

2024 PROGRAM GUIDE

Included Inside:

Program Area Descriptions

Merit Badge Information

Camp Wide Programs

Adult Training and Programs

Awards Programs

Updated on February 2, 2024

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Letter from the Program Director

Dear Scout and Scouters,

Welcome to the 2024 summer season at Camp Friedlander! I am so excited for another summer filled with fun, learning, and challenges that aim to leave a positive impact on all who choose to camp with us. As we strive for continual improvement, we've taken your feedback to heart, making improvements to existing programs and introducing new and exciting opportunities all across camp!

One significant addition to camp this summer is the NEW Sports Field area. Scouts will have the chance to earn a range of merit badges designed to keep them active and foster friendly competition. Additionally, everyone on camp can partake in the games, activities, and fitness opportunities available there!

Brand new to the shooting sports area are tomahawk and 3D archery ranges, thanks for the generous efforts of the Council Shooting Sports Committee and the Order of the Arrow. Tuesday nights will now feature these activities alongside the beloved Cowboy Action Shoot, so make sure to come check it out!

I'm also very excited to announce the return of the Campers' Guild spirit program, now bigger and better than ever thanks to a generous donor. Get ready for an expanded and reimagined experience that will give Scouts even more reasons to get excited about the program.

In response to the feedback we received, we're also continuing the Friday morning open program time. It's the perfect opportunity for Scouts to complete bite-sized activities like earning the fingerprinting merit badge or completing the stand-up paddleboarding award. Additionally, Scouts can use this time to catch up on any requirements they may have missed or still need to complete.

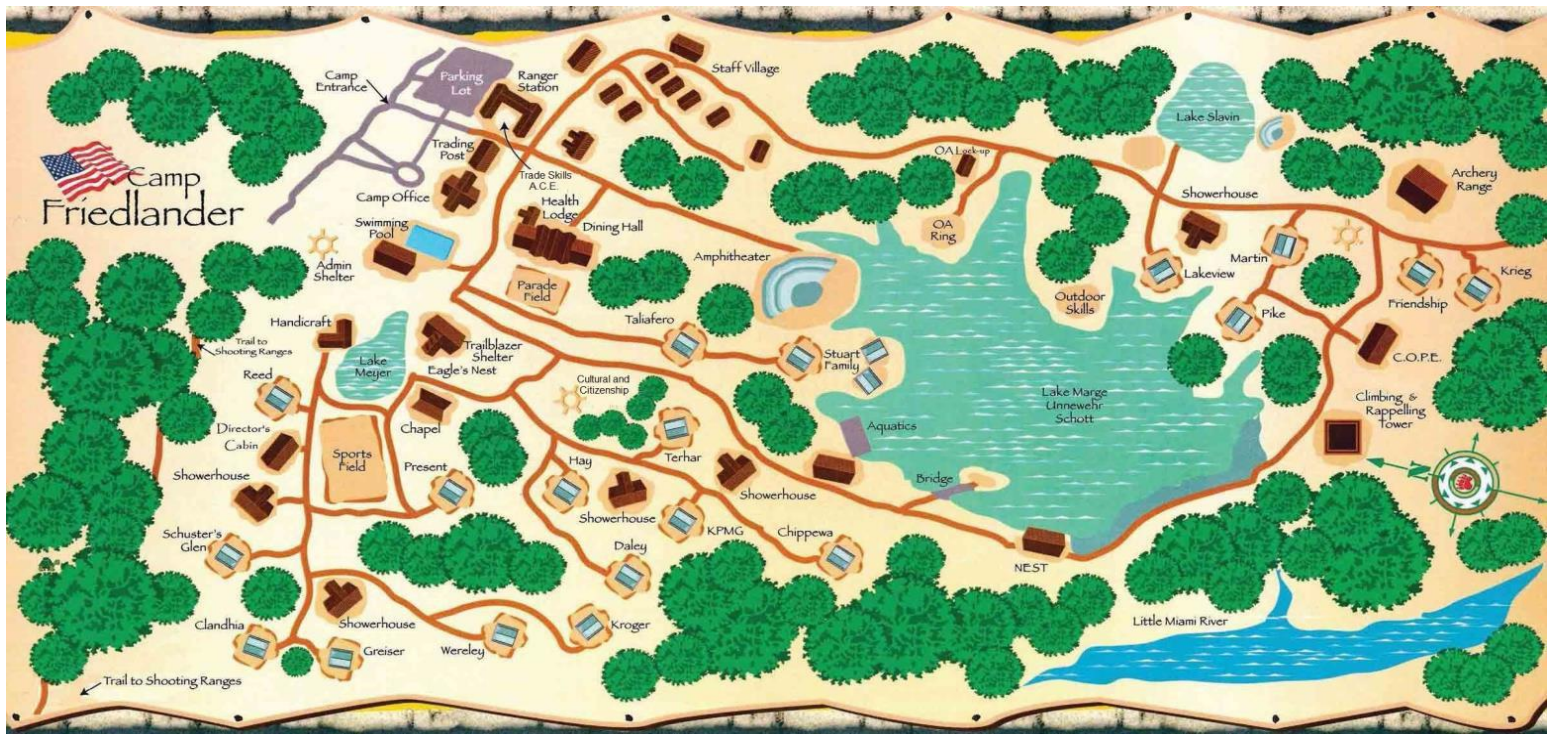
Troop Program Night is also back on Wednesday evening, featuring a new menu and (of course) a visit from a friendly staff member. Don't worry though, you can still participate in the NEW "Mount Olympus" themed camp-wide game program on Friday afternoons, where Scouts will experience mythological-themed competitions all across camp!

I extend a warm welcome to all of you and can't wait to see you this summer. Get ready for a FANTASTIC week filled with growth, camaraderie, and unforgettable memories!

In Scouting,

A handwritten signature in black ink, appearing to read "Evan Page". The signature is fluid and cursive, with a large, stylized "E" and "P".

Evan Page
Program Director, Camp Friedlander



Aquatics		Outdoor Skills		Shooting Sports	Trailblazer	
Instructional Swim	Small Boat Sailing	Emergency Preparedness	First Aid	Archery	Trailblazer (Scout/ Tenderfoot)	
Canoeing	Rowing	Camping	Wilderness Survival	Rifle Shooting	Trailblazer (Second Class/ First Class)	
Kayaking	Lifesaving	Fishing (Located by Lake Slavin)	Pioneering	Shotgun Shooting	COPE/ Climbing	
Swimming		Hiking/ Backpacking	Search and Rescue		COPE	Climbing
Handicraft		Culture and Citizenship		Trade Skills	NEST	
Art/Animation	Basketry	Indian Lore/ American Cultures		Electricity	Sustainability	Soil and Water Conservation/ Weather
Model Design and Building	Pottery/ Sculpture	Citizenship in the Nation/ American Heritage		Automotive Maintenance/ Traffic Safety	Geology/ Oceanography	Landscape Architecture
Game Design	Chess	Citizenship in the World		Home Repairs	Chemistry	Natural World Studies*
Photography	Wood Carving	Public Speaking		Metalwork	Astronomy	Space Exploration
Moviemaking	Leatherwork	Signs, Signals, and Codes		Painting	Nature	Forestry
Textile/ Pulp and Paper	Cooking	Radio	Scouting Heritage	Plumbing	Bird Study	
Sports Field	Orienteering	Personal Fitness		Cycling	Geocaching	Golf

*Natural World Studies includes the Mammal Study, Fish and Wildlife Management, and Reptile and Amphibian Study merit badges.

Merit Badges

Camp Friedlander offers over 60 merit badges! Our trained and knowledgeable merit badge counselors instruct Scouts on requirements and provide that all-important hands-on experience a Scout needs to gain an understanding in a particular field. Merit badges are not given away at camp, but with some effort and the guiding hand of the camp staff, Scouts will feel a sense of achievement as they learn new skills.

In most cases, these merit badge sessions last either 50 minutes or 1 hour and 20 minutes. Scouts are required to attend from Monday – Thursday and make up any remaining requirements on Friday morning. Scouts may also work towards various merit badges that require a smaller time commitment during this open session on Friday morning.

Though many merit badges can be completed while at camp, some include requirements that must be met prior to arrival. A list of these pre-requisites can be found later in this guide. Additionally, this list states whether you will leave camp with a completed merit badge, assuming you completed all of the pre-requisites.

Below are some quick pointers to help you plan for your summer:

- Each Scout should bring a notepad and writing utensil. Although most instruction will be more “hands-on,” notetaking proves very useful, particularly on the first day of any merit badge session.
- Camp Friedlander offers a Rifle, Shotgun, and Archery Range. However, these ranges are not located at one location. **The Archery Range is located 1.25 miles from Rifle and Shotgun and usually takes approximately 30 minutes to get there by foot.**
- Scouts participating in boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet.
- Consider walking time between classes and other factors (changing time for swimming suits, etc.). Please reference the map at the beginning of this guide. The road that circles the lake is about one mile around. The schedule allows for 10 minutes between merit badge sessions for travel time.
- Basketry, Woodcarving, Space Exploration, and Archery merit badge require a purchase of a kit to complete the merit badge. These kits can be found at the Trading Post.
- Scouts should try to purchase or print merit badge pamphlets for each badge they plan to participate in and review them before arrival at camp. Some badges require prerequisite work.
- Scouts should come to camp planning on getting dirty, gaining valuable skill sets, and most importantly, HAVING FUN!

Friday Morning Open Session

(9am – noon)

The Friday morning merit badge session will be available for Scouts to finish working on requirements they may have missed throughout the week or need additional time to work on.

The following activities/merit badges are being offered for Scouts to work on during the session. While there is no guarantee that they will be completed during the 3-hour period, they provide the chance to experience 'bite-sized' activities that might not have taken the full week of camp.

List of potential offerings:

- Aquatics
 - Stand-up paddleboarding
 - Open blobbing/swim
- Rifle/Shotgun
 - Open shoot
- Archery
 - Open shoot
- COPE/Climbing
 - Open climb
 - COPE games
- Culture and Citizenship
 - Scavenger hunt
 - Camp history tour
- Handicraft
 - Fingerprinting
 - Leatherworking
 - Open Chess
- Trade Skills
 - Open branding/forge
 - Electricity demonstration
- NEST
 - Wild edibles showcase
 - Nature hike
- ODS
 - Fishing derby
 - Pioneering relay
- Sports Field
 - Orienteering scavenger hunt
 - Pick-up basketball game
 - Corn hole tournament
- Trailblazer
 - Firebuilding challenge
 - Learn knots you've never heard of...
- **Much more to come!**

First Year Scouts

The Camp Friedlander Trailblazer program gives first-year campers a jump-start towards their first rank advancements of Scout, Tenderfoot, Second Class, and First Class. The knowledgeable staff and many outdoor resources available at Camp Friedlander not only teach Scouts the skills they need to meet requirements but give them hands-on experience.

Our Trailblazer program will accomplish these objectives:

- Teach and improve basic Scout skills.
- Teach the patrol method through practical application.
- Provide instruction on requirements in the following skill areas: woods tools, physical fitness, first aid, nature, ropes, cooking, camping, orienteering, swimming, and more.

There are two courses offered for Trailblazer that focus on Scout/Tenderfoot and Second Class/First Class requirements. This program can become a half-day session by registering for two consecutive sessions. The courses are 90 minutes each, and you aren't limited to one - you can do Scout/Tenderfoot first, then Second/First Class directly after **OR** fill the other half of their day with fun, first-year-camper-appropriate merit badges.

Most of the merit badges that are great for first year Scouts are located at Handicraft, Culture and Citizenship, and Aquatics (Swimming Merit Badge). These program areas are in the central part of camp around the Trailblazer shelter and are near the Dining Hall. When planning your merit badges, it is helpful to find someone in your Troop to take the merit badge with you. This will make the utilization of the buddy system easier.

Please note, Trailblazer counselors will not sign off on rank requirements in a Scout's handbook. This is the responsibility of the Scoutmaster. We will, however, provide a list of requirements that were reviewed with your Scout along with daily attendance records. These tools can be used during the Scoutmaster conference required for rank advancement, where the Scoutmaster should review and sign off requirements that were met satisfactorily.



Program Areas

Camp Friedlander offers your Scouts a variety of advancement opportunities as well as the chance to test their Scouting skills, participate in camp-wide events and competitions, and to earn recognition as a patrol and/or Troop.

Aquatics

Camp Friedlander provides many aquatic activities. Whether it is kayaking on the 18-acre lake or enjoying a relaxing dip in the swimming pool, you will surely enjoy your time in the water.

The lake front features the boating program (as well as the famous blob), while the pool features the swim program. What better way to spend your time at camp than in the water?

Merit Badges

Lake: Canoeing, Kayaking, Lifesaving, Rowing, Small Boat Sailing

Pool: Swimming

Additional Programs:

Lake: Open Boating, Open Swim, Open Blob

Pool: Instructional Swim, Snorkeling, SCUBA



NEST (Nature, Ecology, Science & Technology)

NEST is a blended area that allows Scouts to explore both ecological and STEM merit badges. Whether it is learning about the environment or sending a rocket into the air, the NEST area offers a program just for you.



Merit Badges

Astronomy, Chemistry, Sustainability, Forestry, Geology/Oceanography, Nature, Landscape Architecture, Soil and Water Conservation, Space Exploration, Weather, Mammal Study, Reptile and Amphibian Study, Bird Study

Additional Programs:

Astronomy Night, “Prehistoric Planet” viewing, Open Nature Night, and STEM/NOVA Workshop



COPE and Climbing



Want to go rappelling? Interested in team building? Then COPE and Climbing is the place for you. The Tower offers you the opportunity to ascend a climbing wall or descend out of a 30-foot or 50-foot door. Those wanting to take it to the next level can also free rappel down the center.

Project COPE, or Challenging Outdoor Personal Experience, provides you with opportunities to develop trust, communication, self-esteem, leadership, planning, problem solving, decision-making, and teamwork. COPE challenges participants to become more aware of themselves and others, their strengths, and limitations. Beyond all these lofty objectives, COPE is fun!

The COPE program is a week-long program starting with initial activities and events on our “low-ropes” course. This course consists of about a dozen structures presenting participants with unique challenges intended to spark communication, problem solving, and teamwork to complete the elements. The week builds up to conclude with participants conquering the “high course”. This consists of 11 elements that require participants to navigate cables, swings, and nets high in the air. Participants are always securely connected to approved safety systems. **NOTE:** Minimum age for COPE is 13 years old.



Merit Badges
Climbing

Programs
COPE

Additional Programs
Open Tower (Climbing and Rappel)



Sports Field

Whether you're a sports pro or just getting started, our staff are here to make it a blast. Kick, throw, and shoot in games like soccer, baseball, and basketball. It's not just about winning – you'll also learn teamwork and good sportsmanship.

Get active with exercises that boost your agility and coordination. The sports field is the place to be for fun and fitness.

Merit Badges

Personal Fitness, Geocaching, Orienteering, Cycling, Geocaching, Golf.

Additional Programs

Pull-up bars, basketball court, kickball/baseball diamond, soccer, frisbee, gaga ball, and more!

Culture and Citizenship

What better place to learn about cultures than at Culture and Citizenship? Take the opportunity to explore the world as you learn about dwellings, games, and activities from at home and abroad.

Merit Badges

American Heritage, American Cultures, Citizenship in the Nation, Citizenship in the World, Indian Lore, Public Speaking, Signs Signals and Codes, and Radio.



Handicraft

The Handicraft Area offers many opportunities to create items that you can take home for friends and family. This area is perfect for first-year Scouts to earn their first merit badges while creating that special souvenir.

NOTE: Leatherwork, Wood Carving, and Basketry require kits. These kits can be purchased in the Trading Post.



Merit Badges

Animation, Art, Basketry, Chess, Cooking, Game Design, Leatherwork, Moviemaking, Photography, Pottery, Sculpture, Textile, Fingerprinting, Pulp and Paper, Model Design and Building, and Wood Carving

Additional Programs

Pottery Night, Tie Die Night, and Board Game Night

Trade Skills

Would you like to learn about different vocations and everyday skills? Come stop by Trade Skills! Here you will have the opportunity to learn about how necessities work. This could provide you an opportunity to learn basic repairs that you could do around the house. Who knows, this could also spark your interest in a specific trade career.



Merit Badges

Automotive Maintenance, Traffic Safety, Electricity, Home Repairs, Metalwork, Painting, and Plumbing.

Additional Programs

Woodburning and Branding

Outdoor Skills

The Outdoor Skills program presents one of the foundations of the Scouting program. As Scouts learn about first aid, lashing, and orienteering, they are also learning about soft skills that include self-reliance, confidence, and determination.

Merit Badges

Camping, Emergency Preparedness, First Aid, Fishing, Pioneering, Search & Rescue, Wilderness Survival, Hiking, and Backpacking.



Additional Programs

Firem'n Chit, Totin' Chip, Fishing Derby

Shooting Sports

What better way to practice all things bang, twang, and boom than by visiting Shooting Sports? Each shooting sports area focuses on fun and safety and follow both critical and strict standards.

Scouts will have opportunities to practice their accuracy as they work on qualifying for their merit badges.

Shooting Sports also offers numerous programs that include Muzzle Loading, Cowboy Action, and Top-Shot competition. Scouts can participate in recreational shooting.

Merit Badges

Shotgun Shooting, Rifle Shooting, Archery

NOTE: Archery range is located 1.5 miles away from the Rifle and Shotgun Range. It is NOT recommended to schedule Archery and either Rifle Shooting or Shotgun Shooting in the same session. (Ex: Archery at 9:00am and Shotgun at 10:30am.)

Additional Programs

Open Shooting, Top-Shot Competition, Black Powder Shooting, Cowboy Action, Tomahawk Throwing, 3D Archery

Tickets for Open Shoot and Top-Shot can be purchased in the Trading Post.



A.C.E. (Advanced Camper Experience)

The A.C.E. program offers Scouts (14+) who have been to camp for a few years the opportunity to enjoy some of the most exciting activities in and around Camp Friedlander while maintaining time to work on advancement and merit badges.

A.C.E. participants will spend a half-day each day participating in a variety of activities that may include mountain boarding, biking the Little Miami Bike Trail, paddle boarding or blobbing on the lake, and going tubing on the river. There is also an option for an overnight experience for one night. Participants should bring gear for a typical backpacking overnight.

A.C.E. Scouts **must be 14 years of age or older, be classified as swimmers and complete the “Consent/Hold Harmless Form”** found in the online forms section at www.danbeard.org/campforms.

A.C.E. Schedule*				
Monday	Tuesday	Wednesday	Thursday	Friday
COPE/Icebreaker games	Aquatics Day	Open Choice**	Wilderness Hike	Bike Trip (Friday Morning)

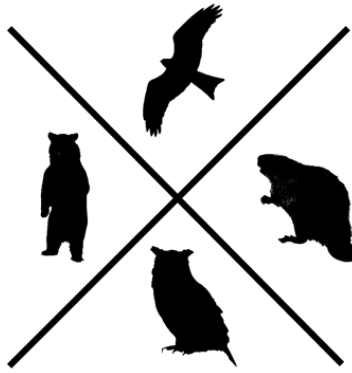
*Schedule Subject to Change

**Choices that the scouts could choose from include climbing, mountain boarding, paddle boarding, or slingshot game, archery, or lake day.

How To Register:

Registration for A.C.E. opens when all Merit Badge Registration Opens. Scouts should choose the Morning or Afternoon session and fill the rest of their day with Merit Badges.

Campers' Guild



In the 1930s, Camp Edgar Friedlander was home to a program called the Camp Crafters' Guild. The guild was 4 tiered and promoted scouts to return to camp to earn the various sections which focused on athletics, crafts, nature, and leadership. The program ran in parallel with the Tribe of Ku-Ni-Eh, a honor society of campers, but did not duplicate its efforts. A scout earned his way in the Guild, while a Scout was selected for the Tribe of Ku-Ni-Eh as recognition. As time marched on, the program faded into the woodwork of the camp.

Nowadays, the program has being reimagined to reflect a focus on the skills and activities associated with being a camper today. Taking aspects from history, the program will promote a scout to be physically fit, skilled with their hands, a friend of nature, and to be a leader.

During their week at camp, each individual will work on requirements to reach certain levels of the program. Each requirement must be approved by an appropriate staff member or an authorized Guildmember who has already completed that tier. Those that put forth the efforts to climb the ranks within the Guild will be recognized amongst their peers. The program is governed by the Guildmaster, a camp staff member designated to facilitate the program and answer any questions from Scouts and Scouters.

There are 4 tiers of membership in the Campers' Guild for Scouts at camp. Specific requirements will be available on the Camp Forms page.

1. **Camper** (Strong as a Bear)
 - Emphasizes and strengthens athletic skill and participation.
2. **Navigator** (Busy as a Beaver)
 - Trains Scouts to be masters of woodcraft and challenges creativity.
3. **Pioneer** (Wise as an Owl)
 - Hones knowledge of Scoutcraft and Nature.
4. **Master Crafter** (Leadership of an Eagle)
 - Ultimate culmination of camp expertise and leadership.

A separate recognition will be given to Guildmembers that prove mastery over fire by using a friction method such as a bow drill to start a blaze.

Thanks to a generous donor, the Campers' Guild program will be expanding tremendously this year. Stay tuned for exciting things to come!

Daily Programs

Many program areas have some type of open program every Monday, Tuesday, Thursday, and Friday. This provides an opportunity for Scouts to simply do something with their buddy, or for a patrol or the entire troop to try an activity together. All activities are open on a first come-first served basis for registered campers. The following schedule is typical. Schedule is subject to change! A Master Schedule will be available to you during your session.

Always available (Monday-Friday)

Basketball court, baseball diamond, horseshoes, gaga pits (with adult supervision only!), and disc golf (discs may be borrowed from the Sports Field area).

Afternoon Open Program

3:30 – 5:00	M,Tu,W,Th,F	Open shooting at archery, rifle, & shotgun
4:00 – 5:00	M,W,F	Open boating at the lake
4:00 – 5:00	Tu,Th	Open swim at the pool

Evening Open Program

(Friday 7:15 pm – 8:30 pm)

7:15 – 9:00	M,W,F	Open climb/rappel at the tower
7:15 – 9:00	M,Tu,Th,F	Open Archery
7:15 – 9:00	Th	Open Rifle and Shotgun
7:15 – 9:00	M,Th,F	Open Lake (M/Th, all lake activities, F blob only)

Monday

Firem'n Chit at Ampitheater
BSA Snorkeling at the pool
Totin' Chip at Trailblazer
Pottery Night at Handicraft

Hot Stuff! Woodburning at Trade Skills
Astronomy Night at NEST
Pioneer Golf at Sports Field

Tuesday

Cowboy Action/Blackpowder Shoot/Tomahawk/
3D Archery at Rifle/Shotgun Ranges
Pool Party at Pool
Fishing Derby at Lake Slavin
BSA Scuba at Eagle's Nest

Hiking/Backpacking Trip at ODS
Magic: The Gathering Night at Trading Post
Tie Die at Handicraft (Bring your own items!)
"Prehistoric Planet" viewing at Dining Hall

Wednesday

Troop Program Night
CPR Certification
Golden Spoon Competition (Youth and Adults!)
OA Brotherhood Ceremony

Religious services
Ultimate Frisbee in the sports field
Camp History Night at Culture and Citizenship

Thursday

Open Nature Night at NEST
Trailblazer Party/Game Night at Trailblazer
Wilderness Survival Outpost at Outdoor Skills

BSA Scuba at Pool
Crate Stacking at COPE
Kickball Tournament at Sports Field

Friday

Open NEST & STEM/NOVA Workshop at NEST
Guild Night with Branding and Gaga Tournament
Closing Campfire
Open Archery
Open Lake and Pool

Family Night Closing Campfire
OA Call-out Ceremony

Special Programs



Troop Program Night

Returning this year... Troop Program Night on Wednesday evenings! Starting at 5pm, Troops will have time to cook in their campsites and schedule activities of their choosing. Troops who are sharing Campsites are encouraged to pair up for an evening of fun and fellowship! Keep an eye out for a visit from your staff Troop Guide for some fellowship and a mid-week check-in. Your Scouts may also want to extend invitations to some of their favorite Staff members as well!

Dinner (NEW menu will be announced soon) will be ready at the dining hall for pickup about 6:00pm.

Wednesday evening is also the Golden Spoon cooking competition! Cooking in your campsites gives both Adults and Scouts the opportunity prepare and cook a meal to enter at 8:15pm in the Trailblazer shelter.

What you do with the rest of your evening is up to your Troop! As always, the basketball court, baseball diamond, horseshoes, gaga pits (with adult supervision only!), and disc golf are available.

Cowboy Action / Black Powder Shoot

Scouts (14+) and Adults are invited to participate in the Cowboy Action and Black Powder Shooting on Tuesday Nights at the Shooting Range! This program is put on by the Dan Beard Council Shooting Sports Committee. Scouts will shoot rifles, pistols, muzzleloaders, and shotguns under the supervision of an NRA Range Safety Officer and NRA certified instructors. Participants must sign and turn in the Cowboy Action Hold Harmless Agreement to participate.



Family Night

All Scout parents and families are invited to take part in our Camp Friedlander family night to see all of the fun and adventure that the Scouts have taken part in during their week at summer camp. Families are invited to begin arriving at camp at 5:00 pm on Friday night. Dinner will be served continuously from 5:30 pm to 7:00 pm in the dining hall. Meal tickets are \$8 each and should be reserved through the troop prior to arrival and purchased at Unit check-in on Sunday. This will allow our kitchen staff to prepare enough food. Additional tickets will be available at the door on Friday evening. Children six years old and under are free.



Following dinner, camp will have open program areas. Scouts can guide families on a tour of the camp and

show off their campsites. We recommend wearing good walking shoes. Open-toed shoes are not permitted in camp for safety reasons. A closing flag ceremony will be held at 8:45 pm followed by the closing campfire. All guests are invited to stay for the show. Please plan for your Scouts to stay in camp Friday night to help the troop pack up Saturday morning. Scouts who do leave Friday night will need to sign out at the Administration building with a signed and completed Early Release Form (which must be signed by the Scoutmaster).

Snorkeling and Scuba

Scouts can register for Snorkeling and Scuba when registering for Merit Badges. A local certified scuba diving group, taking advantage of the skills and equipment they have available, provides a Snorkeling and Scuba program for Scouts. Both programs take place at the Camp Friedlander Pool.

This is NOT a Merit Badge class.

The Snorkeling and Scuba programs will introduce Scouts to the special skills, equipment, and safety precautions associated with these activities. Snorkeling will be held on Monday night at the pool. Scuba is a two-night program with knowledge development (Eagles Nest) and water skills development (Pool). There are no additional fees to participate in these programs.

Snorkeling and Scuba participants MUST complete the Scuba and Snorkeling Release form. If any of the answers to the medical self-assessment are “yes,” the SCUBA and Snorkeling Medical Statement, including a physician’s signature is also required. Both forms can be found on the Camp Forms page.

Camp Theme Days

Theme Days encourage camp spirit, generate excitement, and offer campers (and Staff!) something to look forward to. As a Troop, make sure your Scouts and Adults are ready to dress up based on the daily themes. You never know if you’ll receive the Troop Spirit Stick!

‘Merica Monday

USA, USA, USA! Wearing your America themed attire on Monday to celebrate our country.

Tube Sock Tuesday

Let’s see your crazy and wild Tube Socks!

Way-Back Wednesday

Do you have a vintage Scouting uniform? Old Camp Friedlander hats or t shirts? Today is the day to wear your Way-Back attire!

Tie Die Thursday

We are looking forward to seeing your righteous tie die attire! Tie Die would make a great pre-camp activity with your Troop! It is also available during camp at the tie die night at Handicraft.

Campers’ Guild Friday

Wear any and all Campers’ Guild attire today! (Available at the Trading Post for completing a rank in the Guild or for existing Guild members.)



Additional Opportunities

Beyond the many merit badges and program offerings, Scouts can also work on advancement within their troop. Whether it is taking advantage of the five-mile hiking trail or utilizing other areas of camp to complete awards, Camp Friedlander offers the opportunity to do so. Below are some awards and features that Scouts can take advantage of.

We-Hin-Ah-Pay Trail

The We-Hin-Ah-Pay Trail is a 5.25-mile loop that takes you around the Dan Beard Scout Reservation. The trail takes you through Camp Friedlander, Cub World, Peterloon Fields, and Camp Craig. The trail takes roughly 2 hours to complete. By completing this trail, a Scout can complete Second Class requirement 3b.



Paul Bunyan Award

The Paul Bunyan Award allows Scouts to deepen their knowledge of a large selection of woodtools and woodcraft while completing a service project using those tools. Scouts must have earned the Totin' Chip and the First Aid Merit Badge. Requirements will be completed over the course of at least two days during evening program. Registration will happen at the 10 day out meeting and on Sunday Arrival.

World Conservation Award

The World Conservation Award provides opportunities for Scouts to “think globally” and “act locally” to conserve and improve their environment. Scouts who complete Environmental Science, Soil and Water Conservation, and the Citizenship in the World Merit Badge; and complete a conservation project of at least three hours can earn the award. Registration will happen at the 10 days out meeting and on Sunday Arrival. All three merit badges are offered at camp but can also be earned prior to beginning the World Conservation Award.



THE ORDER OF THE ARROW AT CAMP FRIEDLANDER



Ku-Ni-Eh Lodge is Dan Beard Council's unit for the Order of the Arrow, Scouting's National Honor Society. The OA exists as a way to engage Scouts who exemplify the Scout Oath and Law in their daily lives. Through the year, Scouts who have been elected by their unit and complete their induction into Ku-Ni-Eh have the opportunity to develop themselves as leaders, serve the rest of Scouting and the community, and develop relationships with other Scouts around the area. And this doesn't stop during the summer at Camp Friedlander!

Sunday, an OA Unit Representative meeting will take place after dinner, where each unit will be asked to send one youth or adult to the meeting to receive pertinent OA information and learn about the exciting opportunities that are offered during the week.

Monday night, OA members are invited to attend Ku-Ni-Eh Lodge's Ice Cream social during Evening program on the back porch of the dining hall to meet their fellow arrowmen for the week and spark engagement with the activities to come in the following days.

Tuesday, A service project will take place after lunch during siesta hour, where campers have the opportunity to leave their mark on a meaningful project that will be at camp to see for years to come.

Wednesday night, anyone from the Ku-Ni-Eh lodge who has been a new member for at least six months is invited to seal their membership by earning their Brotherhood. There is no additional fee as long as your dues (\$20) are paid for the current year. Anyone who is already a Brotherhood member is invited to come and recommit themselves to the principles of the OA by observing the Brotherhood or helping in the ceremony. *National policy prohibits performing the Brotherhood ceremony for out of council members.*

Thursday, Patch Day! A major piece of the Order of The Arrow's culture is patch trading, and this year we are bringing that here to Camp Friedlander. Patch Day will consist of a day-long scavenger hunt and patch "Trade o' Ree"

Friday is the camp-wide Order of the Arrow Day at Camp Friedlander. Arrowmen are invited to show their lodge spirit by wearing OA memorabilia and their OA sash with a field (class-a) uniform.

The final event of the week, a call-out ceremony, will be held on Friday evening after closing campfire for newly elected candidates. This ceremony is designed to publicly recognize those Scouts who have been chosen by their peers for membership into the Order of the Arrow. *Troops from other councils must have written approval from their local lodge in order to be called out at camp. Please ask your lodge advisor to provide a letter confirming your candidate's election.*

The OA Camp Chief is the Ku-Ni-Eh Lodge's on-site representative. During your week at camp, you will see them several times as they help to enhance your unit's programs with OA opportunities, host events for Arrowmen, and encourages service to others and the camp itself through the week.

The OA has supported Camp Friedlander in numerous ways over the years. Each year Ku-Ni-Eh Lodge provides the camp with thousands of service hours, setting up and taking down all of the tents, providing equipment maintenance, and executing conservation projects. Each year Ku-Ni-Eh Lodge, with the support of local units, also raises thousands of dollars for camperships, camp improvement projects, and significant donations to the Dan Beard Council. Arrowmen play an integral role, both historically and contemporarily, at the camp they all know and love, and look forward to celebrating with you in another amazing year at Friedlander!

Adult Leader Awards and Programs

ChAOS Crew

(Champion of Administrative/Operational Support)

The ChAOS Crew supports our Rangers and Camp Staff in operational and administrative support throughout your week at camp. Examples of service might include Program Assistance, Dining Hall Helper, General Cleaning (shower house/common areas), Minor Maintenance Needs, and Grounds Keeping.

Tiers of Service

10 Hrs./week or 2 Hrs./day	ChAOS Crew Branded Patch (or year number pin)
20 Hrs./week or 4 Hrs./day	NEW ChAOS Crew branded item, to be announced! (and Patch)
40 Hrs./week or 8 Hrs./day	FREE ADULT WEEK (and Branded Item and Patch/number pin)

You can sign up here: <https://forms.microsoft.com/r/q1zTtHe6Yz>

Not sure yet? You can still sign up when you arrive at your week of camp!

Golden Spoon Award (Now on Wed nights)

The Golden Spoon Award is one of the most popular and tastiest programs in camp. This is the Adults' and Scouts' opportunity to show off their outdoor cooking expertise. Adults and Scouts are asked to provide their own food, cooking utensils and abilities. All entries will be brought to the Trailblazer shelter at approximately 8:15 pm Wednesday evening for judging. The winners will be presented with one of the coveted Golden Spoons at the closing campfire. There are two categories: entrees and desserts. Contestants are welcome to submit entries for one or both categories.

Scoutmaster Roundtables

Several roundtable style discussions will be held every week on Friday afternoons just for adult leaders. Various topics will be covered, such as activities and awards for your Scouts that you may not be aware of, Troop sustainability practices, keeping Scouting fun for adults, and more! While these discussions will be facilitated by the Adult Leader Trainer, they provide the opportunity to share what has helped your Troop in the past with others, as well as receive new and exciting information.

William D. Boyce Award (NEW and IMPROVED!)

Do you have what it takes to earn the William D. Boyce award? By encouraging strong leadership in their Scouts, participating in program areas, completing fun challenges, and taking part in training while at camp, adults can work towards a William D. Boyce Award. **The requirements for the William D. Boyce Award, like many of our other award programs at camp, have been updated with new goals and challenges.** See the Adult Leader Trainer for more information.

Top Shot Award

If you fancy yourself as a marksman, consider competing for the Top Shot Award. This will be presented each week to the adult leader who has the highest combined score at the archery (10 arrows), shotgun (10 shots) and rifle (20 shots) ranges. All competition will be held during open program time. Scorecards can be purchased at the trading post for \$6.50 and must be

completed and turned into the Shooting Sports Director by 5:00 pm Friday.

Eagle's Nest

Sometimes adults need a break from the hustle and bustle of camp, and the Eagle's Nest is here to provide you with a spot for that break. This area is an air-conditioned lounge just for adults, where the coffee is always hot and wireless internet access is always available. During daily adult leader meetings, you can meet with the Camp Commissioner to discuss your camp experience, sign up for classes and special events, or just relax.

Leader's Meetings

Camp Friedlander holds a leader's roundtable meeting each morning hosted by the Camp Commissioner and Program Director. It is critical that at least one adult representative from your unit attend all scheduled leader's meetings at camp. Important information and schedules are disseminated here. These meetings will be held at 9:15 am daily in the Eagle's Nest (adjacent to the Trailblazer Shelter). Input from leaders is indispensable to continually improving the Camp Friedlander experience. Please provide constructive feedback as necessary to anyone on the camp management team.

Senior Patrol Leaders are encouraged to attend separate daily meetings (8:15am) on the back porch of the dining hall immediately following breakfast. Information about upcoming camp programs and activities will be shared with the SPLs. Youth-led programing is incredibly valuable, and Camp Friedlander will promote youth leadership whenever possible.

ADULT LEADER TRAINING

We are proud and excited to announce a revamping of our adult programming at Camp Friedlander! Making the most of your time at camp is a priority for our team, which is why we offer not only re-chartering courses and supplemental trainings, but unique and fun adult-focused activities as well!

Training Courses Offered

- Introduction to Outdoor Leader Skills (IOLS)
- Leave No Trace (LNT)/Outdoor Ethics Training
- Safe Swim Defense & Safety Afloat
- Paddle Craft Safety & Swimming and Water Rescue
- CPR Certification
- Scoutmaster Roundtable Discussion
- Wilderness First Aid Certification (required for High Adventure Trips!)

There are also several activities just for adults throughout the week, including:

- Tubing on the Little Miami River
- Adult Leader Trivia
- Camp Crafts: Sit-Upons and Leatherworking
- Sunrise Yoga before morning flags
- Nap on Safely
- Loveland Castle Trip

- Scoutmaster blobbing competition
- Slushie tasting experience
- ...and all the same open program opportunities available to your Scouts!