

Aquatics

Water activities are extremely popular at Summer Camp. From basic swim strokes to lifeguard skills, our aquatics staff will give you the instruction you need. Several waterfront merit badges have a (CPR) requirement. CPR is not taught during the merit badge sessions and the Scout must plan on attending the separate CPR instruction class that is offered.

Canoeing

Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test
Canoeing Merit Badge will aid the novice in perfecting the basic strokes and developing a knowledge of canoeing safety. Recommended for second year campers

Rowing

Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test
In rowing, you learn the basic strokes and boat safety. This is valuable if your family does a lot of boating. A physically challenging badge. Allow time for practice. Recommended for second year campers.

Small Boat Sailing

Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test
Excellent Merit Badge for learning the basics of sailing. Completion of the other aquatic badges would be beneficial to the completion of this Merit Badge. Recommended for second or third year campers.

Motorboating

Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test
Motorboating Merit Badge will aid the novice in perfecting the basic skills and developing knowledge of motorboating safety. Recommended for second and third year campers.

Waterskiing

Prerequisites: Must already have knowledge of requirements , pass the swimmer test.
Recommended for second or third year campers.

Lifesaving -Eagle Required

Prerequisites: Requirement 1 and 13 (CPR), pass the swimmer test.
Requires long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This course is directed at the more advanced rescue skills, concentrating on swimming rescues. All prerequisites must be completed prior to camp in order to earn this badge. Recommended for second or third year campers.

Swimming -Eagle Required

Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test. Requires a long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This badge is offered in order to learn advanced swimming and survival skills and to improve your endurance and perfect your swimming strokes. Recommended for first year campers.

Special Aquatics Programs for Scouts and Leaders

BSA Lifeguard

Prerequisites: Must be 14 years old or completed eighth grade at the time of start, CPR certified, and be able to swim 400 yards, pass the swimmer test.

BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim defense and Safety Afloat guidelines establishes the needs for qualified supervision. An adult currently certified as a BSA lifeguard, or an adult leader assisted by a Scout holding this certification, meets this requirement.

Adults who already hold BSA Lifeguard certification may qualify as BSA Lifeguard counselors. The camp aquatics director has more information. This program is recommended for third year campers and above with strong aquatic knowledge, skills and interest. This program is open to qualified adults.

To be certified as a BSA Lifeguard, you must be certified in CPR. Participants in this program will spend substantially all their time at the waterfront.

Mile Swim

Prerequisites: Must be a strong swimmer, pass the swimmer test.

The Mile is held at 7:00 p.m. on Thursday.

Participants will train daily for the event, starting out with shorter distances and working up to the Mile Swim.

A patch is available for wear on swim trunks for those Scouts who complete the one-mile course.

Kayaking, BSA

Prerequisites: Pass the Swimmer test.

Recommended for 3rd year Scouts.

Snorkeling, BSA

Prerequisites: Pass the Swimmer test.

Recommended for all Scouts.

Brownsea

Scouting skills – it's what Scouting is all about. The Brownsea staff teaches life skills, in addition to those skills needed to be a great Scout. Brownsea is a well-equipped Scoutcraft area with a knowledgeable staff

Camping -Eagle Required

Prerequisites: Requirements 9 must be done prior to camp and certified by your Scoutmaster.

The Scout experiments in fire building, backpacking, tent pitching and general camp craft. Must have a backpack. Recommended for second year campers.

Cooking

Prerequisites: Requirements 4, 6, 7, 8b

Demonstrates knowledge and ability of food selection, procurement, and preparation.

Recommended for second or third year campers.

Orienteering

Prerequisites: Requirements 7, 8, 9, 10

A fun activity! Requires hiking and running. Scouts need to bring sturdy shoes and their own compass. Will not be able to complete requirement 7.

Orienteering has become a fast-growing sport in the United States, and the techniques the Scout learns can serve as a good introduction.

Recommended for second or third year campers.

Pioneering

Prerequisites: Requirement 5.

Knowledge of knots and lashings helpful. Building a major project, such as a two-posted tower, a monkey bridge, or an Adirondack shelter occupies most of the Scouts time. Once the basic knots, splices, lashing, and rope making have been mastered, the Scout may apply his ingenuity towards his own original design. Recommended for second or third year campers.

Wilderness Survival

Prerequisites: Requirement 5, bring kit to camp. The Scout will grasp the basics of edible wild plants, natural material shelters, sleeping in a natural shelter he has built. No cost. Recommended for second or third year campers.

Ecology / Conservation

With acres of outdoor classroom and plenty of merit badge opportunities, the Ecology/Conservation area is always one of the most popular spots in camp.

Astronomy

Prerequisites:

6 – Conduct viewing prior to camp and bring sketches to camp

Signed Partial required for 9a, 9d and 9e.

This badge is easy to complete if the observations have been completed before camp. The rest of the Merit Badge deals with drawings and identifications. Recommended for second or third year campers.

Bird Study

Prerequisites: Requirements 5, 6, 7

Bird Study is easy to do at camp, although requirement 6 requires more time than the others. Observation and writing about birds makes up the remainder of the requirements. Recommended for second or third year campers.

Environmental Science

Eagle Required

Prerequisites: Requirements 3e, 4 (bring to camp), 6, 7.

This badge requires you to spend time in the field observing a study area, and report on what you saw in your area. A 100-word report on

endangered species is also required. The Boy Scout Fieldbook is helpful.

Fish & Wildlife

Management

Prerequisites: Requirements 5, 6.

Several hours of fieldwork are required. The Merit Badge can be earned in one week. Recommended for second or third year campers

Fishing

No prerequisites. All requirements can be completed at camp.

Bring artificial bait and we suggest you bring your own fishing gear.

Single hooks only, no multi-hooks permitted at camp. Advance preparation for 7 is recommended.

With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear. Recommended for all campers.

Fly Fishing

No prerequisites. All requirements can be completed at camp.

We suggest you bring your own fishing gear. Single hooks only, no multi-hooks permitted at camp. Advance preparation for 8 is recommended. With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear. Recommended for all campers.

Adults too!

Forestry

Prerequisites: Requirements 5. Read the merit badge book. It is recommended you have begun work on requirements 1, 2

A great badge for camp! A study of trees and management of forests.

A project and identifying the local trees are included. Recommended for second or third year campers.

Geology

Prerequisites: Requirements 2, 3, 5, 9b. Bring collections to camp.

This badge studies rock and rock formations. Recommended for second or third year campers.

Mammal Study

Prerequisites: Requirements – read the merit badge pamphlet prior to camp. Most of this Merit Badge is writing and 15 hours of observation, but these can be completed at camp. Recommended for all campers

Nature

Prerequisites: 4 -- Note: requirement 5 has been deleted.

Allow extra time to do this merit badge. Recommended for second or third year campers.

Oceanography

Prerequisites: 7a, 7b, 7f, 8b. Signed Partial required for 8a and 8c.

Learn about the oceans and why they are so important to all of us.

Recommended for the second or third year campers

Reptile & Amphibian

Study

Prequisites: Requirements 8

Requirements state that you must keep a reptile or amphibian for at least one month. The rest of the work is identification and knowledge of reptiles and amphibians. Recommended for all campers.

Soil & Water Conservation

Prerequisites: Requirements 7a, 7b, 7c

Signed Partial required for 7f.

Most of the work for this badge is done in the wild, and all requirements may be completed at camp. Recommended for second or third year campers. Available for real Scouts who want to make a difference and are not afraid to work.

Space Exploration

Prerequisites: 5b. Bring your scrapbook to camp.

Learn about space. Build, launch, and recover your own rocket as well as design your own Earth-orbiting space station.

Recommended for second or third year campers

Weather

Prerequisites: Requirement 3, 6, 8

There is writing and weather instrument construction involved.

Recommended for second or third year campers. This badge will serve you for a lifetime, don't miss it.

Shooting Sports

Shooting Sports is one place where every Scout can find a challenge. Here, a Scout is taught self-discipline and skill.

PLEASE NOTE: DO NOT BRING PERSONAL FIREARMS, AMMUNITION, OR BOWS AND ARROWS TO CAMP. ONLY THE CAMP'S EQUIPMENT MAY BE USED BY SCOUTS AND SCOUTERS. THANK YOU FOR YOUR COOPERATION

Archery

Prerequisites: Requirements 1 (written out) Previous experience is helpful.

This Merit Badge teaches the Scout the proper and safe use of a bow and arrow. He learns how to care for the bow and make bowstrings and arrows. All activities can be completed at camp. Allow extra time for practice and qualifying. Recommended for second and third year campers.

Rifle Shooting

Prerequisites: Requirements 1 (written out) Previous experience is helpful.

Options available:

Modern cartridge type .22 Cal. Rifle

This Merit Badge offers instruction in the basic safety, handling, and care of firearms, and hunting safety using .22 rifles. Camp targets

must be used. Allow extra time for practice and qualifying. Very Challenging and difficult to accomplish in one week. Recommended for second year campers

Shotgun Shooting

Prerequisites: Requirements 1 (written out) Previous experience is helpful.

Very challenging and difficult to accomplish in one week and is advised for older Scouts only.

Only option A is available using 12 Ga. Shotguns. All ammunition must be purchased at camp. Camp targets must be used. Requires the ability to hit a fast moving clay bird. Recommended for third year campers who have the Rifle Shooting MB.

NOTE: Prior to approving the Scout to work on this Merit Badge, it is the responsibility of the Scoutmaster to assure that the Scout has a familiarity with rifles, shotguns, or bows. This familiarity is best done by taking instructional sports and practicing during open shoot, not during the merit badge sessions. It is **STRONGLY** recommend that first year Scouts not take these merit badges.

NOTE: Scouts and adults are charged \$1.50 per 5 shells for shotgun shooting outside of the merit badge class.

Handicraft

Some badges may require the purchase of materials available from the trading post at a cost of approximately \$5 - \$10 each

Basketry

Prerequisites: None

Basketry Merit Badge teaches you how to make 2 baskets and stool.

This is done mostly on your own. Planning of your project is very easy and this badge is relatively easy to earn. Recommended for all Scouts.

Graphic Arts

Prerequisites: Requirement 7

This badge incorporates the past with the present methods of mass communications in printed media form.

Recommended for second or third year campers

Indian Lore

Prerequisites: Requirements 1.

If you have completed the items for requirement 2, bring them to camp.

Recommended for the second or third year camper.

Leatherwork

Prerequisites: none

This badge takes a lot of dedication to get started and keep going. It takes some skill but once completed it is a merit Badge that can be worn with pride. Also there are many fields of Leatherwork that one can become interested in. Recommended for all campers.

Metalwork

Prerequisites: Requirement 4

A fun badge for learning the basic principles of how to work with everyday items. Results can be rewarding.

Recommended for all campers.

Pottery

Prerequisites: Requirement 7

This badge can be developed into a fun and lucrative hobby.

Recommended for all campers.

Woodcarving

Prerequisites: Totin' Chit

This is a very interesting Merit Badge to earn. It can be a fun and interesting experience. No knowledge is needed before starting.

Whittling knives are available in the Trading Post. Some expense required. If you have started this badge, bring your carving project to camp. Carving projects can be Recommended for second or third year campers.

VERONA / FINE ARTS

Art

Prerequisites: Requirements - Read the merit badge pamphlet

This badge makes the Scout aware of different ways of presenting ideas using art as a medium. Art supplies and paper supplied. No cost.

Recommended for all Scouts.

Music

Prerequisites: 3a, 3b, 3c

Music is offered in a workshop format during evening program on Thursday night. Bring instrument and sheet music to camp.

Painting

Prerequisites: None.

Become the painting safety, health, and environmental expert around your house. Learn about how to mix, style, and blend paints for the most effective use of color. Recommended for all campers

Public Speaking

Prerequisites: None

This badge can lead to successful completion of other badges and clearly demonstrate a camper's leadership abilities besides providing a platform for demonstration of histrionic talents.

Recommended for second or third year campers.

Sculpture

Prerequisites: Totin' Chit

This Merit Badge is fun and interesting to earn. Bring out your hidden talents! Recommended for all Scouts.

Theater

Prerequisites: Requirement 1

A great badge for the dramatically inclined camper to strut his stuff. A must for all true thespians. Can be completed at camp except as noted. Recommended for second or third year campers.

Other Merit Badges

Depending on the availability of a counselor, Scout interest, and other variables, the following badges may be offered at camp. Information as to availability will be announced weekly at camp.

Climbing

Prerequisites: Requirement 2(CPR). Scouts must have correct footwear and

clothing. No age limit but the Scout must be able to belay another climber.

Recommended for second and third year campers.

Emergency Preparedness -Eagle Required

Prerequisites: Must have earned First Aid Merit Badge, 7, 8a, 8c.

Signed Partial required for 8b and 9a.

Recommended for second or third year campers.

Horsemanship

Prerequisites: Scout must have a 24" inseam. Takes over 15 hours to complete.

FUN! You may / WILL get dirty and smelly. This program is intensive and requires skill, patience and attentiveness. You will get a lot of time in the saddle as you ride the trails around camp. All requirements may be completed at camp. Recommended for second year campers.

First Aid -Eagle Required

Prerequisites: Requirement 1. (Having the requirements signed off but not having a current knowledge of the requirements for Tenderfoot, Second Class & First Class is not acceptable).

Recommended for Second Year Campers