

AQUATICS	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Canoeing	B	None	3 morning classes	Extra practice and study required*
Kayaking	B	None	2 morning and 1 afternoon class	Extra practice and study required*
Lifesaving	A	Must have Swimming MB	3 morning classes	CPR knowledge required; physically demanding; difficult for small Scouts*
Rowing	B	None	3 morning classes	Extra practice and study required**
Small Boat Sailing	B+	None	3 morning classes	Extra practice and study required*
Swimming	B	Bring elements for req. 4	3 morning classes / 1 afternoon class	Good for young Scouts**
Swimming and Water Rescue / Paddlecraft Safety	B+	None	Scheduled sessions to be determined by aquatics director. Classes take a significant amount of time.	Difficult but will prepare youth and adults to manage unit swim and boat programs.
Mile Swim	B+	Good physical condition.	Friday morning—6:00 a.m.	Scouts or adults must do build-up swims throughout the week*
Open Swim and Boating		None	Drop-in	Open swimming and boating are available each afternoon; boating only in the evening.
Learn to Swim	C	None	1 scheduled afternoon session or upon request	Swimming skills for those who want to learn to swim and/or pass the BSA Swimmer test.
Notes	*Swimmer classification required. **At least Beginner classification required.			

self-confidence so that he can pass the Swimmer test and be safe in the water. If he passes the Swimmer test on the first day of instruction, he may, at the

Note: *While every effort is made to list any pre-requirements in order to complete merit badges at camp, sometimes information is not available as to recent changes. It is the responsibility of the Scout to take the initiative to read the requirements and determine if a requirement must be done at home before coming to camp. Often, it is fairly apparent and can be discussed with his Scoutmaster.*

discretion of the Aquatics Director, join another aquatics class if there is space available in the class.

Handicraft

There are many popular merit badges in this area such as Art, Leatherwork, Woodcarving, Indian Lore, Pottery, Fingerprinting, and Basketry. Paints, dyes, leather stamps and other tools are all available. Leather kits and handicraft projects are purchased in the Tradin' Post along with other handicraft supplies. If you have some of your own

supplies, please feel free to bring them along.

Nature/Ecology

This area provides the opportunity for Scouts to earn such popular merit badges as Astronomy, Environmental Science, Fish and Wildlife Management, Forestry, Geology, Weather, Mammal Study, Nature, Soil and Water Conservation and more.

Scouts attempting any of the Nature merit badges should bring

HANDICRAFT	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Art	C	None	Drop-in	Must do requirement 6 at home. Good for first-year campers
Basketry	C	None	Drop-in	Excellent for first-year campers. Costs about \$10.00. Kits available.
Fingerprinting	C	None	Drop-in	Great for young Scouts
Indian Lore	B	None	Drop-in	Some advance work helpful. May require \$4.00. Kits available.
Leatherwork	C	None	Drop-in	Costs about \$9.00. Kits available in the Tradin' Post
Photography	B	None	1 Scheduled class	Bring own camera and data cord.
Pottery	B	None	2 scheduled morning classes	Costs \$5 per Scout for requirement 5. Requirement 7 should be done at home.
Sculture	B	None	1 scheduled afternoon class	Costs \$5 per Scout for material.
Woodcarving	C	None	Drop-in	Good for first-year campers. Costs about \$7.00. Kits available

NATURE/ ECOLOGY	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Astronomy	B	Reqs. 6b	1 scheduled class	Cannot be completed if skies are cloudy. Requires overnigher.
Bird Study	B	None necessary (see note)	Drop-in	Reqs. 5–8 may require work at home.
Environmental Science	A	None	Several scheduled classes in morning and afternoon	Requires work outside of class time. Involves much lab work and experiments.
Fish and Wildlife Management	B	Possibly req. 5	Drop-in	Requires about 1 hour per day.
Forestry	B	Possibly req. 5	Drop-in	Class may be scheduled based on interest
Geology	B	None	Drop-in	
Insect Study	A	Requirement 7	Drop-in	Very time consuming
Mammal Study	C	None	Drop-in	Great for young Scouts
Nature	B+	Possibly parts of req. 4	2 scheduled classes	Requires extensive pre-camp work
Plant Science	B	None	Drop-in	Req. 7 may require some work at home.
Reptile and Amphibian Study	B	Requirement 8	Drop-in	Class may be scheduled based on interest
Soil and Water Conservation	B	None	Drop-in	Class may be scheduled based on interest
Weather	B	Requirements 8b if desired	Drop-in	Advanced preparation required

several pencils and/or pens and a notebook to camp.

Scout Skills

The staff works with Scouts on First Aid, Emergency Preparedness, Orienteering, Pioneering, Wilderness Survival, Fishing, Hiking, Backpacking, Camping, and Fire Safety merit badges. Individual Scouts and patrols can build towers and

bridges from the available resources including rope and poles.

Cooking merit badge is also offered at the Commissary. There is a limit of 10 Scouts in each class.

Shooting Sports

Scouts and leaders receive the shooting sports safety orientation upon arrival at camp. We encourage

all Scouts to drop in and experience the excitement and precision of shooting sports in the safest environment possible. Upon request, leaders will be given one free ticket for each eligible Scout to use at the rifle range to try shooting. An eligible Scout is one who is not taking Rifle Shooting merit badge and has the permission of his parents to shoot. Additional tickets are 25¢ each for

SCOUT SKILLS	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Backpacking	A	10, 11b–c	Drop-in	Treks best handled by the troop
Camping	B	9a–c	Drop-in	
Cooking	B	Pre-reqs will be emailed	4 scheduled sessions	Cannot be completed at camp.
Emergency Preparedness	B	1, 6c, 8c	2 scheduled sessions	Cannot be completed at camp.
Fire Safety	C	Requirement 6a (show proof)	Drop-in	Reqs. 6a and 11 should be done at home
First Aid	B+	First aid requirements through First Class should be done outside of this class and already signed off	Several scheduled sessions in both the morning and afternoons	Recommended for Scouts 13 and older. Requires work outside of class. Bring materials to make a first aid kit.
Fishing	C	None	Drop-in	Bring your own fishing pole
Hiking	C	5, 6, 7	Drop-in	Best handled by the troop
Orienteering	B	None	2 scheduled sessions	Requires 1 hour per day
Pioneering	B	None	2 scheduled sessions	Requires 1.5 hours per day. Bring gloves if you wish to use them.
Search & Rescue	B	5, 6a	2 scheduled sessions	Bring proof of completed reqs.
Wilderness Survival	B	Elements for req. 5	2 scheduled sessions	Moderately difficult. Scheduled sleepover in shelter.

SHOOTING SPORTS

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Archery	B	None	2 scheduled sessions in morning and 1 in afternoon	Time consuming. Req. practice to qualify. Approx. 1.5–2 hrs/day. Need arrow kit from Tradin' Post
Archery Open Shoot	C	None	Drop-in as available.	No charge for open shoot.
Black Powder	C	None	Pre-sign up, but drop-in for time	14 years and older, no charge, but see page 16.
Rifle Shooting	B	None	Drop-in	Requires extra practice. Scoutmasters are required to administer written test to boys in campsite. No partials issued. No cost to those taking merit badge.
Rifle Open Shoot	C	None	Drop-in as available.	Open shoot is 25¢ for 5 rounds (non-refundable)
Shotgun Shooting MB	A	None	1 Morning and 1 afternoon session	Difficult for new shooters. Recommended for 2nd- or 3rd-year campers. Req. extra practice. See cost in Shotgun Range section below.

five rounds. (Ticket purchases are non-refundable.)

Our BSA-certified ranges—Rifle, Shotgun, and Archery—are among the safest available and provide proper safety instruction, equipment, and



excellent coaching from BSA National Camping School, National Rifle Association, and National Archery Association trained instructors.

No personal firearms should be brought to camp by anyone. This includes rifles, shotguns, hand guns, paintball guns, airguns, pellet guns, BB guns, wrist rockets, sling shots, and water guns or imitation guns. Any personal firearms brought to camp must be checked in and locked up with the ranger or a rangemaster. We strongly advise that you do not bring them.

ARCHERY RANGE The archery range is equipped to handle all aspects of the Archery merit badge. Scouts are encouraged to come and shoot even if they are not working

on the merit badge. Arrow-making kits and materials are available in the Tradin' Post. Personal bows may be brought to camp but must be secured by the Archery director during your stay. Crossbows are not allowed in camp. If brought to camp, they need to be checked in and locked up with the ranger. No tickets are necessary to shoot archery; however, an arrow kit needs to be purchased at the Tradin' Post for the merit badge

RIFLE RANGE It is strongly advised that if a Scout wishes to finish the merit badge in this area that he sign up before Wednesday. There are no partial merit badges given in this area. The rifle range is equipped with .22 caliber practice and qualification rifles. Supervised by a certified director, special NRA opportunities are usually available at camp.

A Scout that already has a partial merit badge in Rifle Shooting may finish it at camp. For safety reasons, he



will need to attend the shooting safety orientation on the first day of camp and take the knowledge test before beginning to shoot.

Rifle shooting for those taking the merit badge is free during the classes only. There is a 25¢ charge per five rounds for open shooting. Tickets can be obtained at the Tradin' Post (non-refundable).

SHOTGUN RANGE A certified NRA Instructor supervises and provides instruction to Scouts wishing to earn Shotgun merit badge. Shotguns are limited, so only seriously interested Scouts should attempt this merit badge. Tickets must be purchased at the Tradin' Post to shoot whether taking the merit badge or not (non-refundable). The price of a merit badge ticket, which covers the basic number of shots needed, is \$10. Additional shots can be purchased at \$1.75 for 5 shots. There are no partial merit badges given in this area.