CAMP ROCK ENON 2013

PROGRAM GUIDE

SHENANDOAH AREA COUNCIL
BOY SCOUTS OF AMERICA
107 Youth Development Ct., Winchester, VA 22602
Council Office: 540-662-2551 www.sac-bsa.org
Camp Rock Enon: 540-858-2551 www.camprockenon.org

It is the expressed written policy of the Shenandoah Area Council, Boy Scouts of America, that Camp Rock Enon is operated for the benefit, enjoyment, training and advancement of all Scouts without regard to race, color, national origin, sex, age, religious denomination, or handicap.

TABLE OF CONTENTS

The Purpose of Summer Camp …….. 2
CRE Program Overview ……... 3
- Aquatics …….. 4
- Nature ……. 5
- Outdoor Skills ……..……. 6
- Climbing …….…… 7
- Handicraft ……... 7
- Shooting Sports ……. 7
- Evening / Special Activities ……. 8
- Outpost ……... 9
- Leader Programs …….. 10
- Frontier Program (First Year Camper) …… 11
- Trail to Eagle Program …… 12
- National Youth Leadership Training…… 13
- Merit Badge Schedule …… 14
- Aquatics …….. 15
- Outdoor Skills …… 16
- Health Lodge …… 17
- Handicraft ……... 17
- Nature …… 18
- Outdoor Skills…… 20
- Shooting Sports …… 21
- Miscellaneous …… 21

THE PURPOSE OF SUMMER CAMP

Why do boys join Scouting?

- ***To have fun!***

Why do Scouts go to summer camp?

- ***To have fun!***

Six key elements:

- **Adventure**
- **Fun**
- **Service**
- **Ideals**
- **Outdoor skills**
- **Advancement**

Program is the cumulative total of all that a Scout does, sees, and learns during summer camp.

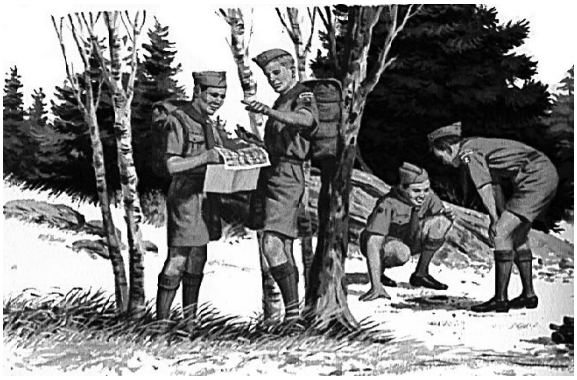
It is the job of the camp staff, troop leaders and parents to see that his experience involves some of all of the six key elements listed above. If we push only advancement and leave the rest to chance, we are doing a disservice to the young man we are trying to help.

Our responsibility as Scout leaders is to be aware of the importance of all six elements of the program. We must also convey to parents and others that these are important parts of Scouting.

While we encourage each Scout to work toward advancing by earning merit badges and fulfilling rank requirements, we must, however guard against this becoming the primary purpose of camp.

Instead, we need to work together to:

- Strengthen boy leadership.
- Build troop and patrol spirit.
- Help each individual scout
  - to have fun
  - to learn, and
  - to develop character.



The program at Camp Rock Enon consists of experiences and activities that benefit four basic groups of Scouts.

Boy:
As a staff, we believe that each boy comes to camp mainly to have fun. For that reason, we rely on games, activities, and “hands on” experiences when teaching skills. We stress learning for the sake of gaining experience and mastering scout skills, rather than as a stepping stone to a badge or an award. Above all, we try to help each boy reach his goals during his week at camp.

Buddies:
For safety reasons, scouts should always travel in a group of at least two. To promote this idea, we will offer several activities during the week, which encourage the scouting duo to work together, to learn together, and have fun together.

Patrol:
Baden-Powell once said that the patrol was the secret of the success of scouting. Summer camp thrives on strengthening patrols through the use of the Patrol Method. We will encourage each patrol in camp to live as a patrol, to show patrol spirit, and to operate according to the patrol method.

Troop:
You will have the opportunity to compete with other troops in demonstrating your troop spirit. At the same time, we will encourage you to join together for skill competitions, games, and campfires. We believe that you can have a lot of fun with your fellow scouts and scouters, and that you’ll gain several new ideas to take home with you.

We will consider our programming successful here at Camp Rock Enon, if we can help your scouts experience growth within each of these four areas.

CAMP ROCK ENON
PROGRAM OVERVIEW

Summer camp at CRE is filled with fun and exciting adventure for Scouts of all ages. Our 877 acres of majestic forest in the northern Shenandoah Valley of Virginia provide an unlimited supply of opportunities to make your unit's stay at CRE an experience of a lifetime. Here is a brief overview of some of the programs available while at CRE. Refer to the Program Guide for more information.

- Frontier program
- First year camper skills
- Lake front aquatics
  - Swimming
  - Canoeing
  - Rowing
  - BSA Lifeguard
  - Mile Swim
  - Polar Bear Swim
- Shooting Sports
  - Archery
  - 22 Rifle
  - Shotgun
- Scout Craft
  - Pioneering
  - Cooking
  - Camping
  - Wilderness Survival
  - Orienteering
- Handicraft
  - Leatherworking
  - Woodcarving
  - Basketry
  - Space Exploration
- Rock Climbing & Rappelling
- Overnight Outpost Adventures
- Nature
- Hiking Trails
- High Adventure Programs
  - Hiking
  - Climbing
  - Backpacking
  - White Water Rafting
  - Canyoneering
  - Scuba
  - Biking
  - Kayaking
- Camp wide games
- Scoutmaster golf
- Totin' Chip
- Firem'n Chit
- Safety Afloat
- Safe Swim Defense
- Paul Bunyan
- Indian Lore
- Iron Man competition
- CRE Elite
- H2O Olympics
- Order of the Arrow
- Polar Bear Swim
- Youth Leadership Training
- **New for 2012 we will be offering an equestrian program. This program will be at an additional cost and more information will be available in early February of 2012. Horsemanship merit badge will be a part of this program.**

General Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM 7:00	Camp	Reveille					
7:45	Closed	Flag Ceremony (Assemble on parade field)					
8:00		Breakfast					
9:00							Check-out
10:00							By
11:00		General Program Time – Merit Badge Sessions					10:00 AM
12:15		Rolling Lunch					Camp
1:00	Check-in	SPL Meeting (Buffalo Lodge Porch)					Closed
2:00	(1-3)	General Program Time – Merit Badge Sessions					
3:00		Big Event					
4:30	Troop						
5:00	Pictures					In Campsite	
5:30	Free Time					Meal	
5:45	Flag Ceremony (Assemble on parade field)					With	
6:00	Dinner					Families	
6:30		Free Time					
7:00	Free Time					Free Time	
7:45	Assembly	Program Areas Open & Activities				Assembly	
8:00							
8:30	campfire					Campfire	
9:00	SM/SPL Meeting	Veteran Social	Eagle Social	OA Fellowship	Free Time	OA Callout	
9:30						TP Open 9:30	
10:00	Taps	Taps	Taps	Taps	Taps	Taps	

AQUATICS - LAKE FRONT

A trained staff and excellent equipment are on hand in this area for your unit to safely have more fun in the water. The lake at Camp Rock Enon is a great place to cool off in the summer heat. The main aim of our aquatics area is to help Scouts feel more comfortable and to improve their skill in and on the water.

The aquatic area is recommended to all scouts. Non-swimmer and Beginner instruction will be offered. Scoutmasters are encouraged to help with the instruction of younger scouts.
Snorkeling may be arranged through the Aquatics Director. Scouts are encouraged to bring their own snorkeling gear.

Merit Badges: *(Refer to the Merit Badge section for more information)*
Canoeing, Lifesaving, Rowing, Swimming, BSA Lifeguard

Beginner Instruction:
This session is devoted to helping Scouts learn the skills to pass the Beginner and Swimmer tests. The Beginner's test completes requirement 7a, 7b & 7c for Second Class. Swimmer test completes requirement 9b for First Class. (Requirement 3 for the Swimming merit badge)

Open Boating & Swimming:
Daily 3:00 pm – 5:00 pm
Tuesday 7:00 pm – 8:30 pm

Mile Swim:
Earn the BSA MILE SWIM award while at CRE. Mile Swim is available to stronger swimmers that would like to earn the BSA MILE SWIM patch, but it is recommended that individuals who want to participate in this activity should come and practice at least two or three times during the week prior to Friday. (These practices can be completed during the open swim time at camp.)

Safety Afloat and Safe Swim Defense:
Certifications will be instructed by one of the Aquatics Personal in the Bowman Lodge. Two year certification also can be done online. ***For leaders only***

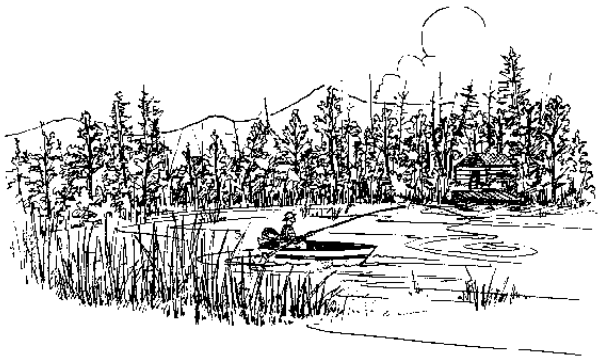
Polar Bear Plunge:
Come join us down at our gorgeous lake on Tuesday and Thursday morning at 6:45 – 7:00 for an invigorating dip to revitalize your body and mind. (This is not an open swim time, jump in and jump out)

$H_2$0 Carnival:
A variety of carnival-type games in the water. Come and enjoy the fun in the sun and cool water.

Belly Flop Challenge:
Do you have what it takes to make the biggest and best splash! Come see and share in the excitement.

NATURE

The end of the Outdoor Code asks a Scout to be "conservation minded", and this is the main principle that our Nature Center is based on. We hope that after a visit to this area Scouts will leave with the right attitudes regarding the importance of our natural resources. They will also leave with the knowledge of how they can contribute to the environment. The Scouts will work on projects to improve the ecology of camp. *This is an exciting area for all scouts. Scouts may handle live snakes; make casts of animal tracks, go on field trips, and night observations.*



Merit Badges: *(Refer to the Merit Badge section for more information)*
Bird Study, Environmental Science, Fish & Wildlife Management, Fishing, Forestry, Geology, Insect Study, Mammal Study, Nature, Plant Science, Reptile & Amphibian Study, Soil & Water Conservation, Weather

Sunrise Hike:
Get up with the rooster and see what everyone is missing on this hike to the outer fringes of Camp Rock Enon.

Camp Conservation Project:
Bring your gloves and get ready to work on the conservation project for the week.

Sunset Hike:
Take a hike to the higher elevations at Camp Rock Enon and watch the sun set. Make sure to bring a flashlight for the walk back.

Stream Hike:
Get ready to get your feet wet during this stream adventure to discover the wet side of nature.

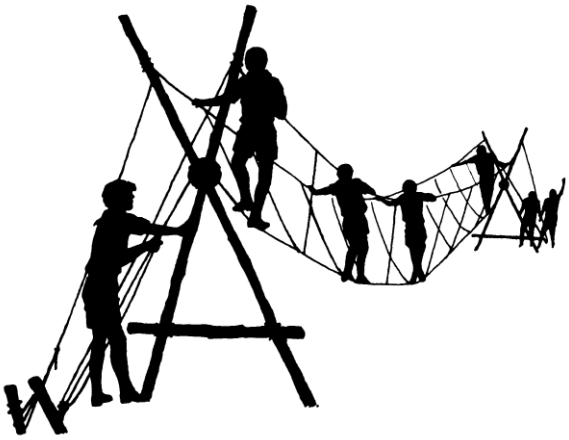
Trail Maintenance:
Do you like hiking on the trails at camp? How about lending a hand to maintain and expand them.

What Is It?
Test your skills of identification with the local plants, animals and other interesting items in camp.

Pinnacle Rock:
Organize a group of boys and leaders and hike up to Pinnacle Rock, the highest point in camp, to see the breathtaking views of our area.

OUTDOOR SKILLS

The main aim of the Outdoor Skills Area is to teach Scouts to appreciate and understand the outdoors by using their own resources and their natural surroundings. We hope that the outdoor skills the Scouts learn at camp will help strengthen the Troop's year round program and will develop the Scout's ability and confidence to provide for his physical welfare.



Merit Badges: *(Refer to the Merit Badge section for more information)*
Camping, Backpacking, Hiking, Cooking, Orienteering, Pioneering and Wilderness Survival,
Field Sports – Athletics, Personal Fitness

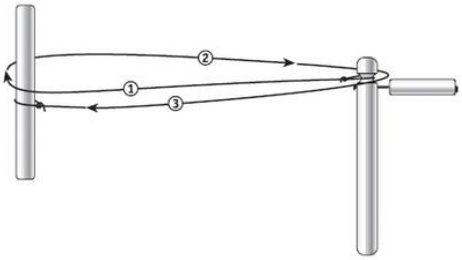
Totin' Chip:
Scouts will learn the proper use and safety precautions when using woods tools.

Paul Bunyan Woodsman:
Help another Scout earn their Totin' Chip and demonstrate your skill with a ¾ ax to do a forestry project.

Firem'n Chit:
Scouts will learn and demonstrate the proper safety in building, maintaining and putting out camp and cooking fires.

Pioneering Project:
Test your knot tying and lashing skills. Take part in helping to build a pioneering project while at CRE.

Dutch Oven Cooking Competition:
Practice the art of Dutch oven cooking.



Rope Making:
Learn the art of making rope

Knots & Lashings:
Practice different knots, hitches, lashings and splices

Survival Shelter Construction:
Learn about and practice building various types of survival shelters

Confidence Course:
Can you beat the Confidence Course or will it beat you? How fast can you complete individually and as a team?

Games:
Tetherball, basketball, volleyball, horseshoes, ultimate, softball just to name a few.

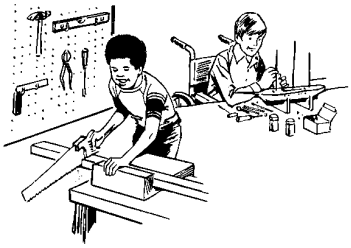
Orienteering Course:
Test your skill with a compass on our new challenging orienteering course; see how fast you can complete it

CLIMBING

Our natural rock face is one of the major attractions for Camp Rock Enon. Not only do we offer the Climbing Merit Badge but we also instruct Leaders in Climb On Safely and basic instructor training.

HANDICRAFT

Camp Rock Enon's handicraft program provides a practical means for boys to improve their physical environment by creating things useful to them and others. One of main aims in this area is to teach Scouts various skills that may become a lifetime hobby or trade. A Scout that participates in the Handicrafts Area will learn patience, self-expression, and coordination of mind and muscle.



Merit Badges: *(Refer to the Merit Badge section for more information)*
Art, Basketry, Indian Lore, Leatherwork, Space Exploration, Woodcarving

Daily craft free time:
Tue, Wed, Thu 7-9
Please come and craft with us. Work on totems, merit badge projects or Scoutmaster Projects. Or you can just come down for fun. We are here to help you with all your crafting needs.

SHOOTING SPORTS

Every Scout should have the opportunity to use the equipment in the Shooting Sports Area. Safety is stressed in this area including the proper handling of firearms and archery equipment, Marksmanship, Physical Fitness, Sportsmanship.

Merit Badges: *(Refer to the Merit Badge section for more information)*
Archery, Rifle Shooting, Shotgun Shooting

Leaders Watermelon Shoot:
Are you good enough to win a watermelon for your unit? Come and see just how good you are.

EVENING / SPECIAL ACTIVITIES

I. Iron Man:
You and your best buddy can test your skill, strength and endurance in this competition including running, swimming, boating, knot tying and our challenging obstacle course.

II. Aquatics Masters
Your unit can not only have the best belly flop or fill the canoe with the most Scouts. But you will also have the opportunity to qualify to win this by not having any violations at the Waterfront, having at least one Scout in every merit badge and one person completing the Mile Swim.

III. Inter-Troop Volleyball Challenge
The Scout Fitness Area hosts the inter-troop competition. Troops are welcome to enter a team of six or more scouts. The tournament is single-elimination. Times for competitions may vary.

IV. Staff Tracker:
Do you think you can out maneuver the camp staff? Test your tracking skills against some of our best survivalists in a 30 minute race to get from point A to point B without being captured.

V. Five-On-Five Ultimate Frisbee Tournament
Each troop can enter a team of five scouts (players/substitutions are OK.) SPL's are given rules and requirements at the leaders meeting Sunday night. The tournament is single-elimination.

VI. Scavenger Hunt:
How good are you at being resourceful? Get a list of items to find throughout camp from the Trading Post. Can you find more items on the list than the other units in camp?

VII. Veteran Social: Sunday Night at 9:00pm
Camp Rock Enon is proud to recognize our Veterans who have served out country. Please come out for time to find out who else has served. This is open to military and fire & rescue personnel.

VIII. Eagle Social: Monday Night After the Campfire
Spend some time sharing stories with fellow Eagle Scouts in camp.

IX. OA Fellowship: Tuesday Night at 9:00pm
Visit with your fellow brothers during this Order of the Arrow gathering and help plan the Callout ceremony.

X. CRE Elite:
Is your unit among the elite in camp? Earn the Camp Rock Enon Elite award and be recognized as the best of the best. (See Appendix of Forms)

CRE Big Ten:
Participate in all the above and you will qualify for this overall award. But only the one unit with the best score overall for the week will get this new award for Camp Rock Enon. (See Appendix of Forms for Scoresheet)

OUTPOST OPPORTUNITIES

Outposts are a great opportunity for a unit or patrol to spend a night camping in a remote area of Camp Rock Enon during their week at summer camp. Each outpost has a different theme offering a variety of challenges to test your Scout skills and enjoy the many wonders of nature at CRE. Units wishing to go to outpost must sign up at Buffalo Lodge. Space is limited and on a first come first served basis.

All outposts will involve hiking through the CRE terrain. Boys should have a backpack, sleeping bag and proper hiking shoes.

Units or patrols will depart from the Dining Hall at 5pm to begin their outpost adventure. Upon arrival to the outpost area they will cook their evening meal, make other necessary preparations for their overnight stay, work on the outpost program, and enjoy the quiet solitude of this remote area of Camp Rock Enon. The unit or patrol will then pack up and return to camp in time for the morning breakfast the next day.

Astronomy Outpost:
Star gazing at its best at Camp Rock Enon. Take a hike to Chapel Hill and prepare yourself for stars galore. This overnight adventure is guaranteed to share with your unit some of the most spectacular views of CRE in addition to a wonderful show at night studying the stars above.

We will have a telescope. You will furnish your sleeping bags, personal gear and enthusiasm for the adventure of a lifetime.

Survivor Outpost:
Are the boys in your unit or patrol ready to test their skills of survival? Can they go one night without the comforts of home or our “luxury accommodations” at CRE such as the dining hall, showers, a spacious tent, comfortable cot and yes the Trading Post? This outpost adventure is guaranteed to stimulate your survival instincts in the remote portions of Camp Rock Enon.

We will lead you to a remote campsite on the outer fringes of CRE and give you the basic essentials to survive in the wilderness. You will have to use them to start a fire, cook your meal, build a shelter and survive until daylight to then find your way back to camp.

You will furnish your sleeping bags, personal gear and instinct to test your skills of survival.

Orienteering/Geocaching Outpost
How are your compass skills? Is your unit or patrol ready for a challenging orienteering course? Enjoy the wonders of nature on this adventurous hike through the remote areas of CRE while testing your orienteering skills. Upon completion of the course your unit will arrive at a remote campsite ready for an evening of good food, good friends and good times.

We will provide the compass, map and directions. Once you arrive at the campsite you will find everything you need to spend the night in the outer fringes of CRE including shelter, water, food, and cooking equipment. Once you are done making dinner enjoy a nice campfire and share stories with your fellow Scouts.

You will furnish your sleeping bags, personal gear and your sense of adventure.

LEADER PROGRAMS

Scoutmaster Merit Badge:
Leaders who stay active with their troop and CRE can earn the Camp Leaders award. Help out with camp operations, and make sure you get ice cream and a nap during your stay at CRE.

Scoutmaster vs. Staff Softball:
Don't forget your running shoes for the traditional, always entertaining evening game on the sports field.

Safety Afloat/Safe Swim Defense
For those leaders needing certification or just a refresher, the Aquatics director will lead this class on BSA guidelines and safety procedures for unit activities on the water.

Other opportunities for leaders:

- Scoutmaster Golf:
  Join a Staff member for a round of golf, Camp Rock Enon style.

- Archery Watermelon Shoot:
  Come to the range during open shoot for a round of archery…shooting at fruit.

- Horseshoes
  Make your best toss and see who is the ringer.

- Rifle Shooting
  Best Leader score for the week from open shoots.

FRONTIER PROGRAM

The Frontier Program was created to meet the needs of new Scouts. The program is based on the Patrol Method, progressive learning, and above all, fun.

The enthusiasm and basic scouting knowledge that the new scout gains in this program gets him started off on the right foot in scouting. Scouts can sign up for either session being offered.

Scouts are expected to arrive on time and be there for the full session.
They will also be able to earn both the First Aid and Swimming Merit Badges or Instructional Swimming.

The Frontier Program is held in the Frontier Area.

The object of the program is to:

- Have a lot of fun
- Learn knife and fire safety (Totin' Chip and Firem'n Chit)
- Become familiar with Scout spirit, the Patrol Method, the Buddy System, and the Boy Scout Advancement Program.
- Become acquainted with other areas at summer camp.
- **Complete most advancement requirements through First Class Rank**

Finish First: Scouts who have only a few advancement requirements remaining up to First Class may choose to participate in our Finish First program. There is a session designed for this purpose each day at 3:00 pm, but this is not a structured program. Our staff will work with each enrolled scout to help them meet whatever advancement goals they set for themselves. Scouts need to sign up for this in order for staff to be there.

A scout planning to participate in this program **MUST** bring:

Daily Scout Handbook
Paper
Pencil or Pen
ENTHUSIASM

Thursday Sleeping bag, Tent - 2 man, Canteen, First Aid kit, Backpack, Compass

We ask that each troop provide one adult leader to help in the Frontier Program while at camp.

Only 20 scouts will be allowed per session and will be accepted on a first come, first served basis. Two sessions, morning and afternoon, may be offered. There will be an Outpost trip on Thursday night for all scouts in the program. Scouts should be ready for a two-mile hike after the outpost.

FRONTIER PROGRAM WEEKLY SCHEDULE

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9 am – 11 am	**Session 1**: Instruction **Session 2** : Swimming Merit Badge 9 – 10 First Aid 10-11	**Session 1**: Instruction **Session 2** : Swimming Merit Badge 9 – 10 First Aid 10-11	**Session 1**: Instruction **Session 2** : Swimming Merit Badge 9 – 10 First Aid 10-11	**Session 1**: Instruction **Session 2** : Swimming Merit Badge 9 – 10 First Aid 10-11	**Session 1**: 5-Mile Hike **Session 2** : Swimming Merit Badge 9 – 10 First Aid 10-11
11:00 am –12:00 pm	**Session 1**: Swimming 11-12 **Session 2**: Cooking 11-12	**Session 1**: Swimming 11-12 **Session 2**: Cooking 11-12	**Session 1**: Swimming 11-12 **Session 2**: Cooking 11-12	**Session 1**: Swimming 11-12 **Session 2**: Cooking 11-12	Session 1: Swimming 11-12 Session 2: Cooking 11-12
2 pm – 4 pm	**Session 2**: Instruction **Session 1:** Cooking 2 – 3 First Aid 3-4	**Session 2**: Instruction **Session 1:** Cooking 2 – 3 First Aid 3-4	**Session 2**: Instruction **Session 1:** Cooking 2 – 3 First Aid 3-4	**Session 2**: Instruction **Session 1:** **Cooking** 2 – 3 First Aid 3-4	**Session 2**: 5-Mile Hike **Session 1:** Cooking 2 – 3 First Aid 3-4
7:30 pm				Session 1 & 2: Outpost	

THE TRAIL TO EAGLE

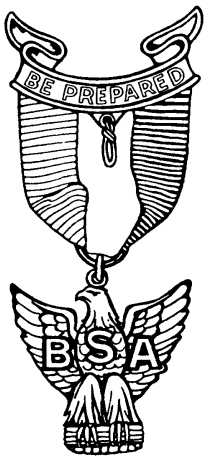
July 29 – August 4, 2012

Eagle week will provide an opportunity for older scouts to work on the required merit badges. The Scouts must make the commitment to finish any merit badges they start at camp. This week will help give a Scout a boost on his trail to Eagle.

Additional counselors are on staff to teach Eagle required merit badges.

A Scout does not have to attend with his troop. He may attend as part of the camp's provisional troop. Camp Rock Enon will provide qualified adult leaders. Troops with over five Scouts must provide an additional leader from their own troop.

Work done on merit badges prior to camp must be brought with the Scout for verification by the merit badge counselors.



Eagle Required merit badges offered at Camp Rock Enon each week:

- Camping
- Citizenship in the World
- Emergency Preparedness
- Environmental Science
- First Aid
- Hiking
- Lifesaving
- Personal Fitness
- Swimming

These additional Eagle required merit badges are offered during Eagle Week.

Merit Badge	Time Offered		Information
Citizenship in the Nation	M-F	10:00 - 10:50	Requirement # 2 & 8 done prior to camp.
Communications	M-F	4:00 - 4:50	Requirement # 5 done prior to camp.
Personal Management	M-F	9:00 - 9:50	Requirements #1, 2, 8 done prior to camp.
Citizenship in the Community	M-F	11:00 – 11:50	Requirement #2a, 3a, 4b, 7c, 8 done prior to camp.

Individuals can register during Eagle Week with our Provisional Troop.
50.00 for day
Regular Camp fees for the week.

MERIT BADGE PROGRAM

HELPFUL HINTS FOR MERIT BADGES**:**

Many merit badges can be completed at camp. However, because of time requirements, special projects, or other considerations, some merit badges can not be completed. In addition, some merit badges require pre-requisites or special skill levels. Partial credit will be awarded for the work completed. Be sure to look at the **CURRENT** Merit Badge Requirements Book.

	Note	9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	2:00	2:30	3:00	3:30	4:00	4:30
Aquatics															
BSA Lifeguard	All day														
Canoeing	90 min	9:00 to 10:30			10:30 to 12:00										
Lifesaving	2hrs	9:00 to 10:30			10:30 to 12:00							Open Swim and Open Boating			
Rowing	1hr									2:00					
Swimming Merit Badge	1hr	9:00		10:00		11:00				2:00					
Instructional Swim Only	1hr			10:00						2:00					
Climbing															
Climbing	2hrs	9:00 to 11:00								2:00 to 4:00					
Handicraft															
Basketry	90 min	9:00-10:30								2:00-3:30					
Indian Lore	1hr					11:00						3:00			
Leatherwork	1hr			10:00						2:00					
Space Exploration	1hr					11:00									
Woodcarving	1hr	9:00		10:00						2:00					
Health Lodge															
First Aid	1hr	9:00								2:00					
Emergency Preparedness	1hr			10:00								3:00			
Nature															
Environmental Science	1hr	9:00		10:00						2:00					
Fish and Wildlife/Mammal Study	1hr					11:00									
Fishing	1hr	9:00										3:00			
Forestry	1hr					11:00									
Geology	1hr									2:00					
Insect Study	1hr											3:00			
Mammal Study/Soil & Water	1hr			10:00											
Nature	1hr											3:00			
Reptile and Amphibian	1hr	9:00								2:00					
Weather	1hr			10:00											
Outdoor Skills															
Athletics	1hr	9:00													
Camping, Backpacking, Hiking	1hr			10:00 - 12:00						2:00 - 4:00					
Cooking	2 hrs					11:00 – 1:00									
Orienteering	1hr	9:00								2:00					
Personal Fitness	1hr					11:00				2:00					
Pioneering (2 classes)	1hr			10:00 Instruction								3:00 Project			
Wilderness Survival	1hr	9:00										3:00			
Shooting Sports															
Archery	1hr	9:00		10:00		11:00				2:00					
Rifle Shooting	1hr	9:00		10:00		11:00									
Shotgun Shooting	1hr									2:00					
1st Year Program – Session 1		Instruction (9-11)				Swimming (11-12)				Cooking (2)		First Aid (3-4)			
1st Year Program – Session 2		Swimming (9-10)		First Aid (10-11)		Cooking (11)				Instruction (2-4)					
Commissioners															
Citizenship in the World	1hr			10:00		11:00				2:00		3:00			

By Appointment Merit Badges

We offer a good variety of merit badges that can be done independently. These are dependent upon Unit leaders helping and interest.

Sign ups will be done Monday Morning

Here is a sampling of merit badges which could be available.

Some requirements may need to be done before coming to camp. Please bring them completed.

Communications	Fire Safety	Personal Management	Bird Study	Music & Bugling	Home Repairs
Public Speaking	Fingerprinting	Disabilities Awareness	Plant Science	Auto Mechanics	Electricity
Citizenship in the Community	Radio	Citizenship in the Nation	Painting	Theater	Photography

AQUATICS

Class sizes are limited and are on a first come first served basis.

CANOEING

- Class Limitation: 12 Scouts
- Recommended For: 2nd or 3rd year Scouts
- Previous Work Required: Must be a Swimmer & canoe experience is helpful
- Additional Fee: None
- Comment: Physical strength and stamina required

LIFESAVING

EAGLE REQUIRED

- Class Limitation: 10 Scouts
- Recommended For: 3rd year Scouts
- Previous Work Required: Swimming and First Aid merit badges
- Additional Fee: None
- Comment: Physical strength and stamina required. Scout must bring long pants, long-sleeve shirt and shoes that can get wet.

ROWING

- Class Limitation: 10 Scouts
- Recommended For: Older Scouts
- Previous Work Required: Must be a Swimmer
- Additional Fee: None
- Comment: Physical strength and stamina required

SWIMMING

EAGLE REQUIRED

- Class Limitation: 20 Scouts
- Recommended For: All Scouts
- Previous Work Required: Must be a Swimmer
- Additional Fee: None
- Comment: Scout must bring long pants, long-sleeve shirt and shoes that can get wet

INSTRUCTIONAL SWIMMING

EAGLE REQUIRED

This session is devoted to helping Scouts learn the skills to pass the Beginner and Swimmer tests. The Beginner's test completes requirement 7a, 7b & 7c for Second Class. Swimmer test completes requirement 9b for First Class. (Requirement 3 for the Swimming merit badge)

- Class Limitation: 10 scouts
- Recommended For: All Scouts
- Previous Work Required: Must be willing to learn
- Additional Fee: None
- Comment: Scouts should be able to complete requirement 1, 2a-b, 9, and 10a-d

BSA LIFEGUARD

- Class Limitation: 10 Scouts or Scouters
- Recommended For: Older Scouts & Adults
- Previous Work Required: Swimming, Lifesaving, First Aid merit badges and CPR Certification.
- Additional Fee: None
- Comment: All day, all week session at the Aquatics area. Physical strength and stamina required. Scout must bring long pants, long-sleeve shirt and shoes that can get wet.

ON THE ROCKS

CLIMBING

- Class Limitation: 12 Scouts
- Recommended For: Must be 13 years old or older
- Previous Work Required: None
- Additional Fee: None
- Comment: This is a two-hour class

CLIMBING EXPLORATION

This program is for the Scout or Scouter who is just not sure they want to do Climbing but would like to try it at their own pace and without the pressure of a merit badge.
Times will vary but make sure you speak with the Climbing Director so he can make it happen.

HEALTH LODGE

Class sizes are limited and are on a first come first served basis.

EMERGENCY PREPAREDNESS

EAGLE REQUIRED

- Class Limitation: 20 Scouts
- Recommended For: Older Scouts
- Previous Work Required: First Aid merit badge
- Additional Fee: None

FIRST AID

EAGLE REQUIRED

- Class Limitation: 20 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: None

HANDICRAFT

Class sizes are limited and are on a first come first served basis.

BASKETRY

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: Craft kits available in the Trading Post ($25)
- Comment: This is a 90 minute class because of the amount of work involved. Additional merit badge may be included if finished early.

INDIAN LORE

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: Craft kits available in the Trading Post ($5)

LEATHERWORK

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: Craft kits available in the Trading Post ($7 - $10)

SPACE EXPLORATION

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: $5 - $10

WOODCARVING

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Should have Totin' Chip
- Additional Fee: Craft kits available in the Trading Post ($2 for practice, $3 for slide)

NATURE

Class sizes are limited and are on a first come first served basis.

BIRD STUDY

- Class Limitation: *Worked on independently by appointment*
- Recommended For: All Scouts
- Previous Work Required: Req. 7
- Additional Fee: None
- Comment:

ENVIRONMENTAL SCIENCE

EAGLE REQUIRED

- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Previous Work Required:
- Additional Fee: None
- Comment: EAGLE REQUIRED. Requires multiple experiments and reports

FISH & WILDLIFE MANAGEMENT/MAMMAL STUDY

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Req. 5
- Additional Fee: None
- Comment: Some written material and a conservation project on wildlife management ***Work throughout week will include Mammal Study Merit Badge.***

FISHING

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: None
- Comment:

FORESTRY

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Req. 5
- Additional Fee: None
- Comment: Scout should bring a notebook and tape for mounting the collections or complete them prior to camp.

GEOLOGY

- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Previous Work Required:
- Additional Fee: None
- Comment: Collections of various items are required. Scout must choose which collection to do and complete before coming to camp.

INSECT STUDY

- Class Limitation: *24 Scouts*
- Recommended For: Older Scouts
- Previous Work Required: Req. 3 & 7
- Additional Fee: None
- Comment: Scout must bring his collection with him to camp.

MAMMAL STUDY/SOIL & WATER CONSERVATION

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: None
- Additional Fee: None
- Comment: Requires some written work, a report and a conservation project
  Work throughout week will include Soil and Water Conservation Merit Badge.

NATURE

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Req. 5
- Additional Fee: None
- Comment: Requires some hiking and night observations

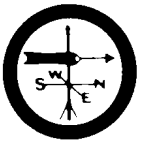
PLANT SCIENCE

- Class Limitation: *Worked on independently by appointment*
- Recommended For: Older Scouts
- Previous Work Required: Req. 7
- Additional Fee: None
- Comment: Scout will not complete at camp unless req. 7 is done prior to arrival

REPTILE & AMPHIBIAN STUDY

- Class Limitation: 24 Scouts
- Recommended For: All scouts
- Previous Work Required: Req. 8
- Additional Fee: None
- Comment: Requires drawings & night observations

WEATHER



- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Previous Work Required: Req. 8,9
- Additional Fee: None
- Comment:

OUTDOOR SKILLS

Class sizes are limited and are on a first come first served basis.

CBH (CAMPING, BACKPACKING, HIKING)

- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Comment: It is impossible to complete Camping, Backpacking or Hiking merit badges during a week at summer camp. Since all three involve similar basic scouting skills they have been combined in to a single class (CBH). Participants will learn pre-requisite skills that will enable them to perform the required activities in a troop or patrol setting.

  Taking CBH will result in three partials earned by the Scout.

  Please bring three separate Blue Cards to the session.

  An overnight outpost is required so the Scout should bring a backpack and sleeping bag to camp.
- Some High Adventure Programs can be used to help complete Backpacking and Hiking Merit Badge.
- Comment: **This is a two-hour class**

BACKPACKING *(part of CBH)*

- Not completed at camp: Req. 10, 11

CAMPING *(part of CBH)* *EAGLE REQUIRED*

- Not completed at camp: Req. 9,10

HIKING *(part of CBH)* *EAGLE REQUIRED*

- Not completed at camp: Req. 5,6,7

COOKING

- Class Limitation: 12 Scouts
- Recommended For: Older Scouts
- Previous Work Required: None
- Additional Fee: None
- Comment: This is a two hour session; one session is during regular merit badge session the other is during lunch. Both hours are required to complete the badge.

PIONEERING

- Class Limitation: 12 Scouts
- Recommended For: First Class or above
- **Must take Pioneering Projects 4pm**
- Previous Work Required: None
- Additional Fee: None
- Comment: Requires a pioneering project, familiarity with knots, lashings and splices.

WILDERNESS SURVIVAL

- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Previous Work Required: Camping, scoutcraft and nature experience
- Additional Fee: None
- Comment: Overnight is required (Improvise a natural shelter. For the purpose of this demonstration, use techniques that have little negative impact on the environment, Spend a night in your shelter.) Limited resources will be taken on this trek.

ATHLETICS

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Req. 3 & 5 must be signed by a coach prior to camp
- Additional Fee: None
- Comment:

ORIENTEERING

- Class Limitation: 12 Scouts
- Recommended For: First Class or above
- Previous Work Required:
- Additional Fee: None
- Comment: Requires setting up and completing orienteering courses. **Scouts should bring a compass.** Difficult to complete entirely.

PERSONAL FITNESS

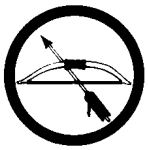
EAGLE REQUIRED

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required: Req. 7, 8, 9 not completed at camp
- Additional Fee: None
- Comment: Partial unless Requirement 8 done prior to camp

SHOOTING SPORTS

Class sizes are limited and are on a first come first served basis.

ARCHERY



- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required:
- Additional Fee: $10 - $15
- Comment: Scouts should plan to devote free time to practice and qualifying.

RIFLE SHOOTING

- Class Limitation: 24 Scouts
- Recommended For: All Scouts
- Previous Work Required:
- Additional Fee: Usually $5-$10
- Comment: Scouts should plan to devote free time to practice and qualifying.

SHOTGUN SHOOTING

- Class Limitation: 12 Scouts
- Recommended For: Older Scouts – Must be able to handle the Shotgun
- Previous Work Required: **Must have Rifle Shooting merit badge**
- Additional Fee: $15-$20 or more if qualification takes of 50 shells
- Comment: No guarantee of extra practice time

Commissioners

Class sizes are limited and are on a first come first served basis.

CITIZENSHIP IN THE WORLD

EAGLE REQUIRED

- Class Limitation: 24 Scouts
- Recommended For: Older Scouts
- Previous Work Required: Req. 7
- Additional Fee: None
- Comment: Learn facts about another country and meet our international staff member