



2023 Bartle Camp Guide



Troop 16

St. Andrew's Episcopal Church

Kansas City, Missouri

Signup & Pay for Camp

Camp Dates:

June 13-22nd - Bus transportation to and from camp for scouts (HJ's Community Center)



Schedule:

Tuesday, June 13th - Day 1 – Registration, Swim Test, Opening Night Campfire

Wednesday, June 14th - Day 2 – First Day of Merit Badges, Warrior Pre-call, Campsite Campfire

Thursday, June 15th – Day 3 – Merit Badges, Hike to Iconium, First Coveted Coup

Friday, June 16th – Day 4 – Merit Badges, Call Night

Saturday, June 17th – Day 5 – Merit Badges, Troop Activity

Sunday, June 18th – Day 6 – Visitor's Day, Ceremony, Plant Identifying Hike

Monday, June 19th – Day 7 – Merit Badges, Troop Activity, Campsite Campfire

Tuesday, June 20th – Day 8 – Merit Badges, Ceremony, Craft Activity Finalization

Wednesday, June 21st – Day 9 – Merit Badge Makeup Day, Closing Night Campfire

Thursday, June 22nd – Day 10 – Depart for HJ's

WHY IS SUMMER CAMP SUCH A BIG DEAL?

10 days at the H. Roe Battle Scout Reservation,

Over the course of that time, scouts will earn several merit badges, deepen their friendships with the members of their troop, likely advance in rank at least once, learn a bunch of new skills, develop confidence in themselves and have a great time with plenty of stories to share.

Having to miss Summer Camp does not mean a scout should consider dropping out from Scouting, BUT attending Summer Camp is guaranteed to put them well on the path to Eagle -- in both advancement and in overall mindset.



Bartle Health Forms:

No attendance without forms
Immunization Records

Doctor's Night on April 24, 2023 to do required physicals. Bring immunization records and medications to the event. Plan to attend with your scout.

<https://troop16kc.org/summer-camp/>

Daily Schedule:

Time	Activity	Location
7:00	Reveille	Cot in Assigned Tent
7:10	Morning Meeting (KP's to Dining Hall)	Flag Pole
7:20	Depart for Dining Hall	
7:30	Breakfast	Dining Hall
8:30	Merit Badge – 1	Program Areas
9:30	Merit Badge – 2	Program Areas
10:30	Troop Swim or Trail to First Class	Pool or Scout Craft
11:40	KP's to Dining Hall	
12:00	Lunch	Dining Hall
2:00	Merit Badge – 3	Program Areas
3:00	Merit Badge – 4	Program Areas
4:00	Troop Swim or Trail to First Class	Pool or Scout Craft
4:30	Tent Inspection	
5:00	Adult Swim	Pool
5:30	Evening Meeting	Flag Pole
5:40	KP's to Dining Hall	Dining Hall
6:00	Dinner	Dining Hall
9:45	Call to Quarters	Pod
10:00	Taps	Cot in Assigned Tent

Camp Rules:

We expect each Scout to live up to the Scout Oath, Law and Outdoor Code.

In addition, the H. Roe Bartle Scout Reservation also has rules that we must follow. Please review these rules with your Scout and make sure they understand them. Before leaving for Bartle Summer Camp, please check your Scout's camp box to make sure they have the items they need and is not taking those items that just shouldn't go to camp.

THESE RULES WILL BE IN EFFECT THE ENTIRE SESSION:

- A Scout's tent is their home. Enter another Scout's tent only at their invitation. Respect their belongings and their equipment.
- The safety of every Scout is of utmost importance. If Scouts want to leave our Campsite for any reason other than Merit Badge classes, Mic-O-Say activities, or official Troop activities, they must get the permission of an Adult Leader and practice the buddy system at all times when traveling our reservation.
- No fires
- No bows and arrows or sheath knives.
- Respect all living things whether two legged or four-legged, fur or feathers, roots or scales. Every Scout is expected to treat living things with respect.

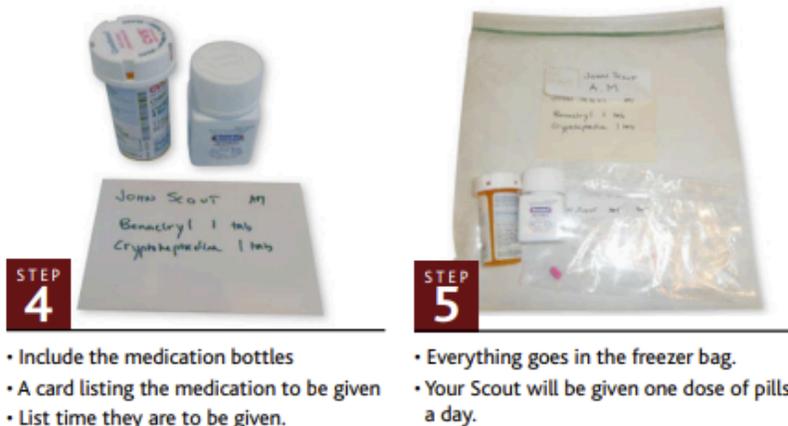
- The grounds of H. Roe Bartle Scout Reservation have been blessed with many rocks on the ground. It is the intention of the All Mighty and the troop leaders that these rocks remain on the ground at all times. A Troop 16 Scout throwing a rock is subject to expulsion.
- The Adult Leader tents are Off Limits to all Scouts and, except in emergency, are not to be entered without the permission of an Adult Leader.
- Two Deep Leadership will be practiced at camp. (No adult is ever allowed to be alone with a single Scout. Two adults or two Scouts are required at all times.)
- Absolutely no Phones, i-Pads, TVs, boom boxes, or personal electronic devices are allowed. If seen outside, they will be taken and returned at the end of Camp.
- Aerosol cans are not allowed. Bring insect repellent, deodorant, and such in liquid or stick form only.
- Hammocks are not permitted.
- Pets are not allowed, even on Visitor's Day.
- We expect every Scout to have fun at camp, but fun at someone else's expense isn't fun for anyone.
- The following items are zero tolerance offenses and will result in expulsion of the Scout from camp:
 - BUILDING OR STARTING UNAUTHORIZED FIRES
 - ROCK THROWING
 - POSSESSION OF LIQUID FUELS, CANDLES, OR INCENSE
 - POSSESSION OF FIREWORKS
 - POSSESSION OF ALCOHOLIC BEVERAGES, NARCOTICS OR CONTROLLED SUBSTANCES
 - POSSESSION OF CIGARETTES
 - POSSESSION OF FIREARMS

Medications:

Except for inhalers and Epi-pens, Scouts are not permitted to keep personal medications. If your Scout requires prescription medication, you should package it using the specific instructions below. We have a limited supply of over-the counter medications for minor issues. If your Scout routinely uses over the counter medication, plan to supply the Troop with the medicine your Scout may need.

The medications and the original bottles should be handed in to the Troop 16 Camp Doctor, prior to loading the buses. They will ensure that your Scout takes their medicine at the correct time and in the correct dosage. All medication will be stored in a secure place when it is not being dispensed.

Medications requiring injections or refrigeration will be kept at the Health Lodge or the Commissioner's Cabin, and Scouts will be taken there for dispensing. Please make sure your Scout knows what their medicine looks like, when they should take it and that it is their responsibility to come to medication call at the appropriate time. Typically, we will dispense medications before breakfast and in the evening immediately following dinner. (These are the only times we have the troop assembled and in one place.) Any special dispensing instructions must be discussed in advance.



- Include the medication bottles
- A card listing the medication to be given
- List time they are to be given.

- Everything goes in the freezer bag.
- Your Scout will be given one dose of pills a day.

Mail Call & Phones

Each day the Troop will hold a Mail Call. The worst thing to see at camp is a Scout who doesn't get any mail. They really look forward to getting mail from home. PLEASE WRITE. Give relatives the address below and ask them to write as well. We can't get too much mail. Two letters during the camping session is ideal. You should plan on mailing the first letter on Friday, June 9th. Mail one or more each day through June 17th. You should also encourage your Scout to write you during their time at camp. It will help them feel connected to home and family. It will also allow them to use their free time productively. The best way to make this happen is to supply your Scout with pre-stamped, pre-addressed envelopes or postcards.

Scout Camp Address:

Scout's Name, Troop 16
 Piercing Arrow, Campsite Long
 H Roe Bartle Scout Reservation
 5525 N.E. Scout Camp Road
 Osceola, MO 64776-9000

Phone Calls – No phones or electronic devices are allowed at camp. If you need to reach camp for any reason it is recommended to call the Troop 16 Campmaster, Eric Strack (816-377-2285) or Scout Master, Dan Alcazar (816-213-0160)

We are hoping to do daily posts to the Troop 16 Daily Facebook page facebook.com/Troop16kc

Visitor's Sunday

Visitor's Sunday – June 18th This is the most important day for your Scout! Please plan on arriving at camp about 10:00 am. It is about a 1½ to 2-hour drive from Kansas City. The whole family is invited, but pets are not allowed.

Troop 16 will provide a fried chicken entrée. Please bring a side and dessert to share – your Scout's favorite foods – since the dining hall will be closed. Plan on leaving LEFTOVERS, as supper is not served on Visitor's Sunday.

PLEASE DO NOT PLAN ON TAKING YOUR SCOUT OFF THE RESERVATION. They will have plenty to show you. Plan on spending the day. Wear light summer-weight casual clothes (appropriate for the weather) and sturdy shoes. Don't forget sun protection. You should plan on departing by 4:00 pm. If for some reason you can't attend, please send a relative or close friend. You may also consider asking another Scout's family to adopt your Scout for the day. If that is the case, or no one will be able to attend, please let the T16 Campmaster know as far in advance as possible. Don't forget to pack multiple drinks for everyone.



Tents:

Your Scout's Lodging: The campsite will have a sufficient number of tents to hold our Troop. These are wall tents, approximately 10 x 8 feet, resting on wooden or cement platforms. Each tent contains two canvas cots. Your Scout should arrange for their tent mate as soon as possible. We need to know their tent mate preference at the T16 Merit Badge Signup in Early April. Please write the name of your Scout's tent mate on the Summer Camp Agreement Form in the space provided. Tent mates will be assigned by the T16 Campmaster with considerations given to preferences expressed by the Scouts. Switching tents after the session begins is not allowed. We will camp in groups of 4-5 tents called pods. If we have an odd number of Scouts, one Scout will camp in a tent solo. Due to space limits and wear on the tents, three Scouts will not be allowed in a tent.

Gear:

Label all Gear and Clothing If you want it to come home from camp, put your Scout's name and Troop 16 on it! Mark everything with a permanent marker. Mark under the collar, around the waistband, inside the shoe/sock, etc. Also mark things like flashlights, water bottles, Merit Badge books, pocket knives, and all other equipment.

Camp Box - These sturdy boxes can last a lifetime if they are properly cared for. They are a good investment that your Scout can take to college with them. Some prefer to use wooden boxes while others choose hard plastic. Either will do. Just make sure it is short enough to fit under a cot. The cot height is about 15 inches. Also remember that they will be stacked one atop the other for loading the bus for the trip down to camp and back.

Combination Lock - Keys Get Lost! Scouts must also have a combination lock for the camp box. We will write the combination down at summer camp check in and keep them in the scoutmaster files.

- Scout uniform shorts
- Scout uniform CLASS A
- Class B Scout
- Scout belt
- Scout socks
- Troop 16 neckerchief and slide
- 5 - 6 pairs of shorts
- 1 pair Jeans or long pants
- 6 to 8 tee shirts (get one Troop 16 Summer Camp) (Scouting image appropriate shirts only)
- 9 - 10 pairs of socks & underwear
- Sweatshirt or light jacket
- Hiking boots or sturdy shoes
- Sneakers
- Swim trunks
- Water socks, Aqua socks
- Poncho or rain gear
- Small flashlight and extra batteries
- Bath towel
- Deodorant, Bar of Soap
- Toothbrush and toothpaste
- Comb or brush
- Plastic drinking cup with lid
- Plastic/Metal water bottle
- Sleeping bag, light weight
- Lightweight sheet or blanket
- Scout handbook
- Spiral notebook, pen and pencils
- Insect repellent, NON-AEROSOL
- Stationary (stamped and addressed at home) or postcards
- Wire coat hanger for uniform
- Completed Merit Badge prerequisites
- Sun lotion
- Hat or cap

- Camp Chair
- Work gloves
- Sunglasses
- Spending money (see section below)
- Pocket knife, blade 3 inches or shorter

Optional Gear:

- Small rug or mat
- Compass
- Musical instrument
- Fishing gear for Fishing Merit Badge
- Binoculars and bird guide for Bird Study Merit Badge
- “Weather Instruments” for Weather Merit Badge
- “Survival Kit” for Wilderness Survival
- Long pants and leather gloves for Climbing Merit Badge

Occasionally, belongings are misplaced, lost or stolen. Scouts should not bring valuables to Camp. ALL belongings should be marked with Your Scout's name and Troop 16. Never take anything to the pool or lakefront except for a towel, swimsuit, and shoes.

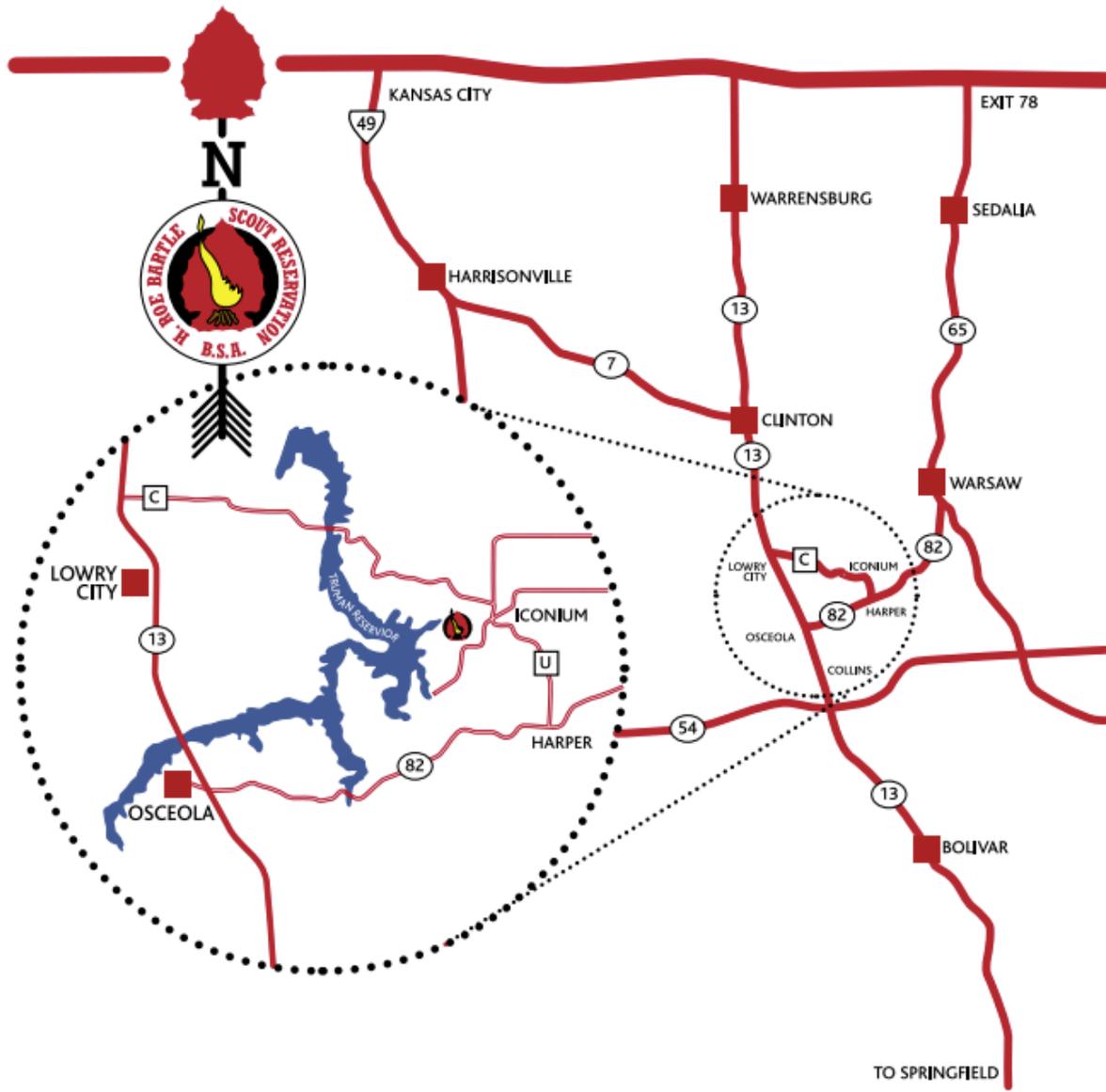


Spending:

The camp fees provide three square meals a day. There is a trading post at camp called the Osage River Trading Company (ORTC) and it is stocked with craft supplies, camp tee shirts, patches, snacks and slushes. The troop will run a "Bank" to keep funds secure. Funds may be withdrawn once per day after dinner and a scout should plan for their needs the following day. There are some small costs for certain Merit Badges that are the responsibility of the Scout.

Adult Leader Roles Needed:

- Troop 16 Camp Doctor – Full Time (Sergei Snapkovski)
- First Year Camper Lead – Full Time (Evan Murray?)
- Phone/Mail – Full Time (Dan Alcazar)
- Washer Tournament Lead – Full Time or Part Time (Eric Strack)
- Tent Inspection/Cleaning Inspection – Phone/Mail – Full Time (Brad Sjue)
- Crafting Competition Lead – Full Time or Part Time (Bryant Bell/Matt Johnson)
- Merit Badge Completion Coordinator – Full Time or Part Time (Brad Sjue)
- Ice/Drink Master - Full Time or Part Time (Jon Lambert)
- Cracker Barrel Leader - Full Time or Part Time (Sergei Snapkovski)
- Visitor's Sunday Coordinator - Full Time or Part Time (Bettine Freeman)
- Social Media Post Creator - Full Time or Part Time (Chris Pantaneous)
- Outpost Coordinator - Full Time or Part Time (Bill Bell)

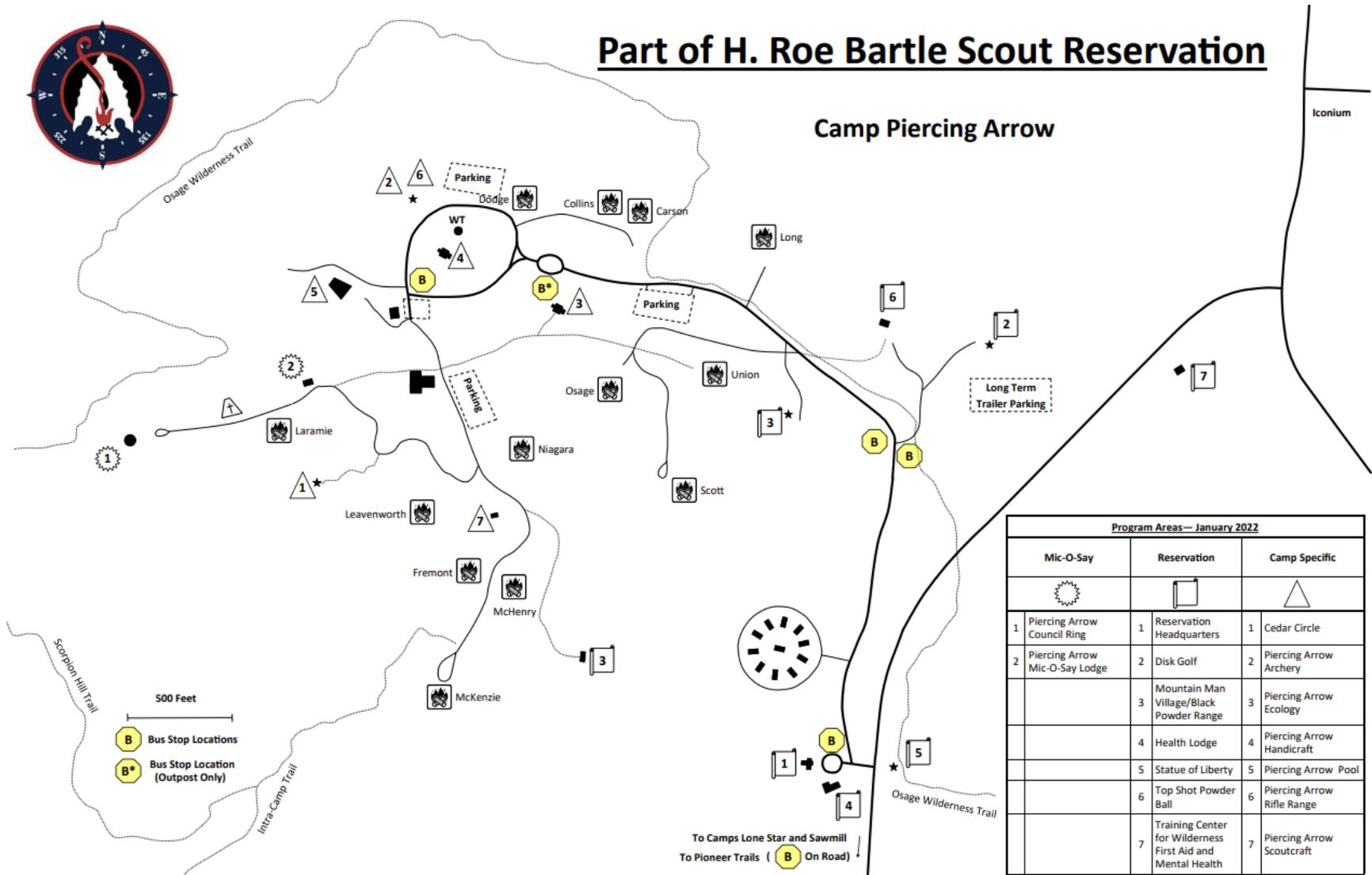




Part of H. Roe Bartle Scout Reservation

Camp Piercing Arrow

Iconium



Program Areas— January 2022		
Mic-O-Say	Reservation	Camp Specific
1 Piercing Arrow Council Ring	1 Reservation Headquarters	1 Cedar Circle
2 Piercing Arrow Mic-O-Say Lodge	2 Disk Golf	2 Piercing Arrow Archery
	3 Mountain Man Village/Black Powder Range	3 Piercing Arrow Ecology
	4 Health Lodge	4 Piercing Arrow Handicraft
	5 Statue of Liberty	5 Piercing Arrow Pool
	6 Top Shot Powder Ball	6 Piercing Arrow Rifle Range
	7 Training Center for Wilderness First Aid and Mental Health	7 Piercing Arrow Scoutcraft

To Camps Lone Star and Sawmill
To Pioneer Trails (On Road)