Program Information

The next few pages contain information on our camp programs for 2014. Our curriculum has been developed through a unique collaboration of Scoutmasters, summer camp staff, and our council's camping and advancement committees. We are proud of the variety of programs we are able to offer, and with the highest quality found in Scouting!

Summer camp is primarily about fun! Too often, younger Scouts create an aggressive class schedule focused on advancement. Please work with your Scouts to help create appropriate schedules that mix advancement with adventure and fun.

Many of our programs have age-appropriate suggestions. We encourage you to use these guidelines when Scouts are creating their class schedules.

You will find that some of our class offerings include prerequisites. In some cases, a merit badge must already have been earned prior to summer camp. For example, in order to take Emergency Preparedness a Scout must already have earned First Aid. We do not permit Scouts to take these classes concurrently; the prerequisite must be complete before camp starts. Prerequisites listed in our program guide will not be covered in class. Scouts may bring proof of completion on these prerequisites to class for the instructor to review before or after class. Or, the troop may review these items toward completion of the merit badge.

Please encourage your Scouts to take a variety of courses at camp! We believe that camp is about outdoor adventure and challenge; a Scout only enrolled in academic classes is missing out.

Occasionally, we may offer additional courses, when skilled instruction is available. If any of your leaders is able to instruct a unique merit badge course to completion, please let us know!

Program Departments

In 2014, we will be offering courses in the following program departments:

- Aquatics
- Cultural Studies
- Life Skills
- Nature Lodge
- Handicraft
- Outdoor Skills
- Science & Technology
- Shooting Sports
- Extreme Zone

Legend for Course Guide

1-Period class	X
2-period class	
Multi-period class	

Important Note: *We monitor class registrations throughout the selection process. Additional class sections will be added in response to demand as the registration season progresses. Leaders will be notified by email of these additions to our course schedule.*

"Great staff enthusiasm and quality of teaching." **-Brian Goding, Troop 713 (week 2, 2011)**

PROGRAMS FOR REGISTRATION

Aquatics	1 8:30- 9:20am	2 9:30- 10:20am	3 10:30- 11:20am	4 11:30am- 12:20pm	A 2:00- 3:15pm	B 3:30- 4:45pm	C 7:00- 8:30pm	Additional Information
Kayaking MB								A/B session on Mon/ Tues or Wed/Thur.
BSA Lifeguard								Very physically demanding– CPR certification is prerequisite
Canoeing MB								
Lifesaving MB								Physically demanding – must have Swim-ming MB prior to camp.
Rowing MB								
Motorboating MB	X	X						Must finished 7th gd.
Small Boat Sailing MB								Monday/Tuesday or Wednesday/Thursday.
Swimming MB								Bring Long Sleeve Shirt & Pants—Must pass BSA swim test.
Swimming Clinic	X			X				For Scouts who can not pass BSA swim test
Handicraft	**8:30- 9:20am**	**9:30- 10:20am**	**10:30- 11:20am**	**11:30am- 12:20pm**	**2:00- 3:15pm**	**3:30- 4:45pm**	**7:00- 8:30pm**	**Additional Infor-mation**
Basketry								Purchase kits in Trad-ing Post—average $10. M, T, or W.
Leatherwork				X				Purchase kits in Trad-ing Post— average $17. Afternoon session M/T or W/Th only.
Metalwork							X	Meets M, T, W, & F.
Photography	X		X					Bring camera/$12 for developing if traditional camera
Pottery & Sculpture MBs			X					
Woodcarving				X	X			Bring knife & Totin' Chip. Purchase kits in Trading Post— average $6. A fternoon session M/T or W/Th only.

PROGRAMS FOR REGISTRATION (continued)

Life Skills	1 8:30- 9:20am	2 9:30- 10:20am	3 10:30- 11:20am	4 11:30am- 12:20pm	A 2:00- 3:15pm	B 3:30- 4:45pm	C 7:00- 8:30pm	Additional Information
Chess							X	Meets M-W.
Communications MB		X		X				Requirement 5 prereq.
CPR Test for MBs							X	M, T, or W
Crime Prevention & Fingerprinting			X					
Emergency Preparedness	X	X	X	X				Must already have First Aid, prerequisite: 1. Bring materials for 8c.
Entrepreneurship & Inventing	X							Inventing 8 is prereq-uisite.
First Aid	X	X	X	X				Bring materials for 2d. Afternoon session is M/T or W/Th.
Safety Cubed Merit Badge							X	Safety, Traffic Safety, and Fire Safety. Meets M, T, W, F.
Search & Rescue MB								M/T or W/Th.
Sports & Athletics	X		X					
Cultural Studies	**1 8:30- 9:20am**	**2 9:30- 10:20am**	**3 10:30- 11:20am**	**4 11:30am- 12:20pm**	**A 2:00- 3:15pm**	**B 3:30- 4:45pm**	**C 7:00- 8:30pm**	**Additional Information**
Archaeology	X							
Citizenship in the Nation	X			X				
Citizenship in the World		X	X					
Indian Lore		X		X				Purchase kit in Trad-ing Post. ~$12-$20

PROGRAMS FOR REGISTRATION (continued)

Nature & Ecology	1 8:30-9:20am	2 9:30-10:20am	3 10:30-11:20am	4 11:30am-12:20pm	A 2:00-3:15pm	B 3:30-4:45pm	C 7:00-8:30pm	Additional Information
Astronomy							X	Bring binoculars. Meets M-W.
Environmental Science	X	X	X	X				Plan to attend at least one field session.
Field Sessions					X	X		Required for additional skills/field work on select MBs
Fish & Wildlife Management			X					Requirement 5 will need to be finished at home. Requires field session.
Geology & Mining in Society	X			X				Requires field session
Landscape Architecture	X							Requires field session.
Mammal Study and Reptile & Amphibian Study	X	X		X				R&A requirement 8 is a prerequisite. Requires field session.
Nature & Weather		X	X					Requires field session.
Soil & Water Conservation & Forestry		X						Bring materials for 2d. Requires field session. Requirement 5 Forestry prereq.
Sustainability			X	X				
Outdoor Skills	**8:30-9:20am**	**9:30-10:20am**	**10:30-11:20am**	**11:30am-12:20pm**	**2:00-3:15pm**	**3:30-4:45pm**	**7:00-8:30pm**	**Additional Information**
Camping	X	X		X				Prerequisites: 9a, 9b can be completed independently of class.
Cooking								Prerequisite: req. 7d
Fishing								Bring fishing gear & lures, etc. M/T or W/Th only.
Geocaching								M/T or W/Th only.
Orienteering								Bring a compass. M/T or W/Th only.
Pioneering								Must know knots through 1st class.
Wilderness Survival			X	X				Bring sleeping bag, ground cloth, flashlight.

PROGRAMS FOR REGISTRATION (continued)

Science & Technology	**1** 8:30-9:20am	**2** 9:30-10:20am	**3** 10:30-11:20am	**4** 11:30am-12:20pm	**A** 2:00-3:15pm	**B** 3:30-4:45pm	**C** 7:00-8:30pm	**Additional Information**
Architecture & Surveying								
Electronics	X							
Engineering	X							
Game Design								
Start Your Engines! Nova Award								
Nuclear Science & Energy		X	X					
Robotics	X			X				
Space Exploration		X		X				Must purchase kit in Trading Post ~$10
Rawhide– For 1st Year Campers	**1** 8:30-9:20am	**2** 9:30-10:20am	**3** 10:30-11:20am	**4** 11:30am-12:20pm	**A** 2:00-3:15pm	**B** 3:30-4:45pm	**C** 7:00-8:30pm	**Additional Information**
Rawhide– Level I								For new Scouts only. See pgs. 27-28.
Rawhide– Level II					X			For Tenderfoot Scouts only. See pgs. 27-28.
Rawhide– Level III				X				For Second Class Scouts only. See page 27.
Line Rescue (1st Class 9c)							X	Monday night only.
Trailblazer– for 2nd Year Campers	**1** 8:30-9:20am	**2** 9:30-10:20am	**3** 10:30-11:20am	**4** 11:30am-12:20pm	**A** 2:00-3:15pm	**B** 3:30-4:45pm	**C** 7:00-8:30pm	**Additional Information**
Trailblazer								For 2nd Year campers who are at least 2nd-class.

PROGRAMS FOR REGISTRATION (continued)

Shooting Sports	8:30-9:20am	9:30-10:20am	10:30-11:20am	11:30am-12:20pm	2:00-3:15pm	3:30-4:45pm	7:00-8:30pm	Additional Information
Archery	X	X	X	X				
Rifle	X	X	X	X				
Shotgun	X	X	X	X				Must already have earned rifle and meet size/weight requirements.
Extreme Zone	**8:30-9:20am**	**9:30-10:20am**	**10:30-11:20am**	**11:30am-12:20pm**	**2:00-3:15pm**	**3:30-4:45pm**	**7:00-8:30pm**	**Additional Information**
BA Extreme Challenge								Must be 13 and physically fit.
Climbing MB								Must be 13 and able to perform 2 unassisted pull-ups.
COPE								Must be 13 and physically fit.
Cycling MB								Uses Mountain Biking option
Horsemanship MB Class Add-On							X	Th only. See page 37.
Mega Slip & Slide						X	X	Single meeting. No C on W or Th.. No sessions on Friday.
Mountain Biking					X	X	X	Single meeting. No C on W or Th.. No sessions on Friday.
Stand Up Paddle Boarding					X	X		Single meeting. Must be enrolled in a boating MB class. Not offered Friday.
Yellow River Trading Co.								Single meeting. Troop or Patrol activity.
Adventure Treks	**8:30-9:20am**	**9:30-10:20am**	**10:30-11:20am**	**11:30am-12:20pm**	**2:00-3:15pm**	**3:30-4:45pm**	**7:00-8:30pm**	**Additional Information**
Need for Speed Trek							X	Thursday only.
Stone Mountain Laser Show Trek							X	M, T, W, or Th only
Scuba Discovery						X		Tuesday or Wednesday. Must have waivers.
Horseback Riding Trek					X	X		See page 37 for important information. M or F only

OPEN PROGRAMS— First Come, First Served...No Advance Registration

	1 8:30- 9:20am	2 9:30- 10:20am	3 10:30- 11:20am	4 11:30am- 12:20pm	A 2:00- 3:15pm	B 3:30- 4:45pm	C 7:00- 8:30pm	Additional Information
Archery Free Shoot					X	X		Preference given to archery students.
Free Swim					X	X	X	No session Thursday or Friday C.
Mountain Boarding						X	X	Single meeting. No C on W or Th.. No sessions on Friday.
Rifle Free Shoot					X	X		Preference given to rifle students.
Shotgun MB Practice					X	X		For students in Shot-gun MB only.
Slacklining					X		X	Single meeting. No C on W or Th.. No sessions on Friday.
Duct Tape Spoof Merit Badge						X	X	No C on W or Th. No sessions on Friday.
Viking Preparedness Spoof Merit Badge						X	X	No C on W or Th. No sessions on Friday.