

SUMMER 77 | VOL. 2 | JUNE - AUGUST 2026



CAMP BIG HORN AT CIRCLE X RANCH LEADER'S GUIDE



**HUBERT EATON SCOUT
RESERVATION
SCOUT BSA SUMMER
RESIDENT CAMP**

CampHubertEaton.org

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2026 Payment and Camping Information

Registration Rates		
	Scouts	Adult Leaders
Early Bird *Feb 1, 2026	\$760	\$480
Regular	\$795	\$500

Adult Leadership plays a pivotal role in determining the success in the development of our most precious resource, the youth we serve. Hubert Eaton Scout Reservation allows one adult for every ten youth brought to camp to attend free.

2026 Camping Dates	
Week 1 - June 14 - June 20	Week 5 - July 12 - July 18
Week 2 - June 21 - June 27	Week 6 - July 19 - July 25
Week 3 - June 28 - July 4	Week 7 - July 26 - August 1
Week 4 - July 5 - July 11	



Provisional Scouts

Provisional camping is an opportunity for an individual Scout to experience a full week of summer camp without having to come with their unit. Our staff provides a Scoutmaster and unit leadership for all Provisional Scouts in attendance. Scouts will work on merit badges and rank advancements that are offered during the regular summer season or participate in any of the older-Scout programs. Provisional camping is also a chance for a Scout to experience a second week of camping, whether to finish merit badges or just enjoy the fun and adventure of Scouting's outdoor program. Other members of your unit are welcome to join you during your week with us, just make sure that all participants' unit numbers are listed on their application, and they will be placed in the same campsite.

Scouters looking to camp at Big Horn Camp as a provisional camper can register online through BlackPug. For more information, please contact the Camp Director.

Camperships

Greater Los Angeles Scouting and Big Horn Camp encourage campers to do all they can to pay their own way to camp. However, at times it can be difficult for Scouts and their families to pay the full fee to attend summer resident camp. Greater Los Angeles Scouting has limited financial aid available through the Campership Program on an individual basis for Scouts who meet certain qualifications.

Do note that Camperships are available to all Scouts wanting to attend camp, regardless of council. Campership Applications must be submitted to the Greater LA Scouting Camping Department to be approved as soon as possible, **before April 1**. Should you have any questions about the application process, please reach out to andrea.villalobos@scouting.org.





Partial Week Adults

Units are able to schedule adults for part of the week if they can only be at camp for certain days of the week. If your unit plans on scheduling Partial Week Adults, please make sure that your unit will be following Two-Deep Leadership as mandated by the Scouting America's Youth Protection Policies. The registration must indicate the names of both leaders and which dates each of them will be in camp on their BlackPug registration. Please also make sure that both adult names and phone numbers are on your unit's roster.

\$83

per day for Partial Week Adult Leaders

Units must indicate when registering in their BlackPug Account to qualify for pricing.

As a reminder, these adult leaders are required to undergo the same medical and check-in screenings as campers who arrive on Sunday. All campers checking in after Sunday must do so in the Big Horn Program Office.

Payment Schedule

Non-refundable Campsite Deposit: \$200 Due at Initial Registration

Camper Balance: Balance per person due by **May 12, 2026**

Payment methods include cash, check, VISA, MasterCard, or Discover. Checks should be made payable to **Greater LA Scouting and must indicate "Summer Camp Payment for Big Horn Camp Week #"** in the memo line. Additionally, your BlackPug reservation number must be written in the comments section of your check. Please mail checks to 2333 Scout Way, Los Angeles, CA 90026 with a copy of your statement.

For more information or questions, please don't hesitate to contact **Camp Director, Charlie Sheen** at (972) 375-2836 or charlie.sheen@scouting.org.

Greater Los Angeles Scouting Terms and Conditions

Updated September 23, 2025

As always, your safety and the safety of all our members, volunteers, and employees is our top priority.

The following information regarding events and prevention measures is based on the latest available guidance. As this is an evolving situation, this information is subject to change. We will continue to update you on relevant developments, and we appreciate your understanding of any necessary adjustments in the interest of health and safety.

REFUND POLICY

Greater Los Angeles Scouting enforces a **No Refund Policy** for all camp, program, and activity reservation payments with the following exceptions:

- **Council Cancellations:** If the Council cancels a camp, program, or activity, units/scouts will be offered the option of a full refund or a credit toward future programs. Credits are valid up to six (6) months.
- **Extenuating Circumstances:** If a unit or scout encounters an extenuating circumstance (e.g., medical), a refund may be filed with supporting documentation. Claims will be reviewed on a case-by-case basis.
- **Process:** All refund claims must be submitted to andrea.villalobos@scouting.org. Requests must be submitted prior to the start of the event; refund requests will not be granted after the event has taken place. Refunds may take 2-4 weeks to process.

Other refund terms remain in effect:

- **Deposits:** All deposits are non-refundable
- **Cancellations:** Payments made toward camp reservations are otherwise non-refundable.
- **Changes After Arrival:** Once camp, program, or activity has begun, any changes not due to program modifications will not result in a refund or credit.

RESERVATION POLICY

- Please reserve only the number of spaces you can reasonably guarantee to fill.
- Do not assume additional spaces will be available later; camp weeks often fill to capacity, and we may not be able to accommodate your entire troop if you underestimate.
- Units are strongly encouraged to secure participant commitments early.
- Once the balance has been paid in full, no refunds will be issued for participants who drop from the reservation, though the Council will accept a name change.

RESERVATION CHANGES

- Increases: Additional participants may be added to your reservation until the camp is full. Once capacity is reached, no further increases can be made.
- Decreases: Reductions in participant numbers are permitted until thirty (30) days before the start date. No refunds will be issued if a decrease results in an overpayment or credit balance.

PAYMENTS

- Payments must be received by the published payment deadlines
- Final balance is due no later than five (5) days before arrival.

SCHOLARSHIPS (CAMPERSHIPS)

- Campership applications are due from units by **February 28th**.
- Camperships that are awarded will be applied to the reservation by April 1st
- Any payments before the campership award date will not be refunded.



Camp Leadership

It is the policy of Scouting America that trips and outings may never be led by only one adult. At least two adult leaders, one of whom must be 21 years of age or older, are required for all outings. The other adult must be at least 18 years of age or older.

Camp Scoutmaster: Each Troop must be under the leadership of an adult (over 21), preferably the registered Scoutmaster. If the Scoutmaster is unable to attend full-time, the Troop Committee should name a “Camp Scoutmaster.” The “Camp Scoutmaster” works with the Patrol Leaders’ Council through the Senior Patrol Leader in developing and scheduling the Troop’s program. He assigns and coordinates all responsibility for all adult leadership.

Senior Patrol Leader: The Senior Patrol Leader (SPL) should lead the Troop with the guidance of the Scoutmaster, or “Camp Scoutmaster,” through the weekly program. If your Troop’s SPL is unable to attend, your Troop should select a “Camp SPL.” Each Troop’s SPL is a part of the Camp’s Senior Patrol Leaders’ Council, which meets with the Camp Commissioner to plan and coordinate camp-wide activities.

Patrol Leaders’ Council: Lord Baden Powell said that “The patrol method is not one way to run a Troop, but it is the ONLY way to run a Troop.” With this in mind, patrols are encouraged to stay together at camp under the leadership of their Patrol Leader.

Camp Staff: A Staff of outstanding Scouts and Scouters has been assembled to assist each Troop in obtaining the maximum program opportunities available at Camp. These Staff Members have a variety of Scouting skills, special abilities, and knowledge that may be tapped as a resource for scheduled or free-time assistance by an individual Scout, Patrol, or Troop.



Camping Contact Information

Throughout the process of preparing for camp, you may need to contact individuals associated with Camp Big Horn. The following is a list of whom to contact and the best way to reach them.

Camp Director, Charlie Sheen

(972) 375-2836

charlie.sheen@scouting.org_

Camp Big Horn's Website

www.camphuberteaton.org_

Camp Phone Numbers Camp Office

(909) 337-2121

(Active June 1 - August 3)

Physical Camp Address

Hubert Eaton Scout Reservation
29485 Hook Creek Road,
Cedar Glen, CA 92321



Mail Service

Scouts may receive mail at Camp Big Horn from friends and family. Please encourage them to mail these things well in advance of your time at camp to ensure their arrival during your scheduled week. We recommend mailing items one (1) week prior to your arrival date.

USPS Mailing Address	UPS or FedEx Mailing Address
Scout Name	Scout Name
Unit Number & Week Number	Unit Number & Week Number
Camp Big Horn	Camp Big Horn
PO Box 8	29485 Hook Creek Road
Cedar Glen, CA 92321	Cedar Glen, CA92321

Trading Post

The Eimer's General Store/Trading Post is well stocked with a wide variety of program supplies, souvenir t-shirts, sweatshirts, hats, patches, pocketknives, and much more. We carry general camping supplies, personal hygiene items, and an excellent selection of snacks and beverages. We encourage each Scout to bring an adequate amount of spending money. The **Trading Post is open every day from 8:30 am-9:00 pm, and is closed during all meal times** and some evening programs. The average Scout will spend \$100 (not including program items) throughout the course of the week, so please ensure that Scouts come to camp with adequate spending money.

Uniforms

Uniforms are an important aspect of Scout camp. Please make sure your Scouts bring their complete uniform to camp. Have your Scouts in full uniform for evening flag retreat and dinner each day. Throughout the day, encourage them to wear Scout shorts and either a Unit t-shirt or other Scout T-shirt. Scouts are not required to wear the full uniform during the day or at breakfast and/or lunch. Unit leaders should check for complete uniforms. **Please note that National Policy does NOT permit the wearing of camouflaged uniforms. This policy will be enforced!**

Health Lodge (First Aid)

The Health Lodge is designed to meet the medical emergency needs of our campers. All injuries will be reported and properly recorded. We are ready with emergency support and will make necessary contact with the emergency medical response team in Lake Arrowhead in cases that require such medical attention.

Due to the high cost of over-the-counter medications, such medications will only be distributed from the Health Lodge in certain situations. Persons who have non-emergency medical situations are recommended to seek treatment from their unit medic or from the Camp Big Horn Medical Staff.

Units are recommended to bring a well-stocked First Aid Kit to camp. We recommend that you assign one individual from your unit to serve as your unit's Health Officer during the week. All Medical forms must be turned in at check-in. Scouts and Scouters must have these forms with them when they check into camp, or they will not be allowed to participate in any camp activity until a physical is turned in to the Camp Medical Officer. There are no arrangements available for physicals to be done at camp. Camp Medical forms from previous years are not kept on file.

At the medical screening given to each camper and leader upon their arrival in camp, the camp reserves the right to refuse admittance or involvement in any activity to any individual who, in the opinion of the examining officer and the Camp Director, has developed any physical or medical situation which could present a hazard to the individual or other individuals.

All National Scouting America policies regarding the dispensation and use of prescription drugs will be followed while at camp.

One of the greatest dangers to a successful camp experience is fatigue. Therefore, Unit Leaders are asked to insist that all participants, including leaders, get plenty of rest. We also ask the Unit Leaders to enforce the rest periods with a quiet activity in camp. Please make sure everyone is drinking plenty of water, and please assist the Staff by enforcing the Taps and Reveille hours.

Each Scout and Scouter will be issued a Buddy Tag during the check-in procedures at camp on Sunday, unless such activity is restricted. No aquatics participation will be allowed without a swim check. Aquatics facilities are for the use of registered campers only. The use of these facilities by visitors or guests is not allowed.

Transportation

Each Unit is responsible for transporting their Scouts to and from camp. Cars must be parked in the camp parking lots. Due to U.S. Forest Service guidelines, all vehicles must be backed in. Arrival at camp is advised to be as close to 1:00 pm as possible on Sunday, unless other arrangements have been made prior to arrival. Units are asked to depart no later than 10:00 a.m. on Saturday.

Scouting America policy requires that NO passengers be transported in truck beds or trailers. Motorcycles are not permitted in the camp area.

Visitors

There are no facilities for overnight accommodations of visitors, but parents and friends are always welcome at camp. All visitors must check in at the main Camp Administration Building. A parking lot is provided at the Administration Building for leaders and visitors who drive vehicles.

Only camp vehicles are permitted beyond the parking lot in the camp service roads

Guest Meals

At times, a parent or visitor may decide to stay in camp a little longer – or at times when a leadership changeover takes place during the week – an extra meal may be involved. Guest meals are available and need to be purchased in advance at either of the Camp Trading Posts or at the Camp Administration Building (Breakfast - \$8.00; Lunch - \$9.00; and Dinner \$10.00).



Dining Hall

Camp Big Horn's Kitchen provides some of the best food you'll ever find at camp. Camp Big Horn serves food "cafeteria style," meaning that campers will receive their food from a central location before heading to their tables. Scouts play an active role in serving meals this way, as they will help ensure that tables are set and food is collected from the serving area and brought to their tables.

After units are dismissed one-by-one from Flag Ceremonies, units will head to their assigned tables. Units will sit at these assigned tables throughout the week, and will also clean these tables after each meal. Due to the limited number of tables, some units may be sharing tables with other units.

Camp Patch

As part of the Camp fee, a distinctive camp patch will be presented to each Scout who attends camp. The patches will be given to the Unit leader prior to the unit's departure on Saturday.

Equipment Damage Charges

Each Scout and Unit is responsible for taking care of the camp equipment that has been assigned for use. Units will be charged for damaged equipment using the following scale:

COTS	
Mattress replacement	\$70.00
Mattress cover replacement	\$50.00
Metal Bed replacement	\$250.00
TENTS	
Rips and tears per INCH	\$25.00
Writing on canvas per PANEL	\$150.00
Tent replacement	\$600.00
OTHER	
Discharge of fire extinguisher	\$60.00
Garden hose replacement	\$20.00
Tent platform, board replacement by individual case	\$225.00

Rules and Regulations

Fire Safety

Fire always presents a danger to the San Bernardino Mountains. For that reason, State, county, and federal agencies prohibit the use of fireworks in camp, and, therefore, fireworks are not allowed in camp for any reason. Fire pits may not be constructed in patrol sites. U.S. Forest Service guidelines will be followed for any fire built in the camp. We ask that Scouts and Leaders pledge to be careful with fire by adhering to the following guidelines:

- Open flame fires are not permitted on camp property, including in camp sites and in tents. Should a fire break out in the campsite, do your best to put out the fire and alert camp staff.
- All troops must fill out and post the Unit Fireguard Chart that is provided to them at Check-in. Campsites are inspected daily to ensure adherence to the fireguard chart.

Emergency Procedures & Information

Fire/Emergency drills are held during each session, in accordance with state law. When the alarm sounds, **all campers** are instructed to immediately stop what they are doing and to walk quickly to the appropriate camp assembly area. Leaders will take a headcount and inform the staff leadership of the status of their unit. If any evacuation is necessary, participants will be given the appropriate instructions. An emergency drill will take place within the first 24 hours of your arrival at camp.

Natural Wildlife

Camp abounds with natural wildlife, including deer, birds, bears, and other creatures. For this reason, we do not allow any pets from home to be brought into camp. We also ask that you not take any wildlife home with you. While most rattlesnakes and reptiles are anxious to elude people that come into their territory, great caution and care should be taken to avoid them while in camp. If you find any rattlesnakes or other reptiles in camp, please leave them alone and notify a Camp Staff Member immediately.

Bicycles and Skates

Personal bicycles, roller skates, skateboards, and roller blades are not allowed in camp.

Camp Staff Living Areas

The Camp Staff live in designated Camp Staff areas. Scouts and Scouters should be instructed to respect these areas, and are not allowed in these areas at any time. We ask for your help in enforcing this policy. If anything or anyone is needed from the designated Camp Staff areas, please contact the Camp Director or office personnel in the camp office, and your request will be handled promptly.

Firearms, Ammunition, Bows, Arrows, and other Weapons

Personal rifles, bows, and arrows are not allowed in camp. Only those supplied by the camp are permitted, and only in the approved and designated areas.

Personal Firearms at Camp

Big Horn Camp and the Greater Los Angeles Scouting understand the requirements of certain individuals to carry their firearms at all times. If you feel you are qualified to do so, please review the following policies of Scouting America and the Greater Los Angeles Scouting:

- Individuals who are permitted by their Law Enforcement Organization to carry firearms are only permitted to do so in their county of jurisdiction. For reference, Camp Big Horn is located in San Bernardino County, California.
- State and local Law Enforcement Officers who are permitted by their Law enforcement Organization to carry firearms outside of their county of jurisdiction must have written approval from their Chief or head of Agency.
- Federal Law Enforcement Officers who are permitted by their federal agency to carry firearms are subject to do so based on the jurisdiction of their agency, and must have written approval from their Chief or head of Agency.
- ***Any individual who is permitted to carry firearms and plans to do so while camping at Camp Big Horn must inform the Camp Director prior to coming to camp, in addition to submitting the written approval from their Chief or head of Agency to the Camp Director.***

Liquid Fuels

All liquid fuels, including but not limited to: kerosene, gasoline, diesel, Coleman fuel, etc., are not allowed in camp. The only approved fuel at Hubert Eaton Scout Reservation is propane. For safety reasons, leaders are asked not to allow youth to light lanterns. Empty canisters should be taken home and disposed of properly. These canisters can explode when heated, and, therefore, should never be put in fires or trash cans. **Under no circumstances shall flames of any kind be carried into, or used in, tents.**



Alcohol, Tobacco & Drugs

Alcohol, tobacco, and drugs have no place in Big Horn Camp. We ask that adult leaders model healthy lifestyles by following Scouting America's policies regarding each of these. Leaders should support the attitude that they, as well as their youths, are better off without tobacco in any form and may not allow the use of tobacco products at any Scouting activity involving youth participants.

Camp Big Horn's Policies:

- Scouts and those under the age of 21, per federal law, are not allowed to purchase, come into possession of, or otherwise consume tobacco products. This included the use of cigarettes, personal vaporizers, or nicotine delivery systems that stimulate tobacco smoking.
- Camp Big Horn offers a designated smoking area at camp behind the Big Horn Program Office. We ask that you appropriately dispose of your expense cigarettes once you are through smoking.
- As outlined in the Scouter Code of Conduct, Scouting Activities are not a place to possess, distribute, transport, consume, or use any alcoholic beverages or controlled substances, including marijuana, prohibited by law, or in violation of any Scouting rules, regulations, and policies.
- In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

A Scout is Clean

Help keep camp clean! We ask that you follow Leave No Trace and leave camp better than you found it.

You are expected to keep your campsite, latrine, washstand, and the camp shower facility clean. If they need any special maintenance, please report it immediately to the Camp Commissioner. We will see to it as soon as possible. Please see the Camp Commissioner if you need toilet tissue. We appreciate your cooperation.



Taps/Quiet Hours

Taps occur at 10:00 pm. All campers are expected to be in their campsites by that time. Unit-led and supervised activities, such as night hikes, astronomy, etc., are the exception. Reveille occurs at 6:30 am.

Shower and Restroom Facilities

Showers and restrooms are available for all campers. These facilities consist of individual, lockable stalls. This allows each restroom to be used by both Scouts and adult leaders alike. Separate facilities are provided for male and female youth, along with male and female adults. We ask for your help in maintaining the good condition of our restrooms and showers by treating them with respect and immediately reporting any malfunctions to the camp administration.

In keeping with S.A.F.E. Guarding Youth Guidelines, adults should be aware of their unit's behavior and maintain discipline by providing supervision while any youth are in the shower facilities. All campers must wear flip-flops or water socks when showering. If there are any mechanical problems or difficulties with a shower, please contact the staff.

Due to the sensitive nature of our septic system, units are prohibited from bringing their own toilet paper and paper towels to camp. Additionally, units are prohibited from flushing any item or product—including paper towels and feminine hygiene products—that is not septic-safe down the toilet.

Kitchen Area

The kitchen area is off limits for all except the Food Staff personnel. If anything is needed from the kitchen, please contact the Reservation Business Director.

Water

Potable water from an on-site well is available for all campers via spigots, coolers, or the Dining Hall fountain. California is facing a record drought, making water conservation and is a top priority throughout the state. We ask for your help in conserving water by taking short five-minute showers and turning faucets all the way off. We ask that you stress this within your unit.

The Outdoor Code

All participants are asked to live by the Outdoor Code. Please don't cut down or hack into live trees. They will become infected, and/or die. Please be sure that your Scouts and Leaders know and understand the importance of caring for Nature as well as camp property.

Please note: The Camp or the Council is not responsible for any damage, loss, or theft of personal items.

Daily Programs

AN ADVENTURE UNLIKE ANY OTHER

The program at Big Horn Camp doesn't stop with merit badges. Every day, there's something for Scouts of all ages to participate in. Our program starts as early as 5:30 am, and ends as late as 10:00 pm.

Morning Programs

Throughout the week, there are a variety of activities available for both adults and youth in the morning before the Merit Badge Program begins.

Polar Bear

Polar Bears love their fishies! On Tuesday and Thursday mornings, the Big Horn Pool is open for the Polar Bear Plunge, which gives Scouts and adults the opportunity to experience the polar bear lifestyle. From doing tricks in the water—and on land—to even learning how to talk like a polar bear, all campers who participate are eligible to purchase the Polar Bear Patch from the Trading Post and are able to attend the ceremonial Polar Bear Graduation.

Adult Leader Coffee, Tea, & Hot Chocolate

On Tuesday and Thursday mornings as well, the Big Horn Camp Administration team will head out to each campsite and provide adult leaders with their very-own fresh cup of hot coffee, tea, and even hot chocolate—all made to order. While in each campsite, feel free to ask us questions about our programs or get to know us a little better during one of the best ways to start your day.

Free Time Programs

Branding — Climbing — Crafts — Firem'n Chit — Open Archery — Open Rifle Shooting — Open Shotgun Shooting — Open Swimming — Totem' Chip

Do note that some activities will be scheduled while at camp, and some activities require material purchases at the Trading Post.

Scouts' Own

Scouting America is an interfaith organization, meaning that all members are encouraged to actively participate in their respective religious beliefs and responsibilities as they see fit. Big Horn Camp has a Chaplain on duty and a chapel for Scouts, individuals, or groups to use for religious worship.

An interfaith worship service, known as Scouts' Own, is a highlight of our Sunday evening program. All Scouts and adult leaders are encouraged to attend. Grace is said before each meal, with all campers having an opportunity to participate. A Scout is Reverent.

Order of the Arrow Social

TUKU'UT Lodge represents the OA in the Greater Los Angeles Area Council, assisting our camps with work details and promotion of Scout camping year-round. On Monday, we encourage all members of the Order of the Arrow—regardless of lodge association—to wear their sashes at dinner assembly. All members of the Order of the Arrow, and those who are interested in joining the society, are invited to attend the Order of the Arrow Social. At the Social, all Order of the Arrow members welcome fellowship and trade stories during an ice cream social.

Dutch Oven Cook-Off

We invite all chefs—Scouts and Adults alike—to join the esteemed Big Horn Dutch Oven Judges on Thursday at 7 pm for the weekly Big Horn Camp Dutch Oven Cook-Off. Chefs can cook their own entrées or dessert dishes in their own Dutch Oven or a camp-provided one. Adult Leaders are able to leave camp property by signing out of camp in order to purchase ingredients. Or, chefs may provide the Camp Business Manager with a shopping list and payment for us to purchase your ingredients for you during one of our weekly shopping trips.

Campfires

The best way to open camp is by joining us for our Opening Campfire on Sunday night. Campfires are a long-rooted tradition of Scouting, and provide an opportunity for units to join the staff for a night of fun skits and songs. Commissioner's Campfire is an opportunity for your scouts to showcase their favorite skits and songs on Wednesday night. On Friday night, we welcome you to join us for the Closing Campfire.



Advancement in Camp

Advancement in camp is the same as it is at home.
Advancement is the responsibility of the unit.

To have a successful experience in the merit badge program, your Scouts must begin immediately on Monday and stick with the program the entire week. Many merit badges can be completed during the camping session. However, others have requirements for observations, tests, record keeping, or time requirements, which must be completed over an extended period. In these cases, complete all, or as many as possible, of these requirements prior to arrival in camp. Please have the scouts bring certificates of completion or proof of completion from their counselor, so they might have the opportunity to complete the remaining requirements in camp.

To aid your Scouts in earning their merit badges, we offer the following suggestions, which may assist you in your planning for camp:

Don't allow over-scheduling. We set no limit on the number of badges a youth can work on or earn, but sometimes their goals are greater than their abilities. Besides, Scouts are in camp for a lot of things other than badges. They shouldn't miss out on other opportunities. You know their capabilities, so guide them in setting attainable goals.

See to it that your Scouts have reviewed the badges that they are attempting at camp. See to it that they are familiar with the requirements and the skills involved with each badge they are attempting. Make sure they have completed any requirements that must be done before arriving in camp. Ensure they have any certificates of completion with them for work that has been finished prior to camp.

Ultimately, the awarding of a Merit Badge is the responsibility of the Scoutmaster. If you have any questions as to whether the Scout fully earned the badge, please see his instructor. If you still have questions, please notify the Program Director immediately, so these problems can be resolved before the unit leaves camp for the week.



Program Overview

Troop Activities:

Sunday: A special opening Campfire will set the tone for an exciting week at Circle X Ranch at Bighorn for you and your Scouts. This program promises to be an event that should not be missed.

Monday: The entire camp will participate in an exciting evening of Western Theme Games. Our weekly camp-wide game starts at 7:00 pm Please meet in front of the Dining Hall. Also, starting at 8:00 pm will be the Order of the Arrow Fellowship. All O.A. members are encouraged to wear their sash for some good old-fashioned fellowship. Be sure to bring your patches; there will be an area set up for trading. The patch trading normally gets intense!

Tuesday: While the Scouts are participating in the Western Theme Games, the adults will be competing in the Cobbler Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of “certified” judges will determine who makes the best cobbler in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred and the Western Games are completed, the Scouts in camp will be allowed to finish off the rest of the cobbler. This is also the night the trading post serves up our COWBOY-size root beer floats. Be sure to get yours!

Wednesday: On Wednesday, at 10:30 am, we will hold a Leader’s Meeting with all Scoutmasters in camp. Immediately after the meeting, Circle X Ranch at Big Horn will hold a Scoutmaster Shoot-out at the Rifle Range. A bag lunch will be provided, and all adults are invited to participate. Please let the Camp Commissioner know if you are going to be there so we can plan accordingly. Wednesday is the Commissioner’s Campfire. This has become an exciting part of our camp, and the tradition promises to continue. This activity will be run by the Senior Patrol Leaders’ Council, and Troops, Patrols, and individuals are asked to sign up to do a skit in front of the entire Camp.

Thursday: While the Scouts are participating in the Western Theme Program, the adults will be competing in the Chili Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of “certified” judges will determine who makes the best chili in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred and the Western Games are completed, the Scouts in camp will be allowed to finish off the rest of the chili.

Friday: On Friday morning, we will hold more Western Theme Games. There will be events for everyone, regardless of age or skill level. Scouts will be allowed to compete as units and patrols. Friday afternoon, the Camp Big Horn Wide Games will continue. At the conclusion of the games, the annual “Big Horn Bucks” auction will take place. Be sure to save all of your Big Horn Bucks during the week for this event. The top bidder will get some great prizes.

Friday will also see the closing of Campfire. This is an opportunity for the Staff to show our appreciation to each Scout and Leader for coming to camp. The Closing Campfire is an event that should not be missed.

Week-Long Activities:

John Muir Scout Award: Circle X Ranch's Honor Camper award can only be achieved by completing activities throughout the week. The list of requirements to receive the award will be in the Scoutmaster's packet at check-in. Those who achieve this award will receive a special patch.

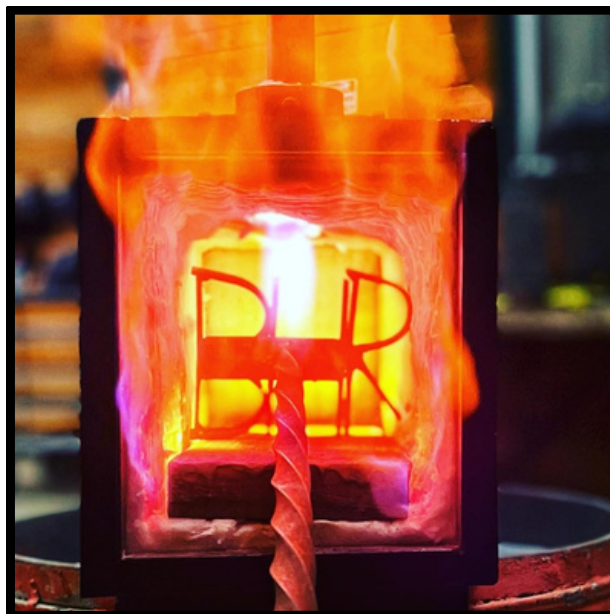
Menehune Award: Circle X Ranch's Honor Troop award, which is known for high achievement. The list of requirements to receive the award will be in the Scoutmaster's packet at check-in. Troops that achieve this award are eligible to receive a patch and a special flag to be flown at their campsite.

Big Horn Bucks: Scouts can receive Big Horn Bucks throughout the week by doing various activities, from conservation projects to winning competitions. Bucks can be given out at unsuspected times, and Scouts should look out for hidden loot. Troops will pile their bucks together at the end of the week to bid on prizes at the Big Horn Bucks Action on Friday afternoon.

Dutch Oven Awards: Every week, we honor those individuals who cooked some of the most outstanding dishes in the Dutch Oven Cook-Off. Awards are given to those who cook the best chili and dessert, along with the best dish made by a Scout, and the best dish overall.

Program-Specific Awards: Camp Big Horn is proud to offer additional awards for units to purchase separately. Scouts who participate in the Polar Bear Plunge can purchase the Polar Bear Plunge patch from the Trading Post. Additional programs with patches include Zipline, C.O.P.E., HAT, Pathfinders, and the Scoutmaster Merit Badge.

Units will be able to fill out a patch order form while at camp, and can turn it into the Business Manager for order placement.



Red Rope Challenge: Scouts and Adult Leaders alike are able to show off their knot-tying skills by taking part in the Red Rope Challenge. Those looking to aim for this award are required to tie 14 knots in one minute or less. Participants are able to stop by the Friendship Lodge during Free Time to practice tying the knots in the correct order. To participate, purchase a Blue Rope from the Trading Post, and those who complete the challenge will be given a Red Rope by Big Horn Camp.

For those who earn their Red Rope, they can aim even higher by completing additional technical challenges.

Scouting America Awards

Mile Swim Award: Camp Big Horn offers Scouts and Adult Leaders the opportunity to complete the Mile Swim on Tuesdays and Thursdays at the Pollock Pool. By completing the Mile Swim, Scouts are able to color a black ring around their BSA Buddy Tag. To earn the Mile Swim Award, a Scout or Adult Leader must take the extra mile and discuss how regular exercise is healthy for the body, and why swimming is one of the best forms of exercise.



Camp Big Horn Track Programs

AN ADVENTURE UNLIKE ANY OTHER

The Scouts BSA Merit Badge program helps Scouts identify their career paths, with a clear Majority saying they did so by taking a merit badge. The Camp Big Horn Track Program helps Scouts earn a collection of merit badges in a single career field.

Naturalist Track

Fishing — Fish and Wildlife Management

Scouting reinforces the ideas behind being an outdoorsman. Merit badges like Fishing, Fly Fishing, and Fish and Wildlife Management help Scouts understand the wildlife they interact with in outdoor environments like Camp Big Horn. By completing each of these merit badges, Scouts will have the opportunity to apply for the Complete Angler Award.

Range & Target Track

Shotgun Shooting — Rifle Shooting — Tomahawk & Knife Throwing

Shooting Sports have always been a staple of the Scouting program. At Big Horn Camp, Scouts can work with our experienced staff in enhancing their marksmanship skills. In Rifle Shooting, Scouts can aim for joining the Dime Club or work on their NRA Marksmanship Award.

Handicrafts Track

Art — Sculpture — Woodcarving — Leatherwork — Indian Lore

Each of the Handicraft Merit Badges, Camp Big Horn offers, pushes Scouts towards a common goal throughout the week: completing an artistic project. With Art, Sculpture, Woodcarving, and Leatherwork, Scouts will have this opportunity. Indian Lore provides Scouts with the unique opportunity of learning more about indigenous cultures, and provides them with the opportunity to craft unique items found in indigenous cultures.

Trades Track

Automotive Maintenance — Plumbing — Welding — Metalwork

Vocational education is becoming increasingly popular throughout the United States. At Camp Big Horn, our Ranger Corps program has helped Scouts identify trades that they might be interested in exploring further. This year, we're excited to be bringing Plumbing into the program at Ranger Corps.

Pathfinders

First Year Camper Program

The Pathfinder Area is designed to acquaint our first-year campers with life at Circle X Ranch at Camp Big Horn and is an all-day class. Instruction is based on the requirements needed for the achievement of the First Class Rank, as well as basic Scouting skills. The program will be tailored to individual abilities and the readiness level of the participants in the program. Some groups may move faster through a particular skill than others, so there will be some tailoring in the program. Each of the requirements covered is tailored to individual abilities and the readiness levels of each participant. Scouts can earn the First Aid and Swimming merit badges, and the Totem' Chip and Firem'n Chit awards as part of the program. Scouts will also work on map and compass skills, basic knots, the Outdoor Code, and the identification of poisonous plants and reptiles. Scouts in the Pathfinder program are also urged to work on Handicraft Merit Badges during free time. Adult help is always welcome for our Pathfinder Area, and is a great way for Scoutmasters to learn the needs of their younger Scouts.

This is a highly successful program for new scouts. By participating in the Pathfinder program, campers can achieve most of the requirements needed to advance up to first class, as well as earn up to 4 merit badges. In order for the program to have this success, **PATHFINDERS IS AN ALL-DAY PROGRAM.** Scouts must participate in the program from first through fifth periods. If a Scout has been in the troop for over a few months and already achieved the Tenderfoot Rank, a Scoutmaster may feel that his first-year camper may do better by participating in the normal merit badge program. The youth, under the direction of the unit leader, has that option. During Free Time, any Scout can come to the Pathfinder area to work on a specific requirement needed to advance to First Class.



Below are the listed requirements that we complete during the week in the Pathfinders Program:

Scout

- 1a-f: Scout Oath, Law, Slogan, etc.
- 2a-d: Leadership and Advancement
- 3a-b: Patrol Method and Spirit
- 4a-b: Knots
- 5: Pocket Knife Safety

Second Class

- 1b: Leave No Trace
- 2a-d, f-g: Cooking Techniques and Knots
- 3a, c-d: Hiking & Orienteering Practices
- 4: Wildlife at Camp
- 6a-e: First Aid and Mitigation

Training

- Firem'n Chit

Tenderfoot

- 1b-c: Preparing for an Overnight Campout
- 3a-c: Knots and Hitches
- 3d: Proper Care for Axe and Saw
- 4a-c: First Aid and Poisonous Plants
- 5a-c: Buddy System and Safe Hiking
- 7a-b: Flag Etiquette and Service Project
- 8: Using the EDGE Method
- Totin' Chit
- 8b: Flag Etiquette
- 9a-b: Three R's and Bullying

First Class

- 1b: Tread Lightly
- 3a-c: Lashings and Knots
- 5a-d: Hazardous Weather Safety
- 6a: Swim Test
- 7a-c: First Aid Transport



General Notes About Merit Badges

***Program Dates and Details are subject to change.**

Merit Badges at camp operate on a period system. Five periods occur in a day. Scouts will follow the same schedule all day Monday through Thursday. For example, if a Scout signs up for the Pioneering Merit Badge, every day that week, the Scout would attend the Pioneering session, which starts at 9:30 am.

Scouts are encouraged to make a schedule that fills all five periods with Merit Badges or activities. However, this is left to the discretion of the Scout and his Scoutmaster. Some Scouts may want to spend some time sitting on a log, relaxing, and enjoying some quality time in the great outdoors.

“Free Time” is a specified period of time that takes place from 3:30-5:00 pm Monday through Thursday after all Merit Badges sessions. During Free Time, the Scout is free to use this time to complete Merit Badge work he may have missed, or he can participate in different camp activities. Merit Badge counselors will be available to assist Scouts during Free Time. Activities that take place during Free Time include free swim, free shoot, and free climbing. During this time, Scouts can also stop by the open Merit Badge sessions of Handicraft, go to Outdoor Skills to earn their Totin’ Chip, or walk to Pathfinder (Trail to First Class Program) to work on rank requirements. Since some Scouts enjoy making their own program during this time, some suggested activities are: hiking, exploration, conservation projects, field sports, or just “getting to know nature.”

Scouts are encouraged to make an appointment with their counselor to meet during Free Time to work on a badge. It is the Scout’s responsibility to make up any missed work due to other camp activities. If you have any problems, please contact the Program Director immediately.

Most Merit Badges will take the full week to earn the badge, with the exception of some Handicraft Badges. Upon the completion of those Handicraft badges, Scouts will be able to start another Handicraft Merit badge. See the Handicraft section of this book.

Merit Badge sessions are not held on Friday, as the day is full of fun and games. However, from 8:00 am until 11:30 am. Last-minute work can be handed in as all counselors will be in their area.

If you have any questions regarding Merit Badges, please talk to that counselor or see the Area Director over that badge. They are flexible and willing to help. If you have any further difficulties, please see the Program Director.

E — Eagle Required | A — Award-Eligible Program

Program Registration

All registration for programs will take place online using our council's BlackPug portal. This Leader's Guide, along with our Program Guide, shows all of the program opportunities that are available to campers throughout their week with us.

All units will be assigned a date and time for them to begin registering all participants for their program. Below is additional information for registration for both youth and adults.

Program Registration in BlackPug

Merit Badge Registration for Scouts and Program Registration for Adult Leaders will take place during the second week of May. Units will be assigned a date based on the week they are registered to attend camp. Units will be given a tutorial on how to complete their Scouts' Black Pug registration before registration opens. We strongly recommend that all units add Scouts to their group prior to beginning merit badge registration.

No Scout, Adult Leader, or unit will be able to register for any program until all fees associated with their account(s) are paid for in BlackPug.

Merit Badge Programs at Camp Big Horn

Additional Program Fees

Camp Big Horn is proud to offer a majority of our programs at no additional cost. However, there are a handful that require additional fees to participate. These fees cover equipment and other associated costs that are absolutely needed in order to carry out the program. These fees are identified in the 2026 Program Guide and can be seen here in the brief description of our programs. Programs that are marked as "Free" require no additional cost. All program-associated costs will be added to your unit's total balance upon completion of merit badge registration and can be paid online through BlackPug.

Merit Badge Prerequisites & Prerequisite Form

Because some of the merit badges offered at Camp Big Horn have requirements that cannot be completed at camp, the Scoutmaster needs to have each Scout complete these before coming to camp. If the Scout has completed the requirement before camp, please have them fill out the [Camp Big Horn Merit Badge Prerequisite Form](#) and send it with them to their merit badge class on Monday, along with any other course materials that are required in order to fulfill the requirement. This will allow the instructor to award credit for the partial obtained in advance, and will enable the Scout to earn the merit badge when the remaining requirements are completed at camp.

Camp Big Horn focuses on learning and perfecting skills. There should be no expectation that, because a Scout pays to come to camp, they will receive merit badges. Every Scout earns merit badges by fulfilling the requirements. Failure to submit completed prerequisites will result in a partial for the merit badge.

Advancement Records

Camp Big Horn does not use the Blue Card to mark completion of requirements at camp. Rather, we issue individual advancement completion reports to each unit that summarize the completion of all of a unit's Scouts while at camp. Digital completion reports are available to access on Friday after 6 pm, and units attending camp will receive these records after 6 pm at the Camp Big Horn Program Office.

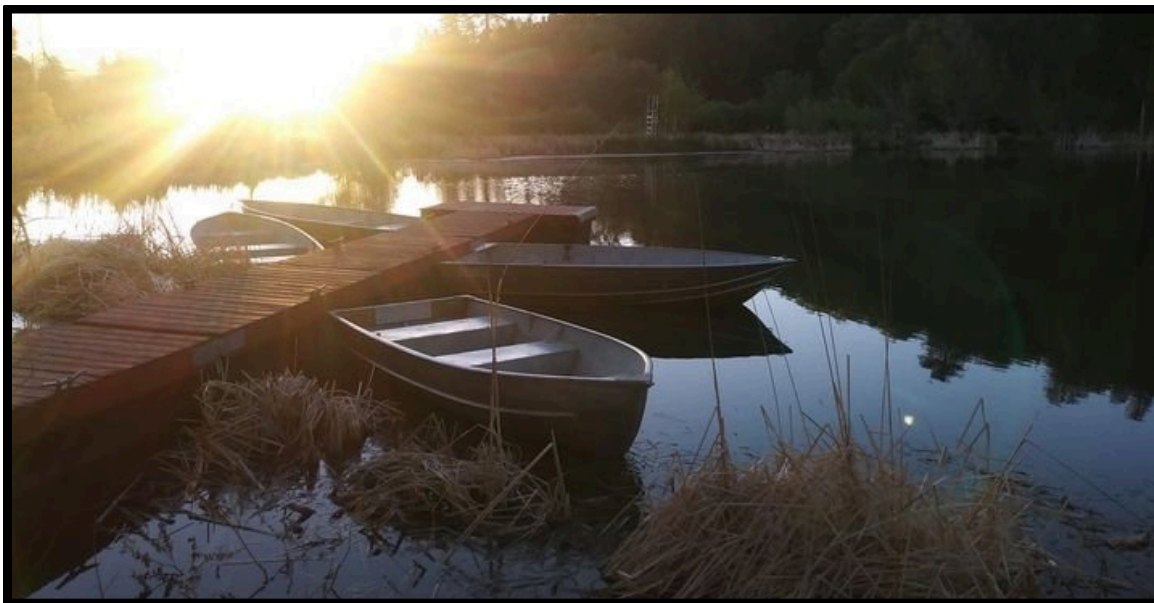
If there are changes to merit badge program outcomes that need to be made, we will compare the completion record with the Instructor Record Sheet before making final changes. Once all of your records are certified to be correct, be sure to hand them to your advancement coordinator to enter them into Scoutbook or to submit them to your council.

Program Disclaimer

All participants in Big Horn Camp's programs—both adults and youth—should be aware that all programs are subject to change at the discretion of Big Horn Camp and/or the Greater Los Angeles Scouting. Programs are subject to change before and during camp.

Aquatics Area

Swimming Pool: One of the most frequented areas of camp, the swimming pool is the location of Swimming and Lifesaving Merit Badges. Also available are two periods of instructional swimming; special emphasis is placed on assistance to non-swimmers and beginners. The mile swim may be earned by an individual who is classified as a "Swimmer" and makes all of the required practices leading up to the participation in the actual Mile Swim. In order to receive the mile swim award, participants must attend the Monday, Tuesday, and Wednesday sessions. The Polar Bear program is offered on Monday, Tuesday, and Wednesday mornings. A distinctive patch is given to participants who participate in every session during the week. Snorkeling is a program offered during the day, and participants will learn the basics of snorkeling. It is not a merit badge program. Free Time recreation swim is available in the afternoon.



Before taking any of the following badges/activities, please be aware of the following requirements:

Swimming Merit Badge	Must pass the Swimmer Test.
Lifesaving Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test.
Mile Swim	Must pass the Swimmer Test. Must attend Mile Swim practices held on Monday and Tuesday evenings. Mile Swim will begin at 7:00 pm on Wednesday. Available to adult participants.
Instructional Swim	All Scouts who do not pass the swim test are encouraged to take instructional swim. Instructional swim will be offered Monday through Thursday, and any Scouts wanting to re-test may do so at this time.
Snorkeling B.S.A.	Must pass the Swimmer Test. Patch available in Trading Post.
Polar Bear	Must pass the Swimmer Test. Starts at 6:00 am on Monday, Tuesday, and Wednesday. Participants must attend every session to receive the patch. (There will be a make-up session for those on conflicting Overnights.) Available to adult participants.
Free Time Activities	The pool will be open daily at Free time for all Scouts to participate. Scouts must meet the swimming requirements to participate in aquatics activities. Everyone must take the swim test, and have a buddy tag to participate. There will be no Free Time activities on Friday.
Canoeing Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test. Canoeing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a “Back-up Plan” in case the lake is closed for unforeseen reasons.
Rowing Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test. Rowing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a “Back-up Plan” in case the lake is closed for unforeseen reasons.
Kayaking	Must pass the Swimmer Test.

Aquatics

Canoeing — E | **A** Lifesaving — E | **A** Swimming — **A** Rowing — **A** Kayaking

Civics Area

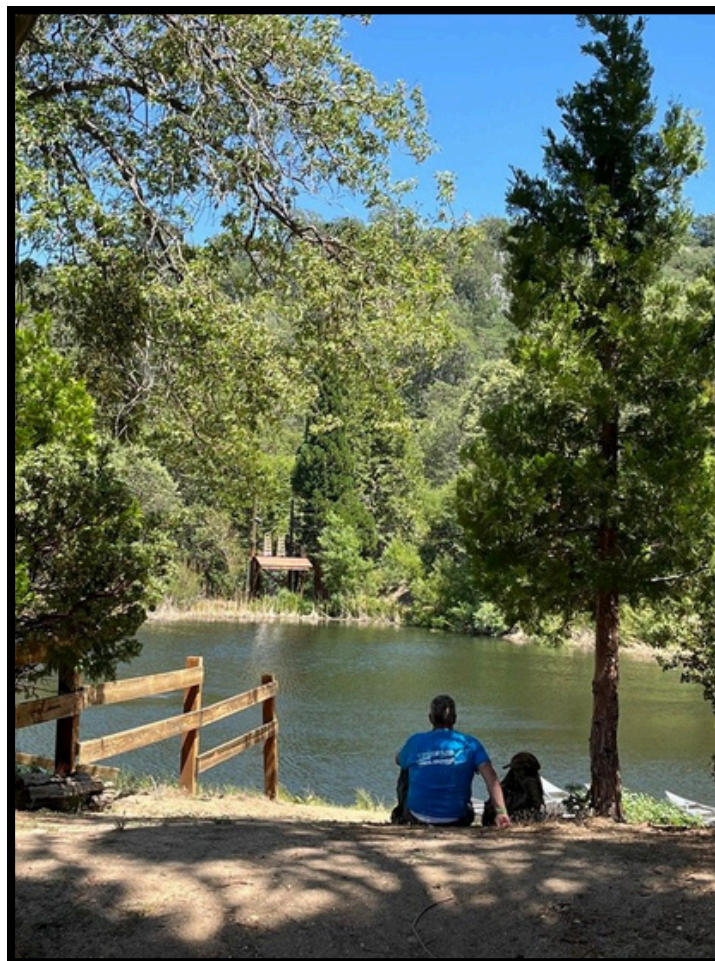
The Civics Area provides Scouts with the opportunity to learn skills and learn about the many career opportunities that await them in the future.

The Civics Area, through a combination of merit badges, short seminars, spare time, skill sessions, and exhibits, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy life with more confidence and in a more positive way.

During Free Time, counselors will be available at Civics to help Scouts on their merit badges, as well as offer instruction for better understanding and skill proficiency.

Civics

**E Citizenship in the Nation — E Citizenship in the World —
E Communications + Public Speaking — Scouting Heritage**



Outdoor Skills Area

The Outdoor Skills Area, formerly known as the Scoutcraft Area, offers Scouts the opportunity to learn various outdoor skills, including camping, pioneering, wilderness survival, orienteering, and first aid, among others.

The ability of Scouts to tie knots and lashings, pitch a tent, cook a cobbler, build a tower, ford a stream, follow a map over rugged terrain, identify and enjoy edible plants, treat a snake bite, scout a trail for animal signs, or enjoy a night under the stars is in desperate need of strengthening in today's society.

The Outdoor Skill Area, through a combination of merit badges, short seminars, spare-time skill sessions, exhibits, hikes, and overnight excursions, aims to achieve the goal of equipping Scouts and Scouters with the skills necessary to enjoy the great outdoors.

During Free Time, counselors will be available at Outdoor Skills to help Scouts on their merit badges, as well as offer instruction on Totin' Chip, Firem'n Chit, the **Paul Bunyan Woodsman Award**, and CPR proficiency.

Before taking any of the following badges/activities, please be aware of the following requirements:

Pioneering Merit Badge	Knowledge of knots is important. Recommended for older Scouts
Orienteering Merit Badge	Recommended for older Scouts, suggested First Class Rank or higher. Must bring canteen and compass to camp.
Wilderness Survival Merit Badge	Items for requirement #5 must be brought to camp.
First Aid Merit Badge	Must bring materials to make a first aid kit to camp.
Communications Merit Badge	For older scouts. Complete Req. #5 prior to camp
Emergency Preparedness Merit Badge	Must have completed First Aid Merit Badge. Must bring material to make an Emergency Kit.

Outdoor Skills

E Camping — E | **A** Emergency Preparedness — Pioneering — E | **A** First Aid — Orienteering — Search & Rescue — Wilderness Survival — Signs, Signals, and Code

Ecology/Conservation Area

The Ecology/Conservation Area has become of special interest to us all as a result of our increased environmental awareness and the realization that the resources of our planet are limited. Instruction in this field at camp is strengthened by the variety of macro and micro ecosystems that exist around camp. The “classroom” facilities are unlimited. In order to gain the most from the Merit Badge programs offered in the Ecology/Conservation Area, Scouts are encouraged to study the Merit Badge subjects prior to arrival at camp.

Other special opportunities will be offered in the Ecology/Conservation Area during Free Time for individual Scouts, patrols, and/or Units. These include a Nature Trail, conservation projects, tracking, and nature photography, just to name a few. If you need any information regarding conservation projects or would like more information about a particular aspect of nature, be sure to see the Ecology/Conservation Director. He will be happy to assist you.

Before taking any of the following badges/activities, please be aware of the following requirements:

Nature Merit Badge	Requirements #4 should be started prior to camp
Environmental Science Merit Badge	Plan for out-of-class field observation. Requires a report to be written. Requirement #3e must be done prior to camp.
Geology Merit Badge	Recommended for any Scout.
Astronomy Merit Badge	Recommended for any Scout.
Mammal Study Merit Badge	Recommended that Scouts start requirement #4 prior to camp.
Weather Merit Badge	Recommended for any Scout.
Soil & Water Conservation Merit Badge	Recommended for any Scout.
Forestry Merit Badge	Recommended for any Scout.
Insect Study Merit Badge	Recommended for any Scout.
Reptile and Amphibian Study Merit Badge	Requirement #8 should be completed prior to camp.
Bird Study Merit Badge	Recommended for any Scout.
Fish and Wildlife Management	Recommended for any Scout. Requirements #5 & #7 must be completed prior to camp.
Fishing Merit Badge	Recommended for any Scout. Requirement #9 must be completed prior to camp.

Nature

Bird Study — E | A Environmental Science — Forestry — Fishing —Geology— Sustainability— Fish and Wildlife Management —Nature– Reptile and Amphibian Study

Handicraft Area

Many Scouts enjoy learning to make things with their hands. The completion of a basket, a carved neckerchief slide, a leather belt, or a piece of pottery can develop a great deal of confidence and enthusiasm in a Scout.

The camp Handicraft Staff is available to help Scouts who would like to work on all of the various Merit Badges offered in this area. A Scout can complete Basketry, Woodcarving, Leatherwork, Art, and Pottery Merit Badges rather quickly. In that case, the Scout is encouraged to work on another Handicraft Badge in that same session.

The Handicraft Area will offer open merit badge sessions during Free Time for the badges that are marked in the chart below. While Scouts are welcome to stop by and participate in these merit badges, as they like, the earlier in the week that the Scouts start on the merit badge, the better chance the Scout has of achieving the badge. Handicraft items will be on sale in the Trading Post. If a Unit Leader has a specialty in any Handicraft activity, please let the Handicraft Director know. We would be happy to utilize your abilities and talents.

Before taking any of the following badges/activities, please be aware of the following requirements:

Basketry Merit Badge	Recommended for any Scout. Campers may need to purchase supplies from the Trading Post.
Woodcarving Merit Badge	Must have Totin Chip. Campers may need to purchase supplies from the Trading Post.
Leatherwork Merit Badge	Recommended for any Scout. Campers may need to purchase supplies from the Trading Post.
Art Merit Badge	Recommended for any Scout.
Pottery Merit Badge	Recommended for any Scout.
Photography Merit Badge	MUST BRING A DIGITAL CAMERA TO CAMP.
Indian Lore Merit Badge	Recommended for any Scout.
Sculpture Merit Badge	Recommended for any Scout.
Pulp and Paper Merit Badge	Recommended for any Scout. Requirement #9 must be completed prior to camp
Composite Merit Badge	Recommended for any Scout. Supplies in Trading Post

***** **Note: The following Merit Badges may require additional craft supplies to be purchased in the Trading Post for completion: Basketry, Woodcarving, Leatherwork, Indian Lore, and Metalwork. Be advised that the supplies for these handicraft badges are not part of the overall camp fees.*******

The approximate cost of craft kits for Handicraft Merit Badges are as follows;

Basketry Merit Badge:	\$30.00
Wood Carving Merit Badge:	\$10.00
Leatherwork Merit Badge:	\$20.00
Indian Lore Merit Badge:	\$25.00
Metalwork Merit Badge:	\$5.00
Composite Merit Badge:	\$10.00

Please remember that these are approximate prices. Actual prices will depend on which kit the Scout chooses.

Handicraft Art & Fingerprinting — Painting — Leatherwork — Sculpture — Woodcarving — Pottery — Moviemaking & Photography



Camp Central Corps

Camp Central is adjacent to Circle X Ranch Camp at Big Horn. This area is the main hub of the reservation, with not only our Medic Crew, but our Auto Shop bay and Eimer Woodshop, which is shared with our Donaldson Maintenance Facility. This is a working area for Scouts who like working on projects. This area is also home to our STEM/Observatory. From Landscaping to Repair, the Central Corps can handle it.

Before taking any of the following badges/activities, please be aware of the following requirements:

Automotive Maintenance Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from the Trading Post.
Metalwork Merit Badge	Recommended for any Scout.
Plumbing Merit Badge	Recommended for any Scout.
Welding Merit Badge	Recommended for any Scout.
Woodwork Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from the Trading Post.

Camp Central Corps

Automotive Maintenance — Metalwork — Plumbing — Welding — Woodwork



S.T.E.M. (Science, Technology, Engineering, & Mathematics)

Before taking any of the following badges/activities, please be aware of the following requirements:

Animation Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
Astronomy Merit Badge	Recommended for any Scout.
Robotics Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
Space Exploration Merit Badge	Recommended for any Scout.
Animation Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.

S.T.E.M. (Science, Technology, Engineering, & Mathematics)

Animation — Astronomy — Robotics — Space Exploration — Radio — Chemistry



Shooting Sports Area

Archery is becoming one of our nation's fastest-growing sports. Scouts will have the opportunity to complete the Archery Merit Badge; however, extra time is often required for practice. Scouts may wish to drop by the range during Free Time to shoot for fun or practice for the merit badge. Most scouts will find it necessary to attend a free shoot to qualify for the merit badge.

Our .22 caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. The Rifle Shooting Merit Badge has a limited class size.

The Shotgun Shooting Merit Badge will be offered at camp this summer. While there will not be any Free Time shooting at the Shotgun Range, the range may be open for Scouts to qualify for the merit badge class only during Free Time. Shotgun is also a very limited class size. Due to the distance from the main area of the camp, please allow ample travel time for the class.

Archery Merit Badge	Recommended for older Scouts. Double period session. Limited class size.
Rifle Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Double period session and limited class size.
Shotgun Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Small class size.
Free Time Archery Shoot	Recommended for any Scout. There will be no free shooting on Friday.
Free Time Rifle Shoot	Recommended for any Scout. There will be no free shooting on Friday. There is a small fee for free shoot. Tickets can be purchased in the Trading Post. Tickets are 10 shots for .25 cents

High Adventure Area

**** All participants in the C.O.P.E. Area, or Climbing and Rappelling Area, must have Part C Physical on file with the camp. Please see the Health and Safety Section of this guidebook for details.****

High Adventure Schedule:

* C.O.P.E. – Week-long. One session offered: Period 1 through Period 3. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons. * Participants in John Wayne Outpost must be a minimum of 13 years of age.

Before taking any of the following badges/activities, please be aware of the following requirements:

Climbing Merit Badge	Recommended for older Scouts. Very strenuous activity. Part C physical required.
C.O.P.E.*	National age requirements must be met to participate in this activity and participation in the High Course is at the discretion of the C.O.P.E. Director. Part C physical required.
Free Climb	Very strenuous activity. Part C physical required.
Native American Outpost	Participants will learn about the native inhabitants of the San Bernardino Mountains. They will participate in Archery and Tomahawk throwing. They will learn different Indian Games, Sign Language, and sleep in a Teepee.
John Wayne Outpost	Participants will learn about the pioneers who settled the west. They will learn about Dutch Oven Cooking, and, if the opportunity is available, a C.O.P.E. activity. <i>Participants in John Wayne Outpost must be a minimum of 13 years of age.</i>
Cowboy Overnight	Participants will enjoy Mountain Biking to a designated location and enjoy an evening sleeping under the stars.
Lake Overnight	The Lewis and Clark overnighter begins with a 1 mile hike to camp Pollock where at firebird lake they will have a chance to go canoeing, rowing, and kayaking on our lake. They will also cook their own dinner under the stars at the beach of the lake where kabobs, corn on the cob and cobbler are old favorites.

High Adventure Area (H.A.A.)

C.O.P.E. (Challenging Outdoor Personal Experience) — Climbing — Outpost — Cycling

The High Adventure Area at Circle X Ranch at Camp Big Horn is one of the most exciting areas in camp. This area has been especially designed to appeal to older Scouts, while still offering a few activities for younger Scouts. Past participants will find a revamped program with new activities added to high adventure. Also, a few changes have been made in recent years to enhance the enjoyment of the experience.

Camp Big Horn & Lake Zipline Experience

Camping at a Scouts BSA resident camp isn't just for those who are looking to do merit badges. Camp Big Horn is proud to offer experiences geared towards older Scouts that push them beyond their limits in Challenge-by-Choice activities. These programs are recommended for Scouts who are age 14 or older, or 13 and have completed the 8th grade.

C.O.P.E.: This activity, which stands for Challenging Outdoor Personal Experiences, is one of the most exciting programs in Scouting America. Individuals will experience a four-day program that includes the intriguing initiative games, the team-building exercises of the Low C.O.P.E. area, and the thrilling High C.O.P.E. course. Scouts must sign up for the morning C.O.P.E. session. While COPE will take the place of merit badges during their week-long session, for older scouts, COPE is the ultimate activity offered at camp. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.

Climbing Wall: Climbing merit badge will be offered this summer. Three merit badge sessions will be offered in the morning. Free climbing will be offered in the afternoon. Scouts taking the Climbing Merit Badge will need to attend some free climbs outside of the class.

But the best views of Camp Big Horn are seen from the heights of our Firebird Dual Racing Ziplines. The Camp Big Horn Zipline extends across the valley for over 1,000 feet, with riders reaching speeds of over 30 miles per hour. But the views of the San Bernardino Mountains don't stop there. Camp Big Horn also offers riders the chance to ride our Firebird Dual Racing Zipline, which soars over Firebird Lake in Camp Pollock.



Outpost: We will offer different Outposts this year. Thursday night holds the popular John Wayne Outpost. On this overnighiter, participants will learn about the pioneers who settled the West, learn about Dutch Oven cooking, and spend the night under the stars in the land once owned by John Wayne himself. The outposts are an awesome experience for participants that expose them to the history of Circle X Ranch at Camp Big Horn, as well as exciting new activities. All outposts are hands-on experiences and involve an overnight stay outside of the main area of camp. Limited spots will be available for adults to participate. All overnighiters leave at 3:30 in the afternoon and return after breakfast the next day. Attending the overnighiters will not cause Scouts to miss merit badge sessions

John Wayne Outpost Program

The John Wayne Outpost immerses Scouts in the rugged frontier spirit through hands-on experiences in cowboy and mountain man traditions. Scouts will depart at **2 PM** and return **after breakfast the next day**, spending the night under the stars **or in an old-fashioned shelter** while developing outdoor skills, teamwork, and self-reliance.

Night 1: Cowpoke Camp (Tuesday Night) – Scouts will embrace the cowboy way of life, learning lasso skills, knife throwing, cooking over an open fire, and hearing tales of the Old West. They'll also take part in frontier challenges that test their grit and resourcefulness.

Night 2: Mountain Man Experience (Thursday Night) – Participants will step into the world of fur trappers and frontiersmen, trying their hand at metal casting, tomahawk throwing, fire-starting, and learning primitive survival skills.

An exclusive **John Wayne Outpost Brand** will be available both nights, giving Scouts a unique keepsake to commemorate their frontier experience.

Sign up for one night or both at the **Trading Post!**

Bikes

One can also experience the beauty of Big Horn Camp from our mountain biking trails. Scouts will be able to complete bike rides throughout the week that will go towards their requirements. Bicycles are provided to those who are in need of them during the week. All riders are required to wear a helmet while riding their bike.

ADULT PROGRAM OPPORTUNITIES

In an endeavor to provide each adult leader with a memorable camp experience, Circle X Ranch provides this program, which is designed to accommodate every adult leader who steps into our camp. We now offer a variety of activities and trainings designed not only to help each leader have an enjoyable time, but also to be further equipped and prepared to build a better, more capable, more functional unit. Except for informational meetings such as orientation and round table, no activity or training is mandatory, but is instead offered as an opportunity for any leader to take advantage of without a week-long obligation. All sessions are drop-in and are open to any leader who wishes to further their training and help the rest of the group by contributing any personal knowledge or experience. Both first-time and experienced leaders are invited to every activity. **Please be advised that this schedule can change depending on the needs of the leader's in camp as well as circumstances beyond our control.**

Additional Opportunities upon request:

Instructional Swim:	See Aquatics Director
C.O.P.E. Course:	See C.O.P.E. Director for availability
Conservation/Service Projects:	See Ecology Director /Commissioner
Totin' Chip Counselor Training:	See Outdoor Skills Director
Firem'n Chit Counselor Training:	See Outdoor Skills Director Asst

Your Knowledge and Skills are Needed (and Appreciated):

In addition to the activities and trainings now offered, there are also chances for the adult leaders to offer themselves as resources to the Scouts, to other leaders, and to the camp. Any leader who would like to offer their experience in any of the merit badge topics should contact the appropriate counselor at Merit Badge Midway and make arrangements to assist in the instruction of that badge. Even if a leader doesn't feel comfortable teaching or assisting, he or she is still welcome to attend any merit badge session for his or her own instruction.

Also, any leader who is a registered counselor of a merit badge not offered at Circle X Ranch and wishes to offer his or her talents as an instructor, please contact the Program Director as soon as possible upon arrival at camp. If there are any other areas in which a leader feels that he or she may offer themselves for skills instruction, such as Pathfinder or other activities, he or she may do so by contacting the appropriate staff as soon as possible upon arrival at camp.

Assistant Commissioner:

In addition to skill instruction, there are a number of other capacities that leaders may offer themselves in. As an assistant commissioner, a leader will help to conduct campsite inspections so as to provide an opportunity to talk to other adult leaders about methods and ideas that each troop has developed and employed. It is strongly encouraged that adult leaders and their troops contact and form friendships with other troops for the purpose of exchanging ideas, working with each other on a service project, or having good, clean fun together. Fellowshiping with other troops can be a very rewarding experience at camp and can form bonds that last well beyond your week at summer camp.

Service Projects:

If any troop wishes to perform a service or conservation project, they may do so by contacting the Ecology/Conservation Director or the Camp Commissioner. Also, if any leaders or troops have special capacities such as construction or facilities maintenance, it would be greatly appreciated if they offered their talents to the camp.

Adult Leader Activities

Throughout the week, there are activities available for all adult leaders to participate in. These activities are in addition to our training programs.

Leader's Meeting — Sunday at 4:00 pm

Come out to our leader's meeting on Sunday Afternoon to get any last-minute questions answered before you get started on your amazing week with us at Big Horn Camp. We'll cover all the major events going on throughout the week, in addition to informing all leaders about any changes that were made to our program.

Head-Honcho Belly Flop Competition — Friday during The Carnival / Camp Wide Games

As the Carnival / Camp Wide Games come to an end, we invite all adult leaders to join us at the Camp Big Horn pool for the Camp Big Horn Adult Leader's Belly Flop Competition. Feel free to express yourself using costumes, music, and more as our panel of very unbiased judges determines who has the best belly flop in all of Camp Big Horn.

Scoutmaster Merit Badge — All Week at Your Own Pace

We challenge all adult leaders to complete the Scoutmaster Merit Badge. This program will require you to complete a wide variety of activities and observations that will keep you busy throughout the week.

Adult Leader Training

To help identify which trainings are for new leaders and for more experienced leaders, we've created the New Leader's Track and the Experienced Leader's Track. Each track contains training sessions that are open to all but suggested for leaders who fall into their respective categories. It should be noted that leaders are not required to take training during the week but have the option to do so if they wish.

New Leader's Track

These programs are geared more towards adult leaders who have just entered the world of Scouting or have just bridged into a Scouts BSA unit.

Leader Specific Training — Monday from 10:30 am-4:45 pm

Scouting is open to all, including parents who want to be more involved in the program. Leader Specific Training is designed to introduce the leadership skills that are needed to be a registered leader in Scouting America.

Introduction to Outdoor Leader Skills (IOLS) Training — Tuesday and Thursday from 9 am-2:45 pm, including Scout's Own and Totin' Chip

This training program is designed for Scoutmasters and adult leaders who are interested in learning more about outdoor leadership. This program will guide leaders through a two-day campout scenario, which will include lashing poles, flag etiquette, and first aid.

Nap Safely — Monday during Lunch

Every leader knows the key to success is quality training. Here at Big Horn Camp, Nap Safely is designed to ensure your leaders have been fully trained when it comes to napping at various Scouting events and outings. Naps can be dangerous, so don't try and nap without proper training.



Experienced Leader's Track

These programs are geared more towards adult leaders who have a year or two under their belt and are ready for new and more challenging courses.

Red Cross CPR/AED/First Aid Training — Tuesday and Thursday from 2-5:30 pm

This certification course, from the American Red Cross Association, includes training on how to perform CPR, basic First Aid, and how to use an AED. Participants will be required to complete some training at home prior to coming to camp. A \$45 fee is associated with this course.

Aquatics Supervision — Tuesday & Thursday from 10-11:45 am

For a more in-depth training on adequate aquatics supervision, the BSA's Aquatics Supervision course teaches adult leaders about important lifesaving techniques, in addition to touching more on the principles of Safe Swim Defense and Safety Afloat.

Safe Swim Defense & Safety Afloat — Tuesday at 9 am

Aquatics programs are an important part of the Scouting program. Safe Swim Defense is required to take a troop on any trip where swimming activities will be conducted. Safety Afloat, like Safe Swim Defense, is required for boating activities. Each certification is valid for 2 years and is available for those over 18.

Climb on Safely — Thursday at 9 am

This training will introduce adult leaders to basic safety principles of BSA climbing and rappelling activities at a natural site or a climbing wall, or a tower. This training, like Safe Swim Defense and Safety Afloat, is meant to be specifically used on individual outings.

Circle X Treme Adult Challenge

Camp isn't just for the Scouts. We recognize this at Camp Big Horn and have created the ultimate challenge for adult leaders to take on: the Circle X-Treme Adult Challenge.

Adult leaders can join us for a hike to the highest peaks of Camp Big Horn, a morning marathon run with none other than Fred the Bear, and an X-Treme canoeing excursion across the length of the Great Lakes of Arrowhead. End your week with us by giving thanks for surviving all these X-Treme challenges. To qualify for the patch, one must attend three of the four activities. Be sure to meet at the Vinzant Center at 5:30 am to be a part of this once-in-a-lifetime opportunity.

What to Bring to Camp Big Horn

The items listed here are **suggested general items** that were suggested by troops who regularly attend Camp Big Horn. The list includes items for the individual and for the troop.

Important! Please mark all personal gear with a name and unit number. Please plan to provide adequate protection for your valuables in the form of a lock box or other means. Be sure to have combinations or spare keys for any locks you are using while at camp. The camp will not be held responsible for valuable items.

Suggested General Items

- Sleeping Bag or Sheets & Blanket for a Twin Mattress
- Pillow
- Mosquito Net
- Toiletries (shampoo, soap, toothbrush, comb, etc.)
- Swimsuit (follow appropriate swimwear requirements)
- Males: Swim shorts are recommended. Tight fitting, revealing swimsuits or suits short enough to potentially cause exposure are not allowed.
- Females: Modest tankinis and one-piece swimsuits are appropriate. Bikinis, two-piece suits, revealing swimsuits, or those exposing a bare midriff are not allowed.
- 2 or more towels and washcloths
- Shower shoes
- 7 pairs of socks
- 7 pairs of underwear
- 7 t-shirts

Optional Items

- Stamps & Envelopes
- 2 or 3 pairs of Pants or Shorts
- 1 Field Uniform (Class A
- 2 pairs of Shoes (closed-toed only)
- Scout/Camp Hat
- Water Bottle
- Backpack/Day Pack
- Rain Gear
- Totin' Chip & Firem'n Chit Cards
- Pocket Knife (Totin' Chip Card required)
- Scout Handbook
- Merit Badge Books
- Flashlight & Extra Batteries
- Paper & Pen
- Bug Spray
- Sunscreen
- Sunglasses
- First Aid Kit
- Spending Money (\$100 suggested)
- Hangers for Shirts/Field Uniform
- Any Merit Badge-Specific Material

Medications

- Must be checked in with the Unit Leader OR at the Health Lodge.

Troop Gear

- Flags (United States & Troop)
- Lashing Poles for Gateway
- Well-stocked First Aid Kit
- Water Cooler (Camp Big Horn will loan one if one is not brought by the unit)

Leave at Home

- Large, fixed-blade knives
- Fireworks
- Firearms & Ammunition
- Figaro, Fluffy, and or Fido (all home pets)

Available at Camp

- Cleaning Supplies
- Paper towels, toilet paper, and trash bags



Preparing for Camp

GET TO KNOW CAMP BIG HORN

There's a lot to do to prepare your unit for a week of camp. We try to make the process as easy as possible. We're always available by email and phone to ensure that you feel that you're ready for your week, but be sure to reference this guide for further guidance.

How to Prepare Your Unit

Camp Big Horn has created a simple checklist for you to use to prepare for your week with us.

- Please keep all copies of your unit's receipts and related materials for your records.
- Distribute the 2026 Campership Application Form to all interested families.
- Be sure you're using the updated [Annual Health and Medical Record \(AHMR\) forms](#). All adults and Scouts attending camp must have completed Parts A, B1, B2, and C before arriving at camp.
- All troops, at all times, must be under the supervision of their own adult leaders. There must always be at least two adult leaders, ages 21 or older, in camp at all times. All adults must be registered members of Scouting America and have completed the appropriate S.A.F.E. Guarding Youth Training. Additionally, adult leaders from the State of California must have completed their AB-506 Training and Background Check.
- Sit down with your Scouts to discuss which merit badges they would like to take while at Big Horn Camp. All merit badge registration will take place online using BlackPug in 2026. All registered units will receive an email prior to May 1 with instructions on how to register for online merit badges.
- Good food is important for Scouts and Adults at camp. To be prepared, we are asking that you please fill out [our Food Allergies and Intolerances Form](#) and upload it to your BlackPug account 30 days before your unit attends camp. We are a nut-free camp and regularly prepare and serve food that satisfies the nutritional needs of vegetarian diets, dairy-free diets, and gluten-free diets. There will be an additional charge for those units that fail to meet their deadline.
- To make sure that your Scouts receive the best medical supervision possible, we ask that you please fill out our Routine Medication Form. This information helps our camp medical team in the event of an emergency.
- The County of San Bernardino requires that all campers and staff complete the San Bernardino County Health Screening Form to ensure that everyone coming into camp is free of communicable diseases. Please only fill out the top-left portion before coming to camp; our Med-Check team will complete the form upon arrival at camp.

- Scouts that will be participating in our Shooting Sports programs, including Free Time shooting, will need to fill out the California Shooting Sports Parental/Legal Guardian Permission Form. You will only need to bring one copy of this form with you to camp. This form must also be signed by the Scout's parent or legal guardian.
- Start thinking about when you want to attend camp. Camp Big Horn is planning on running eight weeks of program for the 2026 Season. Please make sure you work with adult leaders who are planning on attending camp to ensure that you are maintaining Two-Deep Leadership at all times. If you're having trouble finding adult leaders, you can also read about our Partial Week Adult Program.

Camp Promotion

The Camp Big Horn Staff is more than happy to visit your unit meetings, District Roundtables, or any other events put on by your unit, district, or council to help you and your Scouts learn more about camping here at Camp Big Horn.

To schedule a time for us to visit with you and talk about Camp Big Horn, please reach out to us at charlie.sheen@scouting.org.

Informational Zoom Meetings

On **Thursday, April 2, 2026, at 6 pm**, there will be an informational meeting hosted by the Camp Big Horn Staff. We invite units attending camp to join us on a Zoom Meeting to discuss how your unit will need to prepare for camp. This is also a good opportunity for your unit leadership to ask questions directly to the camp management. Topics of discussion will range from the Check-In process to the programs available at camp. A recording of the meeting will be sent out afterwards.

Unit leaders who are listed as the primary contacts in your BlackPug registration will receive the Zoom Meeting invitation.



Upon Your Arrival

Guide: Upon your arrival, a Troop Friend will be assigned to your unit to serve as your guide throughout your week. Your Troop Friend will assist your unit in making your stay a success. Please plan to arrive between 1:00 and 3:00 p.m. on Sunday.

Reception Area: Your troop friend will assist you and your unit to the reception area. The entire unit will check-in with one of the camp management directors. Please bring two copies of your troop roster and a copy of all medical forms for each camper. Every Scout and Leader will have to go through medical re-checks at this time. All individuals will receive at least one armband. These bands must be worn at all times in camp.

Permission Slips: All Permission Slips will be turned in at this time.

Campsite: This will be your home for a week, so make your Patrol Assignments, check your tents, and have your scouts get ready for medical rechecks and swim checks. Counsel Scouts on advancement goals in preparation for merit badge sign-ups, hold a greenbar meeting to work out a tentative program for the week, and especially for Monday in preparation for the Sunday roundtable. Brief your troop on the first day's schedule and camp rules.

Orientation Plans: Certain key activities must take place on Sunday. The most important is the medical recheck. Also important is the swim check for all scouts and the orientation hike. Your guide will work with you in mapping out the orientation schedule.

Medical Recheck: Every person who attends camp must have a medical recheck upon arrival. The doctor or medical person will recheck each person's medical form. Bring all medication with you to the Medical recheck table. **There will be no provisions for medical examinations at camp.**

Swim Check: Every person who wishes to take part in any aquatic activities any time during the week must take a swim test to determine his/her ability.





Orientation Hike: Knowing where you are can be critical. This hike acquaints you with the boundaries, activity areas, hazardous locations, and historic sites. Your own hike is planned based upon the Troop's familiarity with the camp.

Arrival Day's Schedule

4:00 pm SPL / SM Meeting

5:45 pm Scouts assemble on the parade ground for Flag retreat ceremonies.

6:00 pm Dinner

7:00 pm Merit Badge final schedules will be distributed to Leaders.

8:00 pm Opening Campfire

10:00 pm Taps (lights out)

Saturday Arrivals

Units have the option to arrive at camp early on the Saturday prior to their week up at Camp Big Horn. **Units should be aware that there is an additional flat fee of \$100 per unit.** Units are required to provide their own food until Sunday Dinner. Aside from the Chapel, Showers, and Restrooms, there are no program areas or facilities available to units that arrive on Saturday. Camp Administration is on-site in the case of emergencies only. The Program Office is closed on Saturday afternoons. **Check-in will take place at the Camp Pollock Training Center between 1:00 pm and 3:00 pm.**

Sunday Arrivals

Before departing, be sure that your unit has your Check-In Binder: your Annual Health and Medical Records (AHMR), your San Bernardino County Health Screening Form, and any medications listed in Part B2 of the BSA AHMR on hand for easy accessibility when you check-in.

Arrival Temperature Screening

Upon arriving, your unit will be escorted to the Camp Pollock Parking area, where you will undergo your initial temperature screening. Once you are cleared from your initial temperature screening, your unit will distribute each camper their BSA AHMR, their San Bernardino County Health Screening Form, and any medications—including Epi-Pens and inhalers—listed in Part B2 of the AHMR for their Med-Check. Your unit leader will also need to have their Check-In Binder in hand for the next step of their check-in.

Medical Form Procedures

READ THIS INFORMATION BEFORE COMPLETING YOUR HEALTH AND MEDICAL FORMS

Upon arrival at camp, all units will undergo a medical screening, also known as a Med-Check, to ensure they are not only in good health but also physically fit to participate in various camp activities. To complete the Med-Check fully, please ensure the following information is present.

1. Annual Health and Medical Record - Part A

- a. The Participant **must** sign their name in the blue box on the form. If the Participant is under the age of 18, the Participant's Parent/Guardian must sign their name on the form as well.

2. Annual Health and Medical Record - Part B1

- a. All participants - both youth and adult leaders - are required to attach a photocopy of both sides of their insurance card to their Annual Health and Medical Record. If you do not have medical insurance, fill in this section with "None".

3. Annual Health and Medical Record - Part B2

- a. All participants - **both youth and adult leaders** - are required to mark "Yes" or "No" for permission to receive Over-the-Counter (OTC) Medications. OTCs include allergy medication, pain relievers, and cold/caught medicine. **Youth** are required to have a signature validating this permission from a **Parent/Legal guardian or an MD/DO, NP, or PA.**

4. Annual Health and Medical Record - Part C

- a. All participants are required to have undergone a Physical Exam by an **MD/DO, NP, or PA.** This Physical Exam must have been completed within one (1) year of attendance at the camp, and cannot expire while you are at camp.
- b. This form is **required to be signed by the MD/DO, NP, or PA who performed your Physical Exam.**

Med-Checks and Check-In

While completing your Check-In and checking your binder, all Scouts and adult leaders will undergo a medical screening with our Health Officer and their designees at the Camp Pollock Training Center. This includes completion of the San Bernardino County Health.

Screening Form and a review of Parts A, B1, B2, and C of the Annual Health and Medical Record. As a reminder, the Consent for Non-Prescription Medication Distribution on Part B2 of the AHMR must be signed by a parent or legal guardian, in addition to indicating whether or not to give consent. Be sure to also include a copy of your insurance card with your AHMR.

The review of your Check-In Binder will occur as you enter the Pollock Training Center. Your unit leader will meet with a member of the camp administration to review all parts of the Check-In Binder and ensure that all of your paperwork is in order. Once this is complete, your binder will be collected, and you will be handed your Welcome Packet, which includes all necessary materials that you'll need for your week at Camp Big Horn.

Campsite Set-Up and Camp Tour

After completing the above steps in Camp Pollock, you'll meet your Troop Friends, your staff guides for your week at camp. Your Troop Friends will escort you and your unit down towards your campsite and will help you unload and set up your campsite.

Once you are unloaded and your campsite is to your satisfaction, your Troop Friends will take you on a tour of Camp Big Horn. Part of your tour will include stopping by the Big Horn Pool to complete your Swim Check. Camp Big Horn offers units the opportunity to complete their Swim Check before camp in order to help maintain a steady flow of campers moving through the pool. For more information on completing your Swim Check before coming to camp, view the Pre-Camp Swim Check Form.

Once your tour is complete and your Swim Checks are complete, you'll have the opportunity to return to your campsite before we begin the program in the evening. Dinner Assembly will begin at 5:45 pm with Evening Flags. Senior Patrol Leaders and Adult leaders are invited to learn more about what to expect during the week at our 4:00 pm SPL/ SM Meeting.



SUMMER CAMP CHECK-IN ROSTER

The Unit Leader is asked to make four copies of this roster. One is to be turned into the Reservation Administration Office upon arrival at Camp. One will be turned into the Camp Health Officer. One will be turned over to the Circle X Ranch at Camp Big Horn Office, and the final copy will remain in the possession of the Unit Leader.

Please make as many copies of this form as you need.

Troop #: _____ **Council:** _____

Dates in Camp: From _____ **To** _____

District: _____ **Unit Leader in Camp:** _____

Scout's Name	Birthdate	Emergency Phone
Partrol:		
1		
2		
3		
4		
5		
6		
7		
8		
Patrol:		
1		
2		
3		
4		
5		
6		

SUMMER CAMP CHECK-IN ROSTER CONTINUED

Scout's Name	Birthdate	Emergency Phone
7		
8		
Partrol:		
1		
2		
3		
4		
5		
6		
7		
8		
Leaders:		
1		
2		
3		
4		
5		

CHECK-IN FORM

Please have these items in the order listed below. Also, make sure to list your Unit Number, Council, and Campsite (assigned at check-in) on your form. On your binder, please make sure that your Unit Number and Council are written and visible on the cover and spine.

Please make as many copies of this form as you need.

Troop #: _____ **Council:** _____

Campsite: _____

- Current copy of your **Payment Allocations Report** from BlackPug
- **Attendance Roster of all attendees from my.scouting.org** with current registration information, including any adults who may be arriving mid-week
- Copies of all your **leaders' current Youth Protection Training Certificate**
- Copies of all your **leaders' current California AB-506 Training Certificate**
- Completed **Food Allergies and Intolerances Form*** for those with individual dietary needs (Must be submitted 30 days prior to your unit's arrival, no exceptions)
- **Routine Drug Administration Record** for each participant coming to camp, especially those who have medications listed in their Annual Health and Medical Record Part B2
- **California Shooting Sports Parental/Legal Guardian Permission Form***
- **Pre-Camp Swim Check Form***, if your unit has Swim Checks that were completed prior to coming to camp
- **Signed Scout/Leader Participation Permission Form***
- Complete the top-left portion of the **San Bernardino County Health Screening Form**
- **Annual Health and Medical Record** for all participants
- All adults must show proof of **COVID-19 Vaccination or proof of a negative COVID-19 Test taken within 72 hours (3 days) of arrival at camp**

*Able to be submitted before coming to camp via your unit's BlackPug account.

Circle X Ranch at Camp Big Horn Weekly Schedule

***Scoutmasters must supply their own Dutch oven and ingredients**

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00a.m.		Polar Bear	Polar Bear	Polar Bear			
6:00a.m.		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
6:45a.m.		Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly	Morning Assembly
7:00a.m.		Breakfast/ SPL Meeting	Breakfast/ SPL Meeting	Breakfast/ SPL Meeting	Breakfast/ SPL Meeting	Breakfast/ SPL Meeting	Breakfast
8:00a.m.		1st period	1st period	1st period	1st period	Camp Wide Western Games SM Meeting	Check-out
9:15a.m.		2nd period	2nd period	2nd period	2nd period		
10:30a.m.		SM Meeting		SM Meeting			
10:30a.m.		3rd period	3rd period	3rd period	3rd period	All MB work due	
11:45a.m.		Assembly	Assembly	Assembly	Assembly	Assembly	
Noon		Lunch	Lunch	Lunch	Lunch	Lunch	
1:30p.m.	Arrival & Unit Tour	Troop time	Troop Time	Troop Time SM Lunch	Troop Time		
2:00p.m.		4th period	4th period	4th period	4th period	Camp Wide Western Games & Big Horn Buck Auction	
3:15pm.		5th period	5th period	5th period	5th period		
4:30p.m.	SM/SPL Meeting	Free Time	Free Time	Free Time	Free Time		
5:45p.m.	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	Evening Assembly	
6:00p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00p.m.		Mile Swim	Mile Swim	Mile Swim			
7:00p.m.	Merit Badge Midway	Western Games SM Archery Competition	Western Games SM Cobbler Cook-off**	Troop Time	Western Games SM Chili Cook-off**	Troop Time	
7:30p.m.	Scout's Own						
8:00p.m.	Opening Campfire	O.A. Fellowship		Commissioner Campfire		Closing Campfire	
10:00p.m.	Taps	Taps	Taps	Taps	Taps	Taps	57

2026 Adult Leaders Schedule

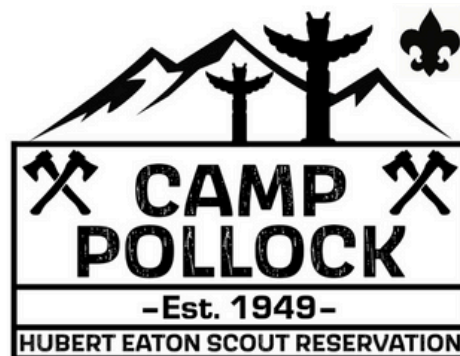
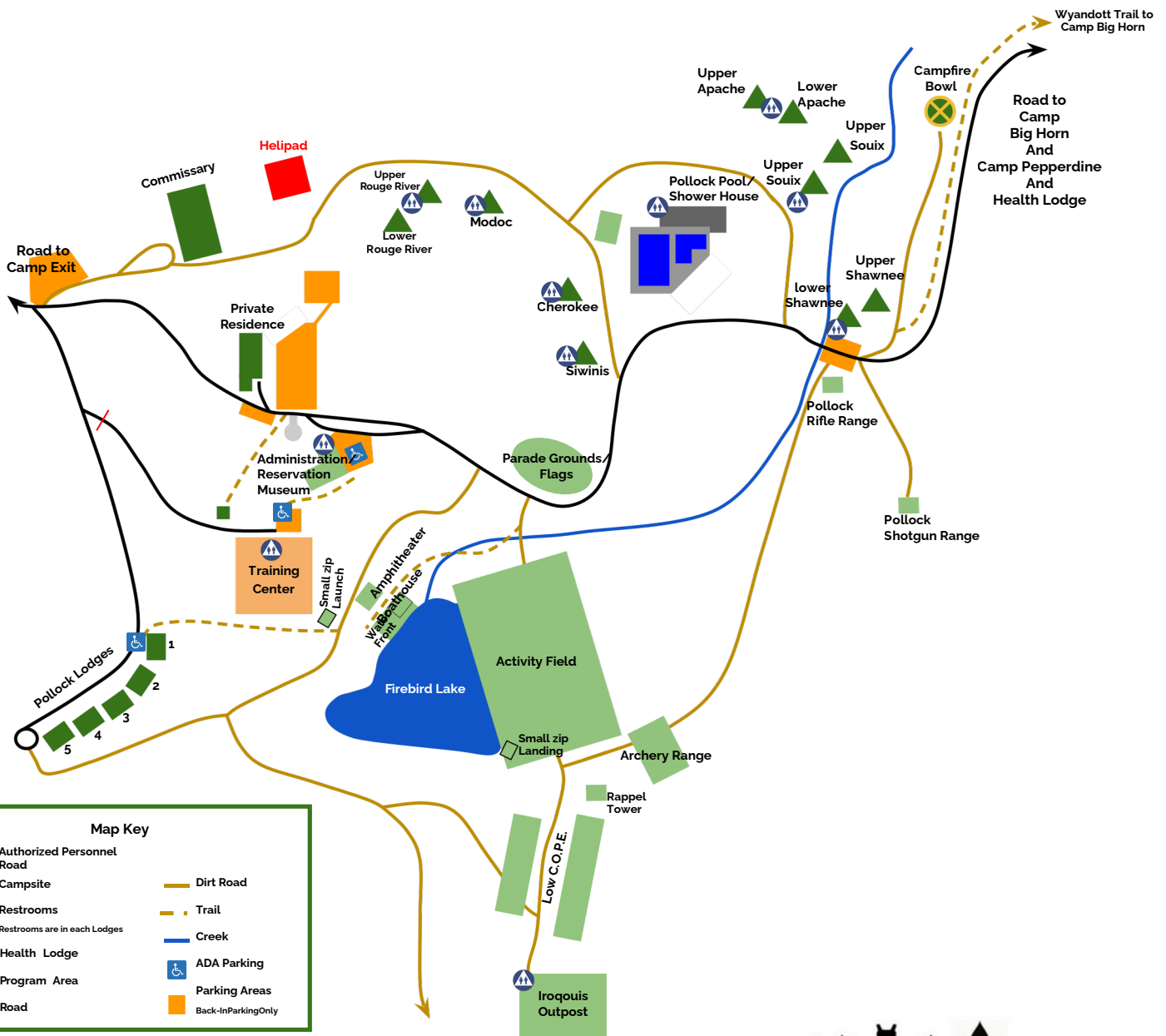
Program	Period 1	Period 2	Period 3	Period 4	Period 5	Free Time	Evening
Adult Training/Certifications							
Safe Swim Defense & Water Survival	Tuesday						
Aquatics Supervision		Tuesday & Thursday					
Climb On Safely	Thursday						
Red Cross CPR/AED & First Aid					Tuesday & Thursday		
Leader Specific		Monday					
Introduction to Outdoor Leadership Training	Tuesday & Thursday (Scout's Own, LNT & Totin' Chit)						

2026 Adult Leaders Schedule continued

Program	Period 1	Period 2	Period 3	Period 4	Period 5	Free Time	Evening
Other Adult Programs							
Adult Leaders Free Swim @ the Pollock Pool				Daily			
Adult Open Shoot			Daily				
Nap Safely			Monday During Lunch				
Underwater Basket Weaving							5:30pm Friday
Adult Leaders Meeting							Sunday
Adult Leaders Social							Monday
Dutch Oven Cookoff							Thursday
Troop Leaders Belly Flop Contest							Wednesday
Scoutmasters Merit Badge	Throughout the week at your own pace						
Procrastination Merit Badge	To be determined... We're still working on it						

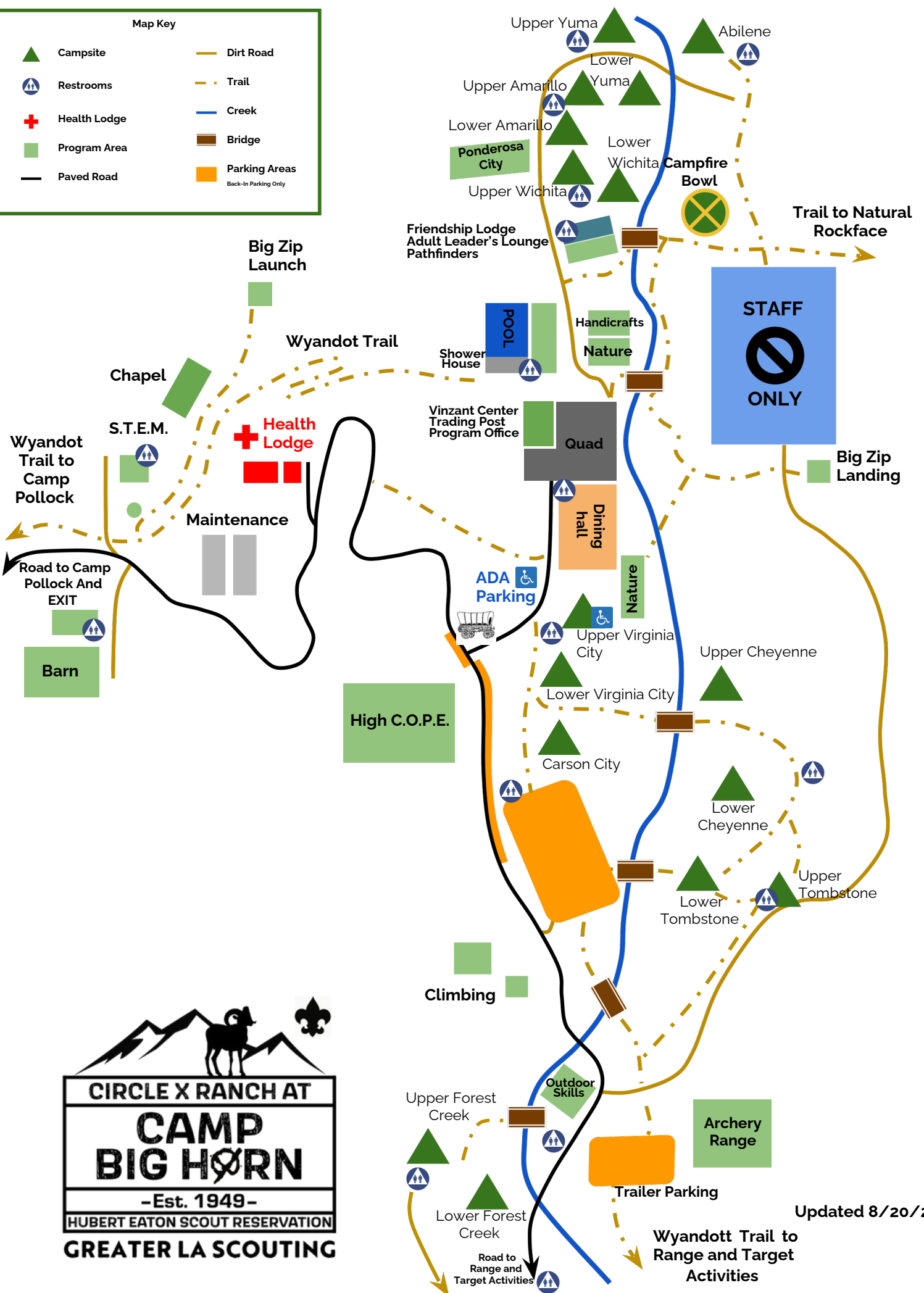
Sample Menu Camp Big Horn

DAY	BREAKFAST	LUNCH	DINNER
SUNDAY			Mesquite Chicken Cheesy Mashed Potatoes Steamed Vegetables Salad Bar with side condiments Warm Soft Rolls Served with Butter Pineapple upside down cake
MONDAY	Fresh off The Griddle Hot Cakes with Syrup Scrambled Eggs Link Breakfast Sausage Breakfast Bar: Fresh Fruit, Yogurt, Granola, Cottage Cheese, Cereal Spiced Cranberry oatmeal	Bratwurst with peppers and onions w/ pretzel rolls Tatar tots Salad Bar with Side Condiments Dessert	Spaghetti with meat sauce Green Beans Garlic Toast Salad Bar Dessert
TUESDAY	Scrambled Eggs Breakfast Potato Sausage or bacon Breakfast bar: Fresh Fruit yogurt Granola, Cottage Cheese , Cereal Spiced cranberry oatmeal	Chicken Tenders Macaroni and Cheese Steamed Vegetable Salad Bar with Side Condiments Dessert	Baked Potato with Chile Steamed Vegetable Cornbread Salad Bar with Side Condiments Dessert
WEDNESDAY	Biscuits and Gravy Sausage Patties Breakfast Bar: Fresh Fruit, Yogurt, Granola, Cottage Cheese, Cereal	Personal Pizza Salad Bar with side condiments Dessert	Herb Roasted Turkey Breast Mashed Potato with Gravy Steamed Vegetables Rolls salad bar with side condiments Dessert
THURSDAY	Breakfast Burrito with Condiments of Sour Cream and Salsa Breakfast Potato, ham sausage Breakfast Bar: Fresh Fruit, Yogurt, Granola, Cottage Cheese, Cereal	Chicken Fajitas with warm tortillas Refried Beans Spanish rice Salad Bar with Side Condiments Dessert	Build your own Hamburger Corn on the cob Potato Salad Dessert
FRIDAY	French Toast Sausage Patties Breakfast Potato Spiced Oatmeal Breakfast Bar: Fresh Fruit, Yogurt, Granola, Cottage Cheese, Cereal	Orange Chicken Rice Pilaf Steamed Vegetables Salad Bar with Side Condiments Dessert	Smoked Pulled Pork Sandwich Slow Cooked Cowboy Beans Fresh Colelaw Corn on the Cob Hawaiian Style Roll and Butter Salad Bar with Side Condiments Dessert
SATURDAY	Continental Breakfast Breakfast Breads Instant hot oatmeal Breakfast Bar: Fresh Fruit, Yogurt, Granola, Cottage Cheese, Cereal		



Map Key

-  Campsite
-  Restrooms
-  Health Lodge
-  Program Area
-  Paved Road
-  Dirt Road
-  Trail
-  Creek
-  Bridge
-  Parking Areas
Back-In Parking Only



Updated 8/20/2025