



Ingersoll Scout Reservation Summer Camp Program Guide



**Scouting
America**

W. D. Boyce Council

AMERICA





Welcome! Thank you for choosing Ingersoll Scout Reservation!

You are holding one-half of the information you need to plan a one-of-a-kind adventure at the W. D. Boyce Council's summer camp. Combine this **2026 Program Planning Guide** with the [2026 Leader Planning Guide](#) (published January 2026...find it here www.wdboyce.org/ingersoll), and you will be all set.

This will be a special summer at ISR as we celebrate the semiquincentennial of the signing of the Declaration of Independence. Our program will include reminders of the people and events that have made the nation we know today, and the part that Scouting has played in developing good citizenship and leadership for more than a century.

This **2026 Program Guide** includes detailed program information about merit badge offerings and pre-requisites, the Brownsea Island program for first-year campers, outposts, online merit badge registration procedures, daily schedules, adult training opportunities, the Order of the Arrow, special awards and recognitions, swimming classification testing, and much more!

We hope this guide answers all of your questions about the outstanding program the ISR staff is planning for this summer. If you still have questions, please do not hesitate to contact us. We are here to help make the planning process run smoothly. As summer camp approaches, we'll continue posting more news and reminders on our website <https://wdboyce.org/ingersoll/> and Facebook/Instagram @IngersollBSA.

We can't wait to see you at camp!

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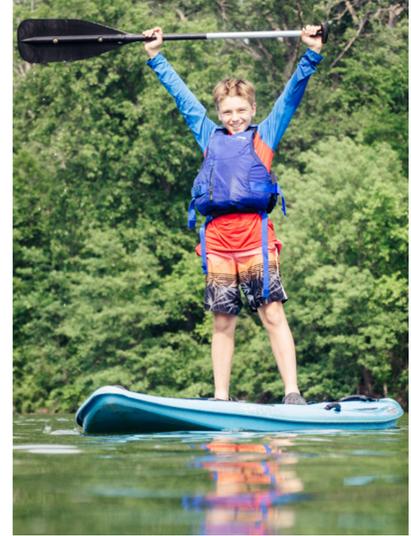
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Best Program, Best Staff, Best Camp

Established in 1965, Ingersoll Scout Reservation consists of 600+ acres of rolling hills and woods along the Cedar Creek in Knox and Fulton Counties. Over its 60-year history, thousands of Scouts have spent a week or more in this unique environment building friendships, creating memories, and developing a love for the outdoors. Much has changed over the years, but ISR always guarantees the BEST PROGRAM and the BEST STAFF, and that's what makes it the BEST CAMP. The ISR staff is ready to present an incredible program that allows every Scout to grow, learn more about themselves and the world, gain new skills, and become the best version of themselves. Let the staff know what we can do to help you enjoy your time at camp.



American Heroes

As our nation celebrates its semiquincentennial (that's 250 years!), every area in camp will take time to tell the stories of American heroes who needed the skills Scouting teaches to overcome challenges. Over the course of the week, our fantastic staff will share five short stories of great Americans who embodied the Scout Oath and Law. By learning about these great heroes, true to life or larger than life, Scouts will come to know our shared ideals so we can promote peace. With our shared story, we can strive ever more to be the greatest citizens and leaders we can be!



Brownsea Island: First-Year Camper Program

Give your first-year campers the experience of a lifetime with ISR's Brownsea Island Program! Scouts will work in patrols with other first-year campers to learn valuable Scout skills like orienteering, knots and lashings, first-aid skills, and more. The program is focused on welcoming our first-year campers to ISR with awesome experiences all over camp, working with other Scouts and camp staff to complete requirements for Tenderfoot, Second-class, and First-class ranks and the Nature and Indian Lore merit badges!

What's not to love about a program where Scouts will have a BLAST making new friends and learning new skills, while completing advancement and Merit Badge requirements along the way?

(Brownsea Island Program details on next page.)



BROWNSEA ISLAND

First Year Camper Program

The Brownsea Island program at ISR is intended to get your new scouts hooked on scouting! Campers at Brownsea will form patrols and learn valuable scout skills to prepare them for the scouting journey ahead. Scouts will work on various rank requirements and skills regarding citizenship, knots, woodcraft, and nature, as well as merits in Nature and American Indian Culture.

CITIZENSHIP

Scouts will get to know new friends from other troops, and together they will form patrols, create flags and yells, and learn the importance of the Scout Oath and Law.

SCOUTCRAFT

Scouts will learn some essential Scoutcraft skills. Including Tenderfoot and Second class knots, as well as knife safety.

NATURE

Scouts will work on the Nature merit badge, learning about the natural history of our camp and nation, as well as important topics like sustainability and weather.

AMERICAN INDIAN CULTURE

Scouts will continue learning about nature while learning the role American Indians played in the formation of the United States. They will discover local American Indian names, cultures, and words.

CAPSTONE

Scouts will finish off the week by creating a skit to share at closing campfire. They will revisit topics that were challenging and play some American Indian and early Scouting games.

Scouts will work on requirements for Tenderfoot, Second Class, First Class, Nature MB, and American Indian Culture MB

Brownsea Island '26 is proud to celebrate 250 years of the United States of America.





Troop Time

In the afternoon (Mon—Thu), Troops will have the option to choose a specialty program to participate in as a group at areas around camp (adults too!). These programs are designed to be flexible to the interests of each group, with exclusive activities available only during designated Troop Time. If needed, small groups may be paired with another group to provide maximum opportunities for all. Likewise, larger troops may choose to split into patrols to ensure all Scouts can experience the programs being offered. SPLs will have the privilege and leadership opportunity to gather their troop's preferences and select their Troop Time options each morning in the SPL meetings hosted by the Program Director.



Field Day

Sports galore at the activity field – sand volleyball, soccer, flag football, sharks and minnows, kickball, Gaga ball, frisbee golf.

Mountain Boarding

Walking down Dining Hall Hill is so slow! Check out our mountain boards and start cruisin'.

Mountain Biking

See a whole new side of camp on a staff-led mountain bike tour. Limit 12 mountain bikers, opportunities for rotation for larger groups.

Pioneering Party

Gather at Scoutcraft to improve your troop's pioneering skills and get ideas on how to embellish your campsite and have a blast doing it.

Science and a Snack

Meet at the STEM Pavilion to test your science skills doing fun experiments and projects. Then use science to make your own snacks!

Target Practice

Take your pick between archery or rifle. Limited to 15 participants per day.

Beach Day

Head to Lake Roberts, grab a boat and enjoy a friendly game of canoe battleship or kayak water polo, or make a splash on the waterslide!



Fresh Catch

Does your troop love to fish? Come on down to Greg’s Fish Shack and enjoy a nice afternoon by the lake to see who can catch the most!

Orienteering

Meet at Scoutcraft (at the bottom of the hill) to test your orienteering skills with a compass or GPS.

Nature Hike

Your staff guide will take you on a walk in the wild where you will discover the diversity of plants and animals who call camp home.





Additional Offerings

Night Zip

Come to the Climbing Tower to zip down the line after dark. With special lighting you will feel like you are an airplane landing on a runway. Space to participate in this program is limited; sign up will be announced at SPL and Leader Meetings.

BSA Mile Swim

No need to sign up, just attend two of the required practice sessions. After that, Scouts are eligible to attempt the mile swim test. Those who complete the test earn the BSA Mile Swim Award.



Open Areas

At various times throughout the week, each program area will have an Open Night, where fun activities will be made available for Scouts regardless of whether they are participating in any merit badges in that area. This is the perfect chance to see all areas of camp and get the most out of your week of summer camp!

Complete Angler Award

Think you're worthy of the complete angler award? Complete Fishing, Fly-Fishing, and Fish and Wildlife Management Merit Badges and participate in a conservation project at Lake Roberts and you'll complete the requirements for the award.



Paul Bunyan Woodsman

This unique award encourages proper use of woods tools, trains Scouts in Totin' Chip skills and safety, and concludes with a conservation project using acquired skills with an axe, hatchet, loppers, saws, shovels, pick axe and other tools. Note: Scouts should first earn the Totin' Chip (3) and help a Scout or patrol earn the Totin' Chip, and demonstrate to them the value of proper woods-tools use (4).





ISR Outpost Programs

Outpost Programs are an opportunity for your troop to enjoy a meal at one of the program areas and then experience exclusive, themed program activities.

Select your troop's Outpost preferences online when you sign up for Merit Badges.

Chuckwagon Dinner at Horseshoe Bend

Take a step into the Western Frontier at Horseshoe Bend, where the Old West comes alive. Enjoy a Chuckwagon Dinner and activities such as horseshoes, lassoing, branding, and blacksmithing. Gather at the Fish Shack at 5:15 p.m. where a staff member will meet you and take you to the Old West at Horseshoe Bend.



Axe Yard Breakfast at Paul Bunyan

Travel back to a 19th century logging camp, where its residents will bring the era to life. Branding irons, cross cut saws, logging games, tomahawks, spar pole climbing and a Paul Bunyan sized breakfast will fill up the morning activities. Adult Leaders are asked to assist the logging camp residents with activities. Long pants and sturdy shoes are required for spar pole climbing. Meet at the Paul Bunyan Arch at 6:45 a.m.



Merit Badge Descriptions

Following are descriptions of the Merit Badges we are offering this year at ISR Summer Camp. They are listed alphabetically and have the recommended years of camp experience to participate in the badge.

(1) - First year + (2) - Second year + (3) - Third year +

Pre-Requisites: Merit Badges followed by (*) include prerequisites to be completed before arriving at camp. See the listing following this section.

Additional Fees: Merit Badges showing this symbol (\$) require special materials that must be purchased at an additional cost. The fee will automatically be added to the registration total during merit badge sign-up.



Archaeology (1)

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Archery (2)

§ A classic summer camp activity, Scouts learn to shoot on compound bows. With a steady hand and a calm eye, a Scout may be able to even split an arrow! Scouts will also learn how to make a bowstring and fletch an arrow. Requires additional program fee: \$10.

Bird Study (1) *

Scouts will learn about the characteristics, behavior, and habitat of birds, as well as the role they play in our ecosystem.

Camping (2)*

Scouts will be taught the basic skills of both campsite and backcountry camping. They will be taught the importance of Leave-No-Trace. Scouts are welcome to bring some of their own gear, but it is not required.

Canoeing (2) *

This is a classic Scouting activity. Scouts will learn the strokes, swamp their boat, and paddle the lake!

Chemistry (1) *

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen, but proven to exist.

Chess (1)

It's your move! Chess is one of the oldest board games in the world, and it ranks among the most popular games ever created. Scouts love the fun, strategy and competition with friends. Learn about the history, rules and how to make all the right moves.

Climbing (3)

Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice these throughout the week on our 50-foot climbing tower! Suggested age 13+.



Electronics (2)

Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behavior of electrons and learn safety precautions when using, building, altering, or repairing electronic devices.

Emergency Preparedness (2)*

Scouts will learn how to recognize, prevent, prepare for, and respond to a wide variety of emergency situations. They will need to bring pen and paper with them to class. The First Aid Merit Badge is a pre-requisite. (Pre-req: 1, 2c, 6c, 8b)

Environmental Science (3)

This badge is required for Eagle. It requires daily hikes, field notes, and experiments. The badge is recommended for older scouts (age 13+) as it requires a great deal of writing. Scouts will need to bring a notebook and pen.

First Aid (1)*

Scouts will learn what to do first when a medical emergency strikes. They should come with pen and paper so they can take notes about skills such as splints, bandages, and CPR. The skills they learn here might save someone's life.

Fish and Wildlife Management (1)

Scouts will learn to understand life cycles, habitat requirements, predator/prey relationships, natural succession, competition, and a host of other management principles.

Fishing (1)*

“Every Scout ought to be able to fish in order to get food for himself. A Tenderfoot who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch a fish.” Robert Baden-Powell in *Scouting for Boys*. State and local regulations apply.

Fly-Fishing (2)*

Fly-fishing is a specialized form of fishing that combines skill and artistry. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. State and local regulations apply.



Forestry (2)

Scouts explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will discover some of the resources forests provide to humans and learn the role of people in sustaining the health of forests.

Inventing (1)

Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this merit badge, and find technological solutions to real-world problems.

Kayaking (1) *

This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddle sports such as touring/sea and whitewater kayaking. This is a great way to prepare for more adventurous paddling trips!

Leatherwork (1)

Scouts will learn to make useful leather items using the same types of raw materials that our ancestors used. This is another excellent merit badge for young Scouts. Requires additional program fee: \$15

Lifesaving (2)*

This badge is required for Eagle (with alternatives). It is a challenging merit badge that requires physical strength and stamina. Bring long pants, a long-sleeved button-down shirt, and shoes that can get wet. Second Class requirements 5a-5d and First Class requirements 6a-b, 6e should be completed prior to camp. Recommended age 13+.

Model Design and Building (2)

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

Moviemaking (2)*

Scouts will learn how to tell stories visually through the art and science of motion picture photography. Scouts are asked to bring a smartphone with a working camera to this merit badge that can be used for recording and editing short videos.



Nature (2)*

There is a very close connection between the soil, plants, and animal life. Understanding this connection and the impact we have is important to preserving the wilderness and our own well-being.

Orienteering (2)*

Scouts will learn to navigate with a map and compass, what the various symbols and markings on a map represent, learn first aid for injuries that can occur during orienteering, and participate in orienteering events.

Pioneering (2)

Learn the rustic construction techniques used by the pioneers of old. Scouts will learn a wide variety of knots, lashings, and splices. They will then use these skills to make camp gadgets such as tables or a bridge. They will be amazed by the awesome power of rope! It is recommended that Scouts have completed the 1st Class Rank for this badge.

Reptile & Amphibian Study (1)

Scouts have always been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts be prepared to help in case of an emergency.

Rifle Shooting (2)*

\$

Accurate rifle shooting requires discipline and control. Scouts will learn firearm safety, the mechanics of a rifle, and how to accurately fire a .22 caliber rifle. There is an accuracy requirement that may require Scouts to come to open shooting if they need more practice. Requires additional program fee \$5.

Robotics (2)

Earning the Robotics merit badge requires a Scout to understand how robots move, sense the environment, and understand what to do.

Search and Rescue (2)*

Assisting the lost and confused is the aim of the Search and Rescue merit badge. This badge shows Scouts how to find search subjects, bring them to safety and avoid becoming lost themselves.



Shotgun Shooting

(3)*

\$

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the chance to shoot trap and practice to sharpen their skills. Requires additional program fee: \$12.

Signs, Signals, & Codes (2)

Did you know that American Sign Language (ASL) is the third most used language in the United States? The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Some of these have even saved people's lives!

Small Boat Sailing

(3)*

Climb aboard and set sail! Scouts will learn the necessary skills to command sailing vessels, including knots and rigging. This badge is not for land lubbers! It's big fun in small boats! Recommended for Scouts age 13+

Space Exploration (1)

\$

Ready for lift off? Scouts should prepare themselves for an epic journey through the cosmos. Scouts will design, construct, launch, and recover a model rocket! Requires additional program fee: \$12.

Swimming (1)*

This life skill is the gateway to many hobbies and experiences. This is a good entry-level aquatics badge and is required for Eagle (with alternatives). It is strongly suggested that Scouts take this before other Aquatics merit badges. Scouts must pass the BSA swimmer test in order to take this badge.

Weather (1)

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Wilderness Survival

(2)*

What would you do if you were lost and stranded in the woods or desert? Learn the skills of self-reliance and how to build shelters and start fires from nothing. This merit badge requires an overnight camping trip while at camp, scheduled for Tuesday night (weather permitting). Requirement 5 requires putting together a personal survival kit. This should be done before coming to camp. Suggested age 13+



Wood Carving (2)*

\$

As with any art, wood carving involves learning the basics of design along with material selection and tools and techniques, and wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable activity and that can become a lifetime hobby. Requires additional program fee: \$10

Woodwork (2)*

\$

A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make from wood. Requires additional program fee: \$20





Merit Badge Pre-Requisites

Not all merit badges can be completed in just a week at camp. Some of the Merit Badges have pre-requisites that should be completed before arrival at camp. The Scout should bring proof that they completed the requirement before camp, so the merit badge instructor can sign off on the individual requirement. If the Scout does not have proof of completing the requirement, they will leave camp with a partial completion. They can finish the badge with a registered merit badge counselor after camp. The Black Pug Advancement Report provided at check-out lists all the requirements that the Scout completed at camp.

Below is a list of pre-requisites and a brief description of the requirement. Consult the actual merit badge books for the official wording of the requirements.

Merit Badge	Pre-Req	Description
Bird Study	13	Identify career opportunities, prepare a report and bring with you to camp: https://www.scouting.org/merit-badges/bird-study/
Camping	4b, 5e, 7a-b, 8c-d, 9a-b	Help patrol prepare for a campout. Cook one breakfast, one lunch, and one dinner. Camp 20 days/nights. Half of 9b can be completed by rappelling at the climbing tower during Open Climb.
Canoeing	2	Complete the BSA Swimmers Swim Test.
Chemistry	8a, b, or c	Do ONE of the following: 8a, b, or c. Requirements can be found at: https://www.scouting.org/merit-badges/chemistry/
Emergency Preparedness	1, 2c, 7b, 8b, 10a, b, or c	Complete the First Aid Merit Badge. Teach your family how to make an emergency kit and create a family emergency plan. Make a personal emergency service pack and a family emergency pack.



Environmental Science	11	Identify career opportunities, prepare a report and bring with you to camp: https://www.scouting.org/merit-badges/environmental-science/
First Aid	2b, 15a, b, c, or d	Complete all the First Aid requirements for Tenderfoot, 2nd Class, and 1st Class. Assemble a personal First Aid kit for hiking or backpacking, bring to camp.
Fish and Wildlife Management	8	Identify career opportunities, prepare a report and bring with you to camp: https://www.scouting.org/merit-badges/fish-wildlife-management/
Fishing	4	Read the Fishing MB pamphlet. Practice the Improved Clinch, Palomar, Uni to Uni, and Arbor knots.
Fly-Fishing	3a-e	Read the Fly Fishing MB Pamphlet. Practice the Arbor, Nail, Loop-to-Loop, Surgeons, and Improved Clinch knots.
Inventing	8a or b	Do ONE: (a) Participate with a club or team (robotics team, science club, or engineering club) that builds a useful item. (b) Visit a museum or exhibit dedicated to an inventor or invention, and create a presentation of your visit. https://www.scouting.org/merit-badges/inventing/
Kayaking	2	Complete the BSA Swimmers Swim Test.
Lifesaving	2a, 16b	Must be a Swimmer. Complete Second Class requirements 5a-5c & First Class reqs 6a-b, 6e. Complete CPR training from a certified instructor.
Mammal Study	7a or b	Do ONE: (a) Explore careers related to this merit badge. (b) Explore how you could use knowledge and skills from this merit badge to pursue a hobby or healthy lifestyle. https://www.scouting.org/merit-badges/mammal-study/



Nature	7a or b	Identify career opportunities, prepare a report and bring with you to camp. https://www.scouting.org/merit-badges/nature/
Orienteering	4	Teach orienteering techniques to your patrol, troop or crew.
Pioneering	2b,c	(b) Demonstrate how to tie a rope tackle and the following knots: clove hitch formed as two half hitches, clove hitch on a bight, butterfly knot, roundturn with two half hitches, and rolling hitch. (c) Demonstrate and explain when to use the following lashings: square, diagonal, round, shear, tripod, and floor lashing. https://www.scouting.org/merit-badges/pioneering/
Rifle Shooting	3	Identify career opportunities, prepare a report and bring with you to camp. https://www.scouting.org/merit-badges/rifle-shooting/
Robotics	6a or b, 7	Attend a robotics competition or learn about three youth competitions. Learn about three robotics-related career fields.
Search and Rescue	8	Interview a member of a search and rescue team. Find out about career or volunteer opportunities in SAR.
Shotgun Shooting	3	Identify career opportunities, prepare a report and bring with you to camp. https://www.scouting.org/merit-badges/shotgun-shooting/
Signs, Signals and Code		Memorize and know how to use Morse code and semaphore. https://www.scouting.org/merit-badges/signs-signals-and-codes/
Small-Boat Sailing	7a	Show how to tie a square (reef) knot, clove hitch, two half hitches, bowline, cleat hitch, and figure-eight knot. Demonstrate the use of each.

Stand Up Paddleboarding Award, Snorkeling, Swimming, Kayaking and Canoeing	2	Complete the BSA Swimmers Swim Test.
Wilderness Survival	4, 6	Put together a personal survival kit. Bring your kit to camp. Using three different methods (other than matches), build and light three fires.
Wood Carving	2	Earn the Totin' Chip recognition.
Woodwork	7	Talk with a cabinetmaker or finish carpenter. Learn about training, apprenticeships, career opportunities, work conditions, work hours, pay rates, and union organizations that woodworking experts have in your area. Prepare a report and bring it with you to camp.





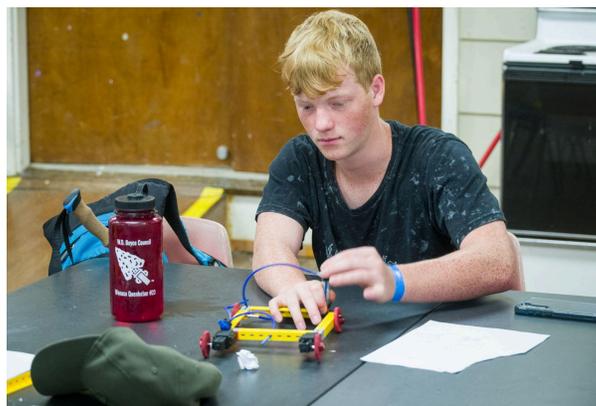
Merit Badge Reports

Saturday morning by 8 a.m, merit badge completions will be provided in the camp office and will be updated online. Each unit should visit the camp office and confirm reports or make corrections before leaving camp. Units can also access their report through their registration portal. An email will be sent following camp as well.

To access merit badge reports:

- Access your registration portal in Black Pug
- Select the Reports tab on the registration page
- Select the report needed
 - Unit Advancement Detail
 - Unit Advancement Summary
 - Badges - Incomplete

You have the ability to upload advancement to Scoutbook or Troopmaster. See information on the Reports tab for directions. You also have the ability to print Blue Cards for merit badges. To see these options, go to the See Reports page. Any questions, please reach out to lisa.marz@scouting.org



Completions and Partial

ISR does not offer merit badge completions after camp, nor do we dispute partials or requirements that were entered into the requirement tracking system. Merit badge records given out at camp are final. Any discrepancies need to be finished with a separate merit badge counselor.

Adult Leader Training Opportunities

Summer camp should be a time for adult leaders to grow and learn alongside their Scouts. ISR offers programs, activities and formal training to help leaders make the best use of their time and camp, while leaving room to relax and have fun.



Adult Leader Trainings

Scoutmaster/Assistant Scoutmaster Position-Specific Training

This training is intended to provide Scoutmasters and Assistant Scoutmasters with the information and tools they need to conduct a successful program.

All-day training includes morning and afternoon sessions, Day TBA

Introduction to Outdoor Leader Skills (IOLS)

IOLS is a hands-on program that builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors.

Note: This training will require multiple sessions during the week. Schedule and details will be available at check-in.



Troop Committee Position-Specific Training

Facilitated online training for Committee Chair and Committee Member.

Nap On Safely

Napping is serious business! Learn the right timing and proper techniques to make sure you get the rest you need while your Scouts enjoy all the fun and adventures summer camp has to offer.

Safe Sock Defense

If your feet ain't happy, nobody's happy! Take a lighthearted look at how to make sure your stompers are always healthy, happy and ready for any adventure.

Scoutmaster Merit Badge

Designed for leaders to get the most out of their camp experience by taking part in activities and training during the week of camp. Visit program areas, complete Nap On Safely, Stand-up-Paddleboard, help a staff member teach a merit badge, are just a couple of the requirements for the Scoutmaster Merit Badge. Grab a requirement sheet from the Camp Office.



Duty to God

A Scout is Reverent. The Duty to God program allows Scouters and Scouts to exercise their religious duties during the week, grow spiritually, and help others see their religious responsibilities. Requirement sheets will be available at the Camp Office.



Daily Schedule

		7:00	7:30	8:00	8:30	9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	1:00	1:30	2:00	2:30	3:00	3:30	4:00	4:30	5:00	5:30	6:00	6:30	7:00	
Sunday																											
Monday			Flags	Breakfast	SPL Meeting		Merit Badges								Leader Meeting	Merit Badges	Troop Time					Flags	Dinner			Open Areas	
Tuesday			Flags	Breakfast	SPL Meeting		Merit Badges Scoutmaster Position Specific Training									Merit Badges SM Pos. Spec. Training	Troop Time					Flags	Dinner			Open Areas	
Wednesday			Flags	Breakfast	SPL Meeting		Merit Badges								Leader Meeting	Merit Badges	Troop Time					Families Arrive Dinner 5:15pm					
Thursday			Flags	Breakfast	SPL Meeting		Merit Badges									Merit Badges	Troop Time					Flags	Dinner			Open Areas	
Friday			Flags	Breakfast	SPL Meeting		Merit Badges								Leader Meeting	Merit Badges	Open Areas										
Saturday			Breakfast*																								
				Campsite Cleanup																							
				Troop Checkout																							

* Saturday morning Breakfast will be Delivered to Campsite to allow troops to pack-up and clean.

BSR INGERSOLL SCOUT RESERVATION 2026 DAILY SCHEDULE

Updated on 2/24/26



INGERSOLL SCOUT RESERVATION 2026 EVENING SCHEDULE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<p>Catholic Mass 5:00pm at Chapel</p> <p>Dinner 5:45pm at the Dining Hall</p> <p>Opening Campfire Troops will gather at Dining Hall flagpole at 8pm for campwide emergency drill & flag ceremony. Campfire will take place at the Chapel.</p>	<p>Open Eco-Con 7:00-8:30pm</p> <p>Open Shooting Sports 7:00-8:30pm</p> <p>Open STEM 7:00-8:30pm</p>	<p>Open Scoutcraft 7:00-8:30pm</p> <p>Brownsea Island Workshop 7:00-8:30pm</p> <p>Open Laketrout 7:00-8:30pm</p> <p>Open Fishing 7:00-8:30pm</p>	<p>Family Night Families arrive starting at 5pm Dinner served 5:15-6:45pm</p> <p>Flag Ceremony and OA Call-out Ceremony 7:15pm-8:30pm</p>	<p>Night Swim 7:00-8:30pm</p> <p>Open Climbing 7:00-8:30pm</p> <p>Night Zipline 8:30pm-10pm</p>	<p>Closing Campfire Troops will gather at dining hall flagpole at 8pm for flag ceremony. Campfire will take place at the Chapel.</p>	<p>Do Laundry! A Scout is Clean. Thanks for a great week at camp!</p>

There may be changes to evening programs listed above due to weather or unforeseen events. Specialty programs may also become available that are not listed. Any changes to evening program activities will be announced at flag ceremonies and via the Remind App (for SPL's and Leaders).



Evening Schedule



Merit Badge Schedule

		9:00	9:15	9:30	9:45	10:00	10:15	10:30	10:45	11:00	11:15	11:30	11:45	12:00	12:15	2:00	2:15	2:30	2:45	3:00	3:15	3:30	
Brownsea Island		Brownsea Island Program <i>(see pages 4-5 for First Year Camper program details)</i>																					
Climbing Tower												Climbing											
Ecology / Conservation	Environmental Science						Environmental Science					Fish & Wildlife Management											
	Mammal Study + Nature*						Weather					Reptile & Amphibian Study											
Field Sports	Shotgun Shooting											Shotgun Shooting											
	Rifle Shooting											Rifle Shooting											
	Archery											Archery											
Fish Shack	Fly Fishing											Fishing											
Lakefront	Canoeing											Canoeing											
	Small Boat Sailing											Kayaking											
Pool	Swimming											Swimming											
	Lifesaving											Lifesaving											
	Leatherwork						Orienteering					Archaeology											
Scoutcraft	Camping						Search & Rescue + Signs, Signals, and Codes*					First Aid											
	Woodwork											Wilderness Survival											
	Robotics						Inventing					Chess											
STEM Center	Electronics						Space Exploration					Chemistry											
	* Merit Badge pairings will be earned during the same session throughout the week																						
LUNCH																							
Paul Bunyan Woodsman Award																							
Climbing	Bird Study																						
	Plant Science																						
Shotgun Shooting	Shotgun Shooting											Shotgun Shooting											
	Rifle Shooting											Rifle Shooting											
	Archery											Archery											
Fishing	Fishing											Fishing											
Small Boat Sailing	Small Boat Sailing											Small Boat Sailing											
Kayaking	Kayaking											Kayaking											
Swimming (Reserved for 1st Year)	Swimming (Reserved for 1st Year)											Swimming (Reserved for 1st Year)											
Instructional Swim	Instructional Swim											Instructional Swim											
Emergency Preparedness	Emergency Preparedness											Emergency Preparedness											
First Aid	First Aid											First Aid											
Pioneering	Pioneering											Pioneering											
Model Design & Building	Model Design & Building											Model Design & Building											
Moviemaking	Moviemaking											Moviemaking											
TROOP TIME																							



The Order of the Arrow — the National Honor Society of Scouting America — is active and visible all summer at Ingersoll Scout Reservation. From weekly call-outs and fun activities for all Scouts, to the Summer Camp Participation Award, Wenasa Quenhotan Lodge brings fun, ceremony, service, and lasting memories to each week of camp. This summary will be supplemented by detailed information available from the OA Camp Coordinator during each week of camp.

Weekly OA Call-Out Ceremony

- Wednesdays— June 10, June 17, and June 24
- The Call-Out Ceremony recognizes those Scouts and Leaders who have been selected by their peers to as someone who goes above and beyond in living the Scout Oath and Law
- All family members and Family Night guests are invited to stay for this exciting, memorable ceremony as Scouts and Scouters begin their journey toward membership in Scouting’s National Honor Society, founded on Brotherhood, Cheerfulness, and Service
- The ceremony begins after dinner on Wednesday night.



Annual Dues (for members of Wenasa Quenhotan Lodge)

To participate in OA activities, you must be current on your annual dues. 2026 dues of \$22 can be paid online at wq23.org Dues payments will not be accepted at camp.

Out-of-Council Participation

- We welcome our brothers from other lodges and invite them to participate fully in OA activities.
- Out-of-council candidates may be called out at ISR if an out-of-council letter is presented to the OA Camp Coordinator at the beginning of camp.



OA Summer Camp Participation Award

- Units with OA members will have the opportunity to earn a special OA Summer Camp Participation Award — a patch for each member of the unit and a ribbon for the unit flag.
- Out-of-council units are eligible for this award.
- Find the OA Summer Camp Participation Award worksheet at www.wq23.org/form-downloads Copies are available in the Camp Office during summer camp.



Requirements

1. The Senior Patrol Leader attends the SPL Meetings
2. At least one adult leader (the same adult) must stay with the troop for the entire camping week.
3. At least 50% of Scouts 17 years of age and younger that are registered with the troop must be in camp for the entire camp session. Scouts in camp with the troop that are not registered with the troop do not count toward the 50% requirement.
4. The unit has an Order of the Arrow Troop Representative.
5. All Scouts in camp who have been inducted into the Order of the Arrow (meaning they have completed their Ordeal) have paid their current year membership dues.
6. Participate in a troop service project while at camp.

An out-of-council troop may qualify for the award by doing the following:

1. Meet the first three requirements listed above for W. D. Boyce Council Troops
2. Participate in a troop service project while at camp.



Family Night

We are excited to invite all parents and family members of participating Scouts to come out to camp on Wednesday evening. This is the perfect opportunity to spend time visiting with Scouts in your Troop and enjoy an evening at Ingersoll.

- Families are welcome to arrive after 5 p.m. to join us for dinner at the Dining Hall
- Families visiting camp can purchase meal tickets online for \$15 per meal.
- Following dinner, families will get a chance to hear from the staff and get to learn about the exciting things the campers have experienced during the week.



A highlight of the evening is the Order of the Arrow (OA) callout ceremony. Families are invited to join their units and participate in the OA callout following dinner.

Subscribe to In-Camp Text Message Alerts

Ingersoll uses the **Remind** app to allow camp administration to quickly send alerts and information to adult leaders during their stay at camp. This free service (carrier rates may apply) will be used to communicate important reminders, inform of any schedule adjustments, and to provide direction in case of inclement weather or other emergency.

The free app can be downloaded in the iOS App Store or Android Google Play Store — visit <https://remind.com/apps> for the links.



A special join code specific to your week of camp will be provided to the primary unit leader shortly before your arrival at camp. We encourage you to distribute the code to all adult leaders. You will not be able to use the app until you have received the join code.



In Case of Accident or Emergency

Ingersoll has a Health Lodge that is accessible 24 hours a day and managed by staff members trained in handling accidents and illnesses. There are also local hospitals and clinics nearby in the event of an injury. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that two of the Scout's leaders drive the Scout to the hospital in compliance with Safeguarding Youth Training guidelines. This also allows the Health Officer to remain in camp to treat any other potential injuries. If necessary, the Camp Office will call emergency services.



Camp emergency procedures will be covered at the opening leader's meeting and during the Camp Tour on Check-in Day.

Camp Staff

Serving as a member of the summer camp staff can be a fantastic learning and growing experience for young leaders. Summer camp staff members are responsible for working with units to provide a high quality, safe, and fun experience for hundreds of campers over the course of the summer.

Staff members must be at least 16 years old prior to employment and must display talent, patience, integrity, and enthusiasm, and be committed to living up to the Scout Oath and Law. Applications are to be completed online at <https://wdboyce.org/ingersoll>.





Counselor-in-Training Program

The Counselor-in-Training (CIT) program is available to Scouts who are 14 or 15 years of age. CIT's will be assigned to assist in various program areas where they will gain experience and skills. Weekly rotation will allow them to have a better understanding of all facets of camp staff duties and responsibilities. The CIT program is a vital part of the camp staff; these counselors are the future summer camp staff. CIT training and supervision is provided by the Camp Commissioner, and other administrators. A staff application, interview, and recommendations are necessary before a CIT will be considered. To apply for a CIT position go to <https://wdboyce.org/ingersoll>.



Wilderness Counselors

The Wilderness Counselors are a group of volunteer program experts who help train and support Merit Badge Instructors at summer camp during Staff Week and provide support throughout the summer. If you are interested in helping ISR become the best it can be and are willing to come out at least one day during Staff Week, then this is your opportunity. If you are interested in serving camp in this way, contact Collin Martis at 309-570-1586

Swim Classification Procedures

The swim classification of individuals participating in a Scouting America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.





Administration of Swim Classification Test

OPTION A (at camp):

The swim classification test is completed by Camp Aquatics personnel on the first day of camp .

OPTION B (before camp by a verified, qualified instructor): The swim classification test is completed by the unit under the supervision of a qualified instructor (American Red Cross Lifeguard, or equivalent). A complete swim roster listing each person's swim level, along with verification of instructor's qualifications/credentials **MUST** be turned in at camp check-in.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

The test is given one-on-one. The test administrator and the swimmer are buddies during the administration of the test.

Each component of the test is important. The test must not be changed either to assist the Scout or to expedite the process.

The test must be completed without aid or support. Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.

Swim tests must be renewed annually, preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.



* Camp Aquatics Director may require a test of anyone who completed the classification outside of camp. Anyone who has not completed the beginner or swimmer tests is classified as a non-swimmer.



Swim Classification Record

(Changes and/or corrections to the chart below should be initiated and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					

* Make copies of this form for additional names.

The swim classification test performed at a unit level should be conducted by one of the following council-approved resources: Aquatics Instructor, BSA; BSA Swimming and Water Rescue; Red Cross Lifeguard or other lifeguard, swimming instructor, etc. Test administrators should utilize Chapter 5 of the BSA Aquatics Supervision Guide.

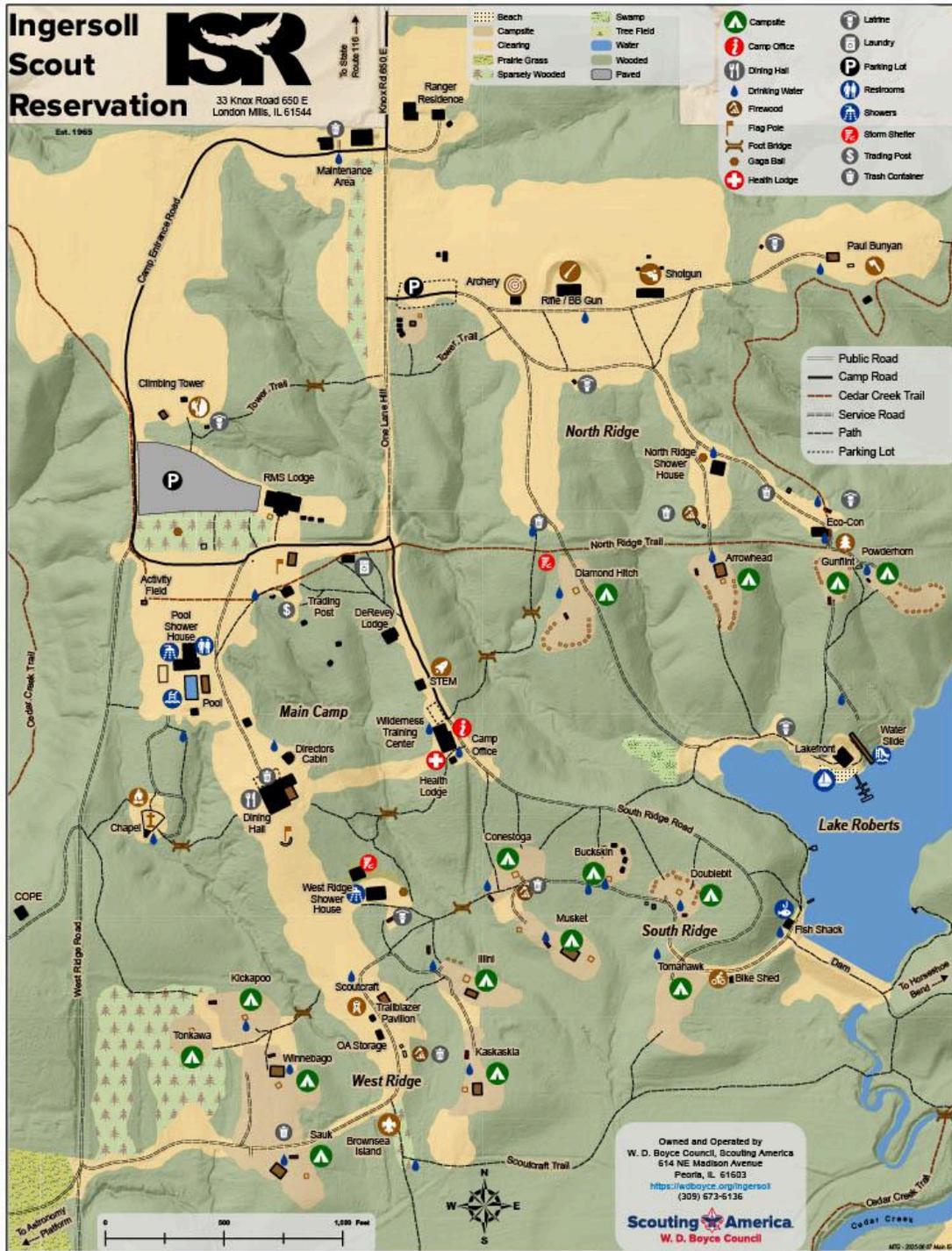
NAME OF PERSON SUPERVISING AND FACILITATING THE SWIM TEST:

Print Name	Signature
Type of Authorization/Training (Attach a copy of certification if required by council procedures.)	Expiration Date if applicable



Camp Map

Download a copy of this map at <https://wdboyce.org/ingersoll/maps/>





Cache Lake Invitation

The W. D. Boyce Council is fortunate to have two outstanding Scout camps: Ingersoll Scout Reservation in London Mills, Illinois, and Cache Lake in Ontario, Canada. Cache Lake offers a truly unique wilderness experience, featuring high-adventure activities such as boating across pristine Canadian waters, fishing, and paddle craft. Scouts can immerse themselves in nature, develop advanced outdoor skills, and enjoy an unforgettable adventure in the heart of the Canadian wilderness.

To encourage participation at both locations, the W. D. Boyce Council and the Cache Lake Committee have updated the eligibility requirements for attending Cache Lake. Now, out-of-council troops that choose Ingersoll Scout Reservation as their primary summer camp are also eligible to attend Cache Lake.



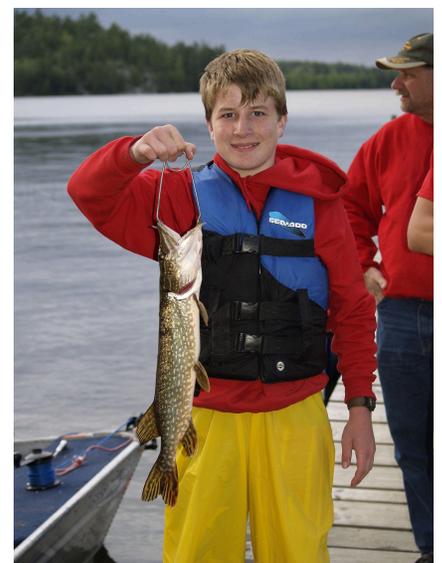
How the Selection Works:

Eligible troops are invited to enter into a drawing for available Cache Lake slots. Each troop that attends Ingersoll as its primary summer camp will receive one entry into the drawing. Troops may partner up with other eligible troops to increase their chances of drawing a slot. Upon drawing a slot, troops may choose their desired dates out of available sessions.

Cache Lake History

Cache Lake Camp is one of the W. D. Boyce Council's best kept secrets. It is located in Bach Bay on Sand Point Lake in beautiful S. W. Ontario, Canada, about 650 miles north of Peoria. The access point is Crane Lake, Minnesota, 28 miles east of Orr, Minnesota. The last eight miles to camp is over water by boat.

The camp was originally built in 1962 on Brown's Bay of Sand Point Lake, Minnesota, on leased state forest land by a group of Scouters from the Corn Belt Council in Bloomington, Illinois. The Cache Lake facility was conceived by J. N. Bach of Forrest, Illinois, as a camping site specifically to keep older boys interested and active in the Boy Scout camping program.





Cache Lake is an adventure like no other. Scouts and leaders make travel plans, arrange boat and motor rentals, plan menus, purchase supplies, share cooking and cleaning, make a camp schedule, work on merit badges, relax, and enjoy the wonders of nature. No two days are the same, whether you are canoeing and hiking, fishing and swimming, or watching eagles soar above the clear water.

The camp is an outdoor paradise, with buildings and amenities for comfort and convenience in a secluded wilderness setting. Buildings include a bunk house that sleeps up to 40 and can be divided into separate sleeping areas for co-ed use, a fully equipped dining hall, a boat house with fish cleaning facilities, hot showers and electricity for refrigeration and lights. This Northwoods camp offers endless aquatic program opportunities including boating, canoeing, fishing, swimming, sailing, water skiing and much more!





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