

SUMMER 77 | VOL. 2 | JUNE - AUGUST 2026



CAMP BIG HORN AT CIRCLE X RANCH PROGRAM GUIDE



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

CampHubertEaton.org

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HUBERT EATON SCOUT RESERVATION

WELCOME TO SUMMER CAMP 2026

Dear Scout Leader,

What's new for 2026, High Adventure! Where do we begin? Back by popular demand, our full Horse Program! Explore our extended Outpost programs, especially John Wayne Outpost, where you will learn the crafts of the Old West! Camp Pollock will be gearing up to host Cub Resident Camp, High Adventure Camp, and a Fire Explorer Week. We also have some major things that are still in the planning stages at Northrop and Central Camp...more to come.

Summer Camp is a time for fun, adventure, and advancement for your Scouts. Check out our array of Merit Badge offerings and note that some of our Merit Badges have requirements that must be met before or after your week at camp. All Merit Badge requirements are detailed in this guide. Please keep in mind that summer camp is also a time to enjoy the outdoors. We encourage you to take full advantage of our Troop and Adult Leader free-time activities.

The purpose of this guide is to help you, your Scouts, and your committee prepare for your Troop's Summer Camp experience. It covers not only general information about Hubert Eaton Scout Reservation, but it also provides specific information about the camp program. This guide will help you and your troop plan your week at camp.

When a Scout opens the Scout Handbook for the first time, a great adventure is promised. We at Circle X Ranch at Big Horn look forward to fulfilling that promise of adventure. We look forward to seeing you in camp.

Steve Salyards
Council Camping Chairman
Greater Los Angeles Scouting

Charlie Sheen
Hubert Eaton Scout Reservation
Camp Director

IN THE BEGINNING

Deep in the hills on the banks called Sheep Creek, an almost unbelievable story was being unfolded. A water shaft was being cut into the bowels of the earth, almost 100 feet through fractured granite. The shafts reached over 461 feet east and 421 feet west. At the same time, a large steam plant working 24 hours a day was built on the valley floor, located just in front of the Big Horn General Store today. While timber was needed for the water shafts, the lumber industry in itself prospered, and narrow-gauge rails ran all along what is now the Hubert Eaton Scout Reservation. At its peak time, it was one of the largest and finest lumbering operations in the west, with its mill and headquarters located where the "Pollock Residence building now stands.

The years 1949-50 were busy. It was these years that the first acres of Scout property were acquired – 160 beautiful acres. On July 1, 1950, Camp Big Horn opened for business, and William C. "Bill" Smith became the first Camp Director. In 1953, Everett "Van" Vinzant, the second Resident Director, was the first person to bring hot water into the Big Horn Valley. In 1954, pack mules were used for Outpost camping run by Big Horn Wranglers, including the legendary "Old Timer", Uncle Mike Gredell, an old prospector and explorer who joined the staff, and Nippo Strongheart, a full blooded American Indian and Chief of the Northern Pacific Area Tribe who pitched his teepee and became the hub of colorful days and nights.

Even as the first years at Arrowhead had been filled with challenge and achievement, so were the years ahead comprised of an era of progress and expansion. Cedar Camp (now Camp Pollock) was started in 1952. From 1960 through 1965, the Arrowhead Camp continued to grow. After an Air Force plane crashed and burned the original site for Alder Camp, a new site was located upstream of Camp Big Horn along Sheep Creek and was designated as Camp Pepperdine. Firebird Lake was also built during this period. In the years that followed, more land was acquired, and Northrop Family Camp was developed as well. Today, the Hubert Eaton Scout Reservation boasts over 1,800 acres on prime Scouting territory in which young people can experience a wide variety of programs such as mountain biking, rappelling and climbing, C.O.P.E., and, of course, a diverse Merit Badge program. It is in the image of this fine past that has culminated in what we are today that we find the example that will guide our footsteps as we continue to serve the needs of our youth, one Scout at a time.



Excerpts from:
High Adventure
The Lake Arrowhead Story

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 Camp 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.

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.

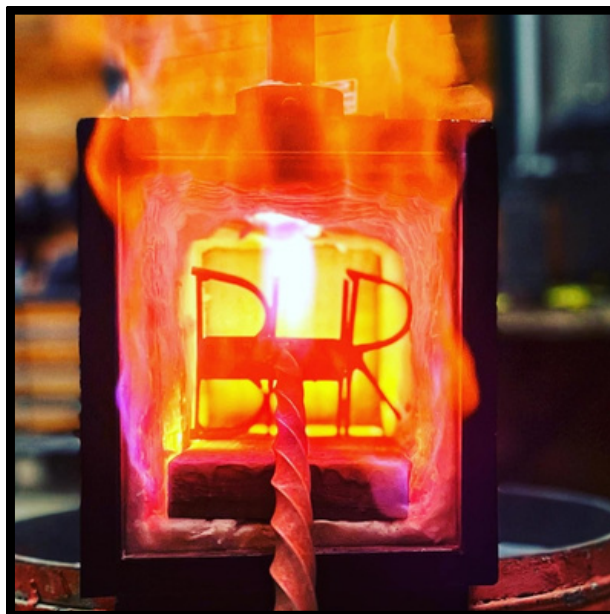
Menehune Award: Circle X Ranch's Honor Troop award, which is known for high achievement. The list of requirements to receive the award will be in the Scoutmaster's packet at check-in. Troops that achieve this award are eligible to receive a patch and a special flag to be flown at their campsite.

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 desert, 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. and 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.



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.



General Notes About Merit Badges

***Program 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 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. 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.

Swimming Merit Badge

Lifesaving Merit Badge

Mile Swim

Instructional Swim

Snorkeling B.S.A.

Polar Bear

Free Time Activities

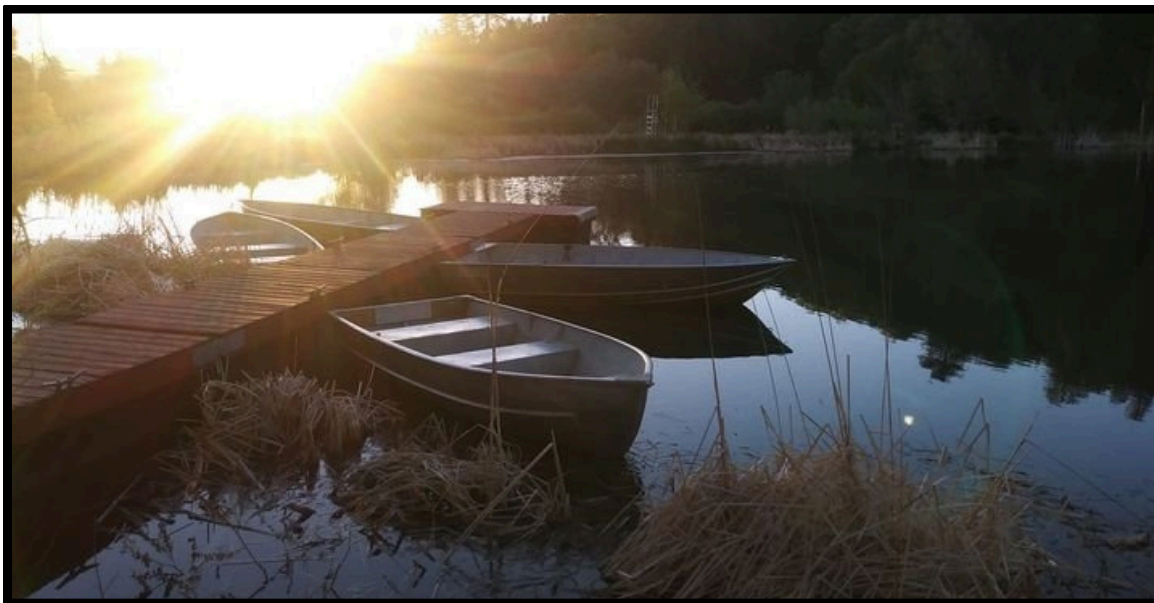
Canoeing Merit Badge

Rowing Merit Badge

Kayaking

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.

Pioneering Merit Badge

Orienteering Merit Badge

Wilderness Survival Merit Badge

First Aid Merit Badge

Communications Merit Badge

Emergency Preparedness Merit Badge

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.

Nature Merit Badge

Environmental Science Merit Badge

Geology Merit Badge

Astronomy Merit Badge

Mammal Study Merit Badge

Weather Merit Badge

Soil & Water Conservation Merit Badge

Forestry Merit Badge

Insect Study Merit Badge

Reptile and Amphibian Study Merit Badge

Bird Study Merit Badge

Fish and Wildlife Management

Fishing Merit Badge

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.

Basketry Merit Badge
Woodcarving Merit Badge
Leatherwork Merit Badge
Art Merit Badge
Pottery Merit Badge
Photography Merit Badge
Indian Lore Merit Badge
Sculpture Merit Badge
Pulp and Paper Merit Badge
Composite Merit Badge

******* 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.

Automotive Maintenance Merit Badge

Metalwork Merit Badge

Plumbing Merit Badge

Welding Merit Badge

Woodwork Merit Badge

Camp Central Corps

Automotive Maintenance — Metalwork — Plumbing — Welding — Woodwork

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

Animation Merit Badge

Astronomy Merit Badge

Robotics Merit Badge

Space Exploration Merit Badge

Animation Merit Badge

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

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



Range & Target 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

Rifle Shooting Merit Badge

Shotgun Shooting Merit Badge

Free Time Archery Shoot

Free Time Rifle Shoot



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.

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



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.



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

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	*Reserved



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

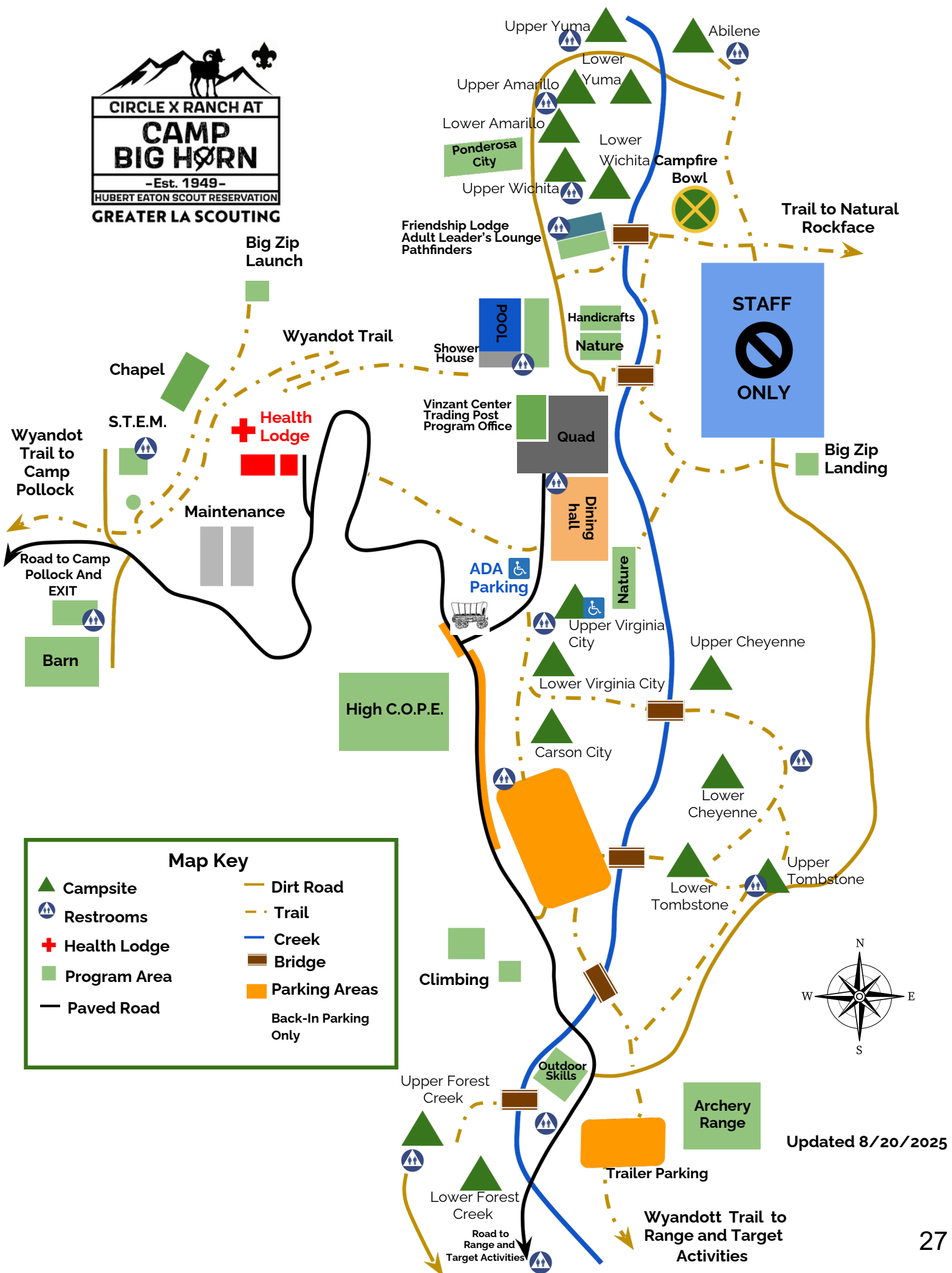
(909) 337-2121

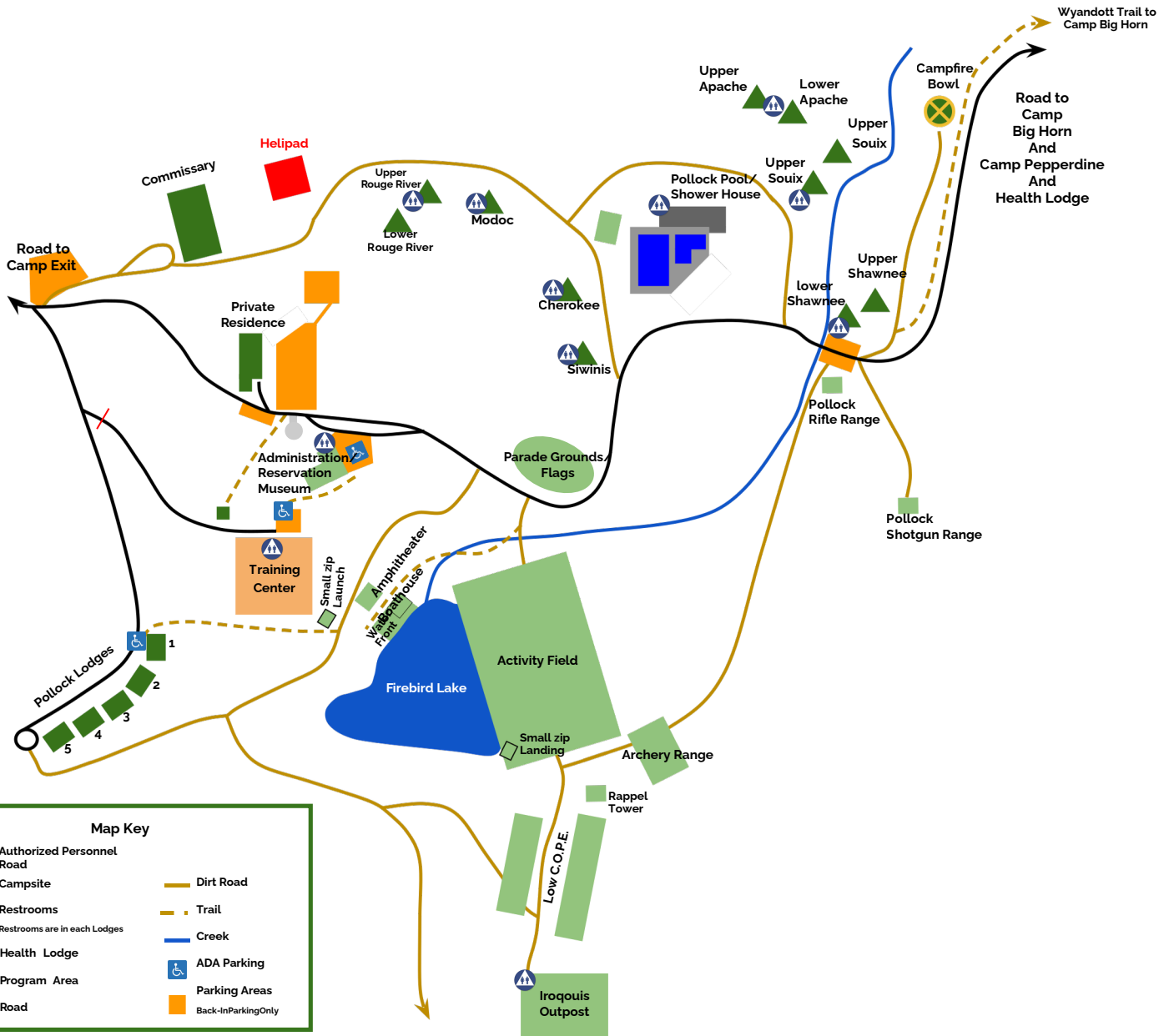
(Active June 1 - August 3)

Physical Camp Address

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







Circle X Ranch at Camp Big Horn Weekly Schedule

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

[illegible]