with him. Some activities require signing up on Sunday prior to the evening meal. Unless specifically stated, scouts only need to show up for the activity at the first session.

Camp Geiger also offers many evening and early morning activities that are listed under the program descriptions below. It is helpful to review all the sections while determine the best program for each scout.

An important part of the Geiger experience is the [Tribe of Mic-O-Say](#). Anyone not familiar with Geiger should check out the Mic-O-Say program and why Geiger has one of the highest scout return rates in the country. It is not unusual for Scouts to return to Geiger for seven or more years.

NEW AND EXCITING IN 2011

SHOOTING SPORTS RANGES

Last year we dreamed about the new shooting sports ranges. They are a reality for camp. The Shot Gun/Sporting Clays range is already in use. The combined Five Stand and Sporting Clays ranges provide great opportunities for older scouts. Shot Gun merit badge has been moved to mornings offered three periods. The new five-stand provides more opportunities. The program is limited to 8 per period. There is a charge of \$15 for the week. The fee is paid at the Trading Post.

The new rifle range is located just east of the Dining Hall. This state of the art range will provide excitement and opportunity for older scouts. (\$5 fee paid at the Trading Post prior to the first class) Rifle does require signing up on Sunday due to the limited number (16) each period.

The new archery range is located next to the Rifle Range. This new facility will make using the compound bows even better. Buckskin Games has a new home as well with the other ranges. A new 3D Archery Range will be open as well just North of the Sport Clay 5 Stand, cost of this activity is \$5 and tickets should be purchased at the Trading Post before the first class.

Eagle Area Welcomes Law Merit Badge

It's time for you, the Camper, to take Geiger into your own hands and decide what's right and what's wrong. In what can only be described as 5 days of fact finding and intense Jury deliberation the fate of Camp Geiger and its future will fall directly into your, the camper's, hands. You've talked about the Law in school but now Campers will use the Law to come to a unified decision that might shake the foundation of Camp Geiger FOREVER!!!!

Camp Geiger Welcome's Back the X Games

For the First time in 10 years Camp Geiger Tuesday Night will turn xtream games as 4 great activities take place around camp! Bring your Troop, break into Patrols or grab a group of your friends that are in camp and come play the STAFF and see if you have what it takes to win!

Come play:

Water Polo at the Pool

Flag Football North or the Dining Hall

Kick Ball between Scout Craft and Tapper Valley

Ultimate Frisbee North of the the Handicraft Corral

Signing Up for Restricted Activities

Most activities at Camp Geiger don't restrict the number of participants in any given periods. For example the First Year program, Scout Craft, and most other activities are not limited. However, a few activities are limited in numbers that can be served at one time.

Scouts sign-up (register) for these activities at 5:30 PM Sunday. Staff will meet with scouts on the Northwest side of the Dining Hall along the tree line. A sign will designate where to sign-up for each program area. Often there is no problem. **Inclusion in an activity is based on scout rank and years at camp. Eagle scouts who have been to camp 6 years would get priority, for example.**

If the activity is offered more than one period the scout may be able to get in a different period. This would require adjusting the schedule. To assist unit leaders, the announcements concerning activities that have had to reject individuals and who was included will be made at the **Handicraft Corral prior to assembly for the evening campfire.**

Activities Requiring Sign-ups

Aquatics

- SCUBA
- Rowing
- Canoeing
- BSA Lifeguard

Shooting Sports

- Rifle
- Shotgun
- 3D Archery
- Sporting Clays

Handicraft

- Potter/Sculpture
- Metal Work

Outdoor Skills (Scout Craft)

- Fishing and Fish & Wildlife
- Mountain Boarding

Nature

- Space Exploration

COPE & Climbing

- COPE
- Climbing

Any activity not listed only requires the scout attend the activity on Monday. If an activity period is extremely large the scout may change to a smaller period with permission of the scout master.

Aquatics Programs

BSA Lifeguard

Times Offered: Arranged with Aquatics Director

Scouts who have earned both Swimming and Lifesaving Merit Badges may wish to participate in this program. The program has been established as a means of providing units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water.

A Scout who wants to participate is required to be at least fourteen years of age, classified as a swimmer and be currently CPR certified. Adults who wish to participate in the program must meet these same requirements.

BSA Aquatics Supervision: Swimming and Water Rescue

This certification allows you to have the qualified supervision to take your troop swimming as BSA safe swim states. This certification is for anyone over 16. This will give you the basic rescue skills you need to supervise a swimming event. You must be a swimmer to do this class. It is offered at the same time Lifesaving is offered and requires daily attendance.

Non-Swimmer Instruction

Times Offered: Daily at 2:00 PM and 3:00 PM or By Appointment

Scouts classified as Non-Swimmers on Sunday should enroll in the Non-Swimmer activity period. The goal to make "every Scout a Swimmer" is pursued in giving individual attention to non-swimmers and presenting the opportunity to advance to "Beginner" or "Swimmer" classification.

Beginner Instruction

Times Offered: Daily at 2:00 PM & 3:00 PM or By Appointment

Scouts classified as Beginner Swimmers on Sunday should enroll in the Beginner Swimming Activity Period. The goal of increasing a Scout's swimming endurance and completing the Second Class and First Class Swimming Requirements is pursued by giving individual instruction. Also, the Beginner will have the opportunity to advance to the "Swimmer" classification. We have a "Leave no Scout behind" policy and will make this activity available in the morning by appointment if necessary.

The Mile Swim

Times Offered: Practice Mon. & Tues. 6:00 AM, Qualify Wed. 6:00 AM

Those wishing to participate must be enrolled in or have previously earned the Swimming Merit Badge. All participants are required to attend the 6:00 AM practice session on Monday and Tuesday. The Mile Swim qualification begins 6:00 AM Wednesday morning. Visitors are invited to come to the pool and cheer on their swimmers. Scouts who successfully complete all the requirements are entitled to wear the Official Mile Swim Patch, to be awarded on Saturday.

SCUBA BSA (Discover SCUBA)

Times Offered: 2 PM Daily

Scouts can experience the thrill of underwater life. Scouts will learn the basics of SCUBA gear and techniques in this exciting, hands-on program provided by a certified area SCUBA instructor. They will be trying the SCUBA equipment out for themselves underwater. Participants may earn the BSA Scuba award, presented at the end of the week.

The daily activity is limited to 8 per period. There is a \$10 fee for the activity. Sign-up for this activity at the Monday pre-camp meeting and at the Sunday evening sign-up meeting.

The following forms are required for all SCUBA participants:

- At least 12 by January 1, 2011
- Current [Physical](#)
- Agreement PADI Form
- If a specific medical condition is indicated on the PADI Form, the PADI Medical Statement is required.

Water Front Program

In 2011 the opportunities for Fishing Merit Badge as well as Fish and Wildlife Management have been expanded. These activities will be open to a total of 20 Scouts each week. Be ready to get up early as the lake is open for fishing between 5:30 AM and 7 AM on Tuesday, Wednesday, and Thursday.

Canoeing and Rowing Merit Badges will be available for those scouts who are third year campers and above, they **must also have obtained their swimmer classification** during their swim check on Sunday.

New for 2009, we have added a new program for 16 years and older. Paddle Craft Safety is a program that will allow scouts and leaders to expand their knowledge on canoeing and rowing. New BSA

policy requires any scouts and/or leaders to have a Paddle Craft Safety certification to go on Canoe Trips.

Paddle Craft Safety

Paddle Craft Safety to take your troop on a float trip. You must be over 16, and a swimmer. This class will cover the basics that you need to know to recognize problems on a float trip. It will give you the qualified supervision that you need to take your troop on a float trip as BSA safety afloat states. This will be offered at the same time that canoeing is offered. This program is offered along with Canoeing Merit Badge every morning and will require attendance each day.

Braves Week

This summer, in addition to the provisional camp program for 2nd time campers offered 6th session, we have added an additional opportunity for new Braves. A special provisional unit will be available 6th session for new Braves who want to return for a second week and get a real head start on costumes. Not only will the new Brave have access to all the programs offered at camp, they will have special instruction times for costuming, dancing, and Tribal Lore.

This program is under the direction of the Mic-O-Say Director and designed for those Scouts excited about their first experience as a Tribesman.

To reserve your place contact the Council Office or the Camp Office.

Duty to God Program

Program for All Faiths that can be earned At Camp

Participants will earn a beautiful "Duty to God Patch" by participating in this second year program at Camp Geiger. This can be worn as a temporary patch on the pocket of the scout uniform. The purpose of the program is to help youth and adults experience God at Camp and also learn how they can earn their Religious Emblems Award later in their own Church. 2011 marks the third year for this special program. Scouts and scouters can earn the third segment of the four that make up the total patch. Anyone can start the program and earn the first patch or earn the second one for a second year.

Eligibility:

Both youth and adults

Program requirements:

Participants must complete the four requirements:

1. Attend a religious service at Camp Geiger
2. Participate in or help lead at least three daily devotionals with your troop.
3. Learn the Camp Geiger Grace or another Grace and repeat/explain these to the Troop Chaplain Aide.
4. The Troop leaders must promise to review the Duty to God Religious Emblems Brochure (no. 5-879)* and make a presentation at a regular troop meeting. Youth must promise to attend the presentation and commit to earning the Religious Emblem of their Faith at an appropriate time,

or if already earned, help explain to another Scout. Adults would agree to help make the presentation or serve as a counselor in their local church to promote the Religious Emblems Program.

Scouts and leaders who have completed the above requirements can present the names on a Troop Advancement Form and purchase the patches from the Scout Service Center in St. Joseph or the Geiger Trading Post.

* Leaders: For more information go to (www.praypub.org and www.scouting.org/awards/religious/index.html) Devotional for use at camp can be downloaded from this site.

Eagle Area Program

This program area unique to Camp Geiger provides opportunities to either earn or work on a number of the more advanced Eagle required merit badges. This program features [Personal Fitness](#), all three [Citizenships](#), [Communications](#), and [Personal Management](#) and [Law](#). Although not typically considered camp based activities, the Eagle Staff provide instruction in the outdoor environment in as interesting and interactive way as possible. Many of these badges require a lot of preparation to complete them at camp. Many scouts and leaders have found that taking the activity at camp is an excellent way of getting started achieving that demanding required badge.

The center of operation for the Eagle Area is the building recently used for Handicraft. For those that have been around a few years you would have known it at the Trading Post. Activities will initiate in this area and spread out from there.

First Year Scouts

Each new scout is excited to start his personal adventure to be an Eagle Scout. Camp Geiger's **First Year** program offers the scout an exciting opportunity to learn the basic Scouting Skills as he progresses toward his goals by learning. While working as patrols of 6 to 10 boys, the first year scout works on Tenderfoot, Second Class, and First Class requirements in a fun and exciting manner.

Under the direction of the Outdoor Skills (Scoutcraft) Staff, the first year scout will cook, learn knots, build fires, and many more activities. Through these activities he will develop many of the skills needed to meet the requirements for Tenderfoot, Second Class and First Class scout ranks. Through the **First Year** program he will be able to complete the swimming requirements. While learning he will also explore Camp Geiger, learning some of the history and visiting much of the camp.

Since the scouts work in small patrols, most get the opportunity to be a leader. Learning how to work as a patrol is an important part of this program. Two to three patrols learn and compete under the direction of a Troop Guide (an Outdoor Skills Staff Member). Troop Guides are selected for their Scout Skills, ability to work with young scouts, and ability to promote the Patrol Method.

By the end of their week at Camp, all participants will know that they accomplished something special and more importantly, they are truly a part of the Camp Geiger Family. And they won't go away empty handed; each Scout will receive a memento from their experience that will remind them forever of their first year at Camp Geiger and participation in the First Year program.

Although the young scouts are provided instruction in various scout skills, it is the responsibility of the unit to determine if the requirement has been met. A comprehensive report of the requirements covered is provided to the unit leadership for each participant at the end of the week.

Handicraft Merit Badges

Geiger is proud to provide a wide range of handicraft activities. From making baskets to using a forge to make basic tools, a scout can develop his creativity. These open activities are available all day. If a scout completes a badge early in the week he is welcome to do a second one. This area is located in the center of camp, making it very easy to come and go. Many merit badges require craft projects which can be purchased at the Trading Post.

This year things have been moved around some. The forge for Metal Work Merit Badge is located in the Octagonal Building. There are three skills that can be the focus of the new badge. Geiger is offering the Forging option. This badge is for older scouts with priority given based on rank as well as years in camp. The scout will be working with hot metal, anvil, hammer, and other such tools.

Leaders are also invited to enjoy working as an old time blacksmith. It will be fun to make decorative pieces as well as useful tools for camping. There will be a \$10.00 fee for this activity to cover the cost of supplies.

Leave No Trace

The Leave No Trace educational program promotes skills and ethics to support the sustainable use of wild lands and natural areas. The concept originated in the U.S. as a way to help recreationists minimize their impact while enjoying the outdoors.

Today the Leave No Trace program is part of the Scouting program. Just as important as enjoying the outdoors is respecting the natural resources and preserving them for the future.

This activity designed for experienced Scouts and leaders, teaches the seven principles of Leave No Trace. Advanced techniques and simple rules to live by when enjoying the great outdoors are all part of this program. Schedule a time with the Outdoor Skills (Scoutcraft) staff for your orientation.

The orientation can be for leaders, junior leaders or whole troops. This is a good way to start the trek to earning the LNT award. (Check it out at [Leave No Trace Awareness Award](#)).

Nature Lodge Programs

Camp Geiger's recently constructed Nature Lodge is the center for a wide variety of nature based merit badges. The experienced staff provides fun and interesting activities leading to completion of a number of merit badges. Leading the way is **Environmental Science**. This Eagle required badge can be completed in the week at camp due to the way that the instruction has been developed. Add to this important badge there is a wide offering of interest to many scouts. The lodge has excellent displays for every camper to enjoy. The staff also maintains some live animals. This area is well worth a visit by adults as well as scouts participating in these programs.

Outdoor Skills

Outdoor Skills is the program area for Scoutcraft activities. The First Year Program is part of this area. In addition, those basic Scouting Merit Badges are offered by the Outdoor Skills staff. Pioneering, Wilderness Survival and Cooking are just some of the skills. Located in Scoutcraft Valley, also known as Tapper Valley, the Scoutcraft Pavilion is the center of activity. Scouts can expect to explore various parts of Camp Geiger in addition to having instruction near the pavilion. Camp Geiger has a long tradition of providing exciting learning opportunities in the traditional scouting skills.

Mountain Biking

Times Offered: 5:00 -6:00 PM and 7:30-8:30, Monday & Tuesday

"Wow! What a ride!" is just one of the many things Scouts will be exclaiming this summer at Camp Geiger. The camp's fleet of off-road bikes await any Scout who dares to take the challenge of the Geiger mountain bike trail, and more bikes are being added each year. The activity will be open to Scouts of all ages. Each trail ride session will last for about an hour, and Scouts may repeat the experience as many times as they like. The activity is limited to 15 Scouts. Scouts must purchase a Mountain Bike Trail Ride ticket at the Trading Post. Tickets are \$1. Following the 7:30 trail ride on Monday, there will be The Cycling Safety requirement for the Cycling Merit Badge.