

PRE-CAMP LEADER INFORMATION GUIDE



NOTE: Days and times in this guide are for example only. You should refer to the daily activity schedule for the actual days and times.

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ADMINISTRATIVE ITEMS:

REGISTRATION AND PAYMENTS

All camp registration is done by the unit. Individual scout applications are not accepted. You must submit both a unit registration form and a unit roster when making payments. Partial payments for scouts are not accepted.

CHECK-IN

Check-In starts strictly at 2pm. This allows us to fully prepare our staff for your arrival. It also provides time for us to make final preparations for your arrival, allowing check-in to run smoothly. If you wish to drop off any troop gear or trailer earlier than that time, please make arrangements with the Camp Director in advance. **Please only have the unit leader come to the office to register.** At this time your unit guide will be assigned to you and from this point on they will give you a tour of the camp and take you for your health check and swim check.

Please have your troop roster and final payments ready when you arrive. Also have all of your boy's medical forms in alphabetical order to assist in getting you through the check in process.

During check in you will be taken on a camp tour, visit the health office and take a swimming test. Please have the boys arrive in their swimming suits and have a towel.

You will have time to setup your campsite at the end of the tour. Please plan on NOT going to your site with the boys until after the tour.

Following the schedule provided by your unit guide is critical. If the schedule is not followed you may not finish the tour before dinner causing your scouts to possibly miss the first merit badge session on Monday.

Things to remember...

1. Arrive between 1:30pm and 2:00pm.
2. Check in will begin when your ENTIRE troop has arrived.
3. Be ready to check in with ONE unit leader, troop roster and final payments.
4. Have your medical forms ready in alphabetical order along with all medications and KEEP them until you visit the health office.
5. Wear your swimming clothes to camp to save time.
6. When visiting your site just drop off your belongings and complete the camp tour. You will have time to setup later.
7. We use the waiter system at dinner. You need to have your waiters to the dining hall 15 minutes prior to the meal.

MEDICAL INFORMATION

Health Form

Parts A and C are to be completed annually **by all BSA unit members**. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part C also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

Part B is required with parts A and C for any event that exceeds 72 consecutive hours, a resident camp setting, or when the nature of the activity is strenuous and demanding, such as service projects, work weekends, or high-adventure treks. It is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician's assistant as appropriate for your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking. Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight chart must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Immunization records provided must have dates of immunization. Just notating current is not good enough for the New York State Health Department.

Medication Permission Form

The permission slip must be completed for all over the counter and prescription medications to be taken at camp. Per the Chautauqua County health Dept. "You cannot administer any medications, prescription or over the counter, without patient specific physician's written orders."

Medication in Camp

All medications that will be used in camp **MUST** be turned into the health officer during the check in health check. The only exception to this is rescue inhalers and bee sting kits.

CAMP POLICIES & PROCEDURES

Use of the Buddy System

Scouts are required by the New York State Health Department to use the buddy system at all times while in camp. NO scout should ever be found walking around camp alone. If a scout is found alone, they will be returned to their campsite.

Sign in / Sign Out

Anyone visiting camp must sign in at the camp office and receive a wrist bad. Anyone leaving must sign out at the camp office. Anyone in camp MUST be wearing a wristband at all times. If a scout must leave camp the person taking them must check them out at the camp office and show proper ID. If this person is not a parent a signed Pickup Authorization form is required.

Emergency Procedures

In the event of a camp wide emergency, the emergency siren will sound. When you hear this siren, you should stop what you are doing and report to the parade field in front of the dining hall immediately. Once everyone in camp is accounted for, the siren will sound the all-clear signal. In the event of an emergency, you will be given instructions on how to proceed once everyone is accounted for. Please remember that even in the case of a drill, once the siren has started, we cannot stop until EVERY person in camp has reported to the parade field.

Use of Water Shoes

WATER SHOES ARE REQUIRED AT THE WATER FRONT!!!! Due to a high concentration of Zebra mussels at the waterfront, anyone going in the water must bring their *own* CLOSED TOED water shoes. We will not permit anyone without water shoes in the lake.

Vehicles in Camp

Each site will be allowed ONE (1) vehicle to bring a trailer and troop gear to the site. Vehicles MUST check with a ranger and be issued a pass BEFORE driving to the site and be returned to the parking lot IMMEDIATELY after dropping off (within 30 minutes). Your trailer may stay in the site, but your vehicle must return to the parking lot. **Any vehicles remaining in the site past the designated time may be towed at the owner's expense.** No one is allowed to ride in truck beds, under canopies, in campers, hatchbacks, or with any nonstandard seat or seat belt arrangement.

- RV Parking is not available at any camp. Adults will not be permitted to stay in RVs in any camp parking lot.
- ATVs are not permitted to be used on any Scout property at any time for any purpose in adherence to the Guide to Safe Scouting.
- Bicycles are not permitted in cam by scouts. Leaders may ride bicycles if arrangements are made with the Camp Director

Technology Center

The Technology Center offers computers for scouts to use to work on merit badges. There is no scheduled "free time" in the center for any scout to check e-mail, myspace, or instant message. The computers are only for merit badge use, anyone violating this policy will be banned from the Technology Center for the remainder of the week.

Electronic Devices

Scouts are not permitted to have cell phones or other electronic devices outside of their campsite. It is our recommendation that they do not bring them at all.

Shower Facility Rules

Leaders are responsible for their scouts conduct in the shower facilities. If scouts do not behave in a scout like manner they will be asked to leave. If there is any vandalism in the shower facilities they will be locked and will require adult leader supervision to schedule them to be open.

Conduct at Camp

Everyone must follow the code of conduct found later in this document. ANY SCOUT, LEADER OR STAFF MEMBER EXIBITING UN-SCOUTLIKE OR DANGEROUS BEHAVIOR MAY BE ASKED TO LEAVE CAMP BY THE CAMP DIRECTOR.

User Fees

Some merit badge classes have fees associated with them. Below is a list of approximate costs. Please note that we will have a limited number of merit badge books available in the trading post so we recommend your scouts bring any books they feel they will need.

1. Motor Boating \$30
2. Water Skiing \$30
3. Archery \$2
4. Basketry \$3 - \$15
5. Leatherworking \$5 - \$15
6. Electronics \$18
7. Shot Gun \$8.50 for 15 shots
8. Space Exploration \$10 - \$20

FOOD SERVICE INFORMATION

Meals

Our goal is to give you a well-balanced menu with high quality food. Persons with special menu needs may visit the council web site at www.alleghenyhighlands.org in May to view a copy of the camp menu if they wish to bring special items to supplement our menu (i.e. diabetic, vegetarian, and food allergies). A Special Needs Form should be completed and returned to the council office one month prior to arrival if special dietary health issues exist. A camper may need to bring supplemental food items to satisfy special needs. Please also notify the camp food service personnel upon your arrival at camp.

Waiters

Before and after each meal each unit will need to send a waiter for each table they sit at. The waiters' job is setting and getting accompaniments to assigned tables. At the end of each meal waiters are responsible for cleaning the tables and areas surrounding them. They will be under the direction of the dining hall steward. It is wise for larger troops to send an adult with the waiters to help assist the dining hall steward in maintaining discipline and control. Scouts not following direction will be asked to leave and a leader will be required to return and finish cleaning. Any tables left dirty will remain dirty and NOT be cleaned by camp staff.

In Site Cooking

Having the Scouts cook a meal at camp can fulfill advancement requirements and adds to the outdoor experience. Wednesday Dinner and Friday Lunch will be cooked in the campsite. We will provide food and eating utensils. Feel free to plan ahead and bring your own resources to make a special dinner for your troop that evening. You will need to provide all necessary cooking equipment. If you wish to cook any other meals in your campsite we will be glad to work with you to arrange this.

Visitor Meal Costs

The cost of all meals for scouts and leaders is included in the camp fee. All others attending a meal will pay \$4 breakfast, \$5 lunch, \$6 supper.

Friday Family Picnic

Each Friday at 5:45 we will have a family picnic. The fee for the picnic for scouts and leaders is included in the camp fee. Family members' fees are \$6 for adults and \$4 for children ages 5 to 12. Children under 5 eat for free.

LEADER SERVICES

Leader Fee Structure

The Allegheny Highlands Council does not charge for the first leader, additional free leaders are based on 1:8 adults to youth ratio. Additional leaders are welcome to attend at a cost of \$60 for the week; those additional leaders who will only be at camp for a portion of the week are asked to pay for their meals: \$4 breakfast, \$5 lunch, \$6 supper.

Leader Lounge

For your convenience there is a leaders lounge located in the kitchen in the Dawson Building. There will be at least one computer with Internet access and a local telephone. There will be coffee, tea, newspapers and snacks available as well. This is for adult leaders only. SCOUTS SHOULD NOT BE IN THIS ROOM! Wireless Internet is also available in anywhere in main camp. Visit the Technology center to get the pass code. Coffee and or tea will be delivered to each campsite every morning for leaders.

TENTS, COTS AND MATTRESSES

All tents have 2 cots and a wood pallet floor. We will do our best to provide mattresses for leaders but **cannot guarantee** that there will be enough. **We cannot provide mattresses for scouts.** The cots are the metal spring type. We suggest that all scouts and leaders bring something to cover the cot such as cardboard, carpet scraps, egg crate mattress, etc.

LOST AND FOUND

Lost and found items are kept in the camp office until the close of camp. All remaining items at the close of camp will be donated to a local charity. Please share this information with the parents in your group and encourage them to have their youth bring home all the items taken to camp. Socks, underwear, water bottles, and towels will not be saved.

CHECK-OUT

Check-Out Procedure

Friday is checkout. Please follow the checkout procedures given to you by your Unit Guide. The troop is fully responsible for any damage done to their campsite during their stay. We ask that all damages are paid for before leaving or the troop will be charged and not asked to come back the following year. Tent damage will be billed at \$50 per inch up to full replacement value. This will help us maintain our equipment and allow your stay to be more pleasurable. Leaders are asked to collect all MB blue cards out of their mailbox in the leaders lounge and check them. All area directors will be available in Conference room for questions from 4:30 – 7:00 PM. The Health Officer will have all medications and medical forms ready for pick-up in the Health office at this time. **PLEASE be sure that you collect all of the blue cards for your scouts. It may not be possible for us to reproduce blue cards after camp ends.**

Friday stay over

Troops are welcome to stay over Friday night. We ask you and your scouts remain in your campsite after the closing campfire. Staff will be having a closing staff meeting and then going home. There is no staff in camp after 11pm on Friday. If you need breakfast, a continental breakfast consisting of cereal, milk and fruit will be available for \$3.00 per person. You should pay for this by Wednesday so we know what to leave out and who will be staying. You will be on your honor to take care of yourself and clean up after yourself.

NEXT SUMMER RESERVATIONS

You may reserve a site for next summer while you are at camp this summer. Please visit the camp office to complete a Hold-a-Space form to ensure you get the site of your choice. We fill up quickly so getting your reservation in early is very important.

CODE OF CONDUCT

TRUSTWORTHY

A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People can depend on him. If it does not belong to you, leave it alone. If you find something, turn it in.

LOYAL

A Scout is true to his family, Scout leaders, friends, school, and nation. Respecting the camp facility, staff and other campers is an expression of that loyalty.

HELPFUL

A Scout is concerned about other people. He does things willingly for others without pay or reward. If you see something that needs to be done, do it if you can. Don't wait to be asked.

FRIENDLY

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own. Talk to other campers, staff and leaders. Stop and say "Hey".

COURTEOUS

A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together. Remember your manners. Remember good table manners. Nothing is worse than having to eat with someone who does not have good table manners.

KIND

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason. Be kind to our camp environment and to others around. If you see someone having a hard time, help them along.

OBEDIENT

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them. Follow the camp rules and code of conduct. Our rules are in place for your safety.

CHEERFUL

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy. Scout spirit is an incredible thing! Sing a song, laugh, have FUN! You can help brighten the week for everyone.

THRIFTY

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property. Don't be wasteful... Take only the supplies, food, etc that you will use. Don't take things that you will not use or that will just be thrown away.

BRAVE

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

CLEAN

A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean. Use the showers. Not only will you be clean, but you will also be KIND to others!

REVERENT

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others. Attend weekly vespers service. Share your beliefs with other scouts.

BOY SCOUT PROGRAM ITEMS:

MEAL TIME LINE-UP

- Before each meal there will be a line-up in the Parade Field in front of the Dining Hall.
- Breakfast 7:50AM; Lunch 12:10PM; Dinner 5:50PM
- There will be no Tuesday Dinner Line-Up and Friday Lunch Line-Up due to Eat-In-Site
- For Breakfast and Dinner Line-Up there will be a flag ceremony, Class A suggested

MERIT BADGE SIGN-UP

- Sunday at 7:30PM will be our merit badge sign up for anyone who hasn't yet they will be given the opportunity and if they have please stop by the areas you are taking merit badges and check-in with the staff.

SPL/ASPL MEETING

- Directly following the opening campfire there will be a Senior Patrol Leader and Assistant Senior Patrol Leader meeting where the Program Director will introduce the Directors and discuss what Program information the SPL/ASPL will need for the week to come.

ORDER OF THE ARROW DAY

- Monday is our OA Day, if you are in the OA please show your pride and wear your sash.
- There will be a OA Cracker Barrel held at the Pavilion behind the Dining Hall at 7:30PM where current OA members will discuss the importance of the OA.

LATE NIGHT PROGRAM

- On Monday and Tuesday night starting at 9:00PM select program areas will hold a program for an hour that will be a fun activity for the boys to attend.

POLAR BEAR

- At 6:45AM on Monday, Wednesday, and Friday there will be an early morning swim that will last 15 minutes and give the scouts a chance to have a swim before they start their day.

OPEN AREA

- This is time designated for extra help on merit badges or for scouts who are interested in doing activities in an area that they normally would have time for during merit badge time.

DESSERT COMPETITION

- On Tuesday night Troops are welcomed to bring down their best Dessert Dish to be tasted by select staff members. Judging starts at 7:00PM at the Pavilion.

VOLLEYBALL TOURNEY

- This will be held by the Field Activities area and if your troop wishes to compete you must sign-up with the Field Activities Director by Tuesday at lunch.

STAFF VS. LEADER COMPETITIONS

- Monday through Thursday at 1:00PM the Commissioner will be holding a challenge between the Staff and Leaders.
- Activities will vary and will be announced daily as to what the specific activity will be.

OUTPOST

Wilderness Survival (required):

This outpost is required for all scouts who are taking the Wilderness Survival merit badge. The outpost will consist of a 1 to 2 mile hike around the back of camp and they will settle into an area to make their survival shelters. Each scout will be required to make their shelter for the night and sleep in them. This outpost is an overnight outpost; food is provided for dinner.

Required Items:

- Wilderness Survival Kit (survival kit must be able to fit in your pocket; below is a list of suggested items)
 - First Aid Items
 - Rope
 - Duct Tape
 - Knife
 - Mirror
 - Flint and Steel
 - Garbage Bag or Small Tarp
- Canteen Full of Water
- Warm Set of Clothes
- Rain Gear

Camping (required)

This outpost is required for all scouts who are taking the Camping merit badge. The outpost will consist of a 1 to 2 mile hike around the back of camp and they will settle into an area to make camp. The camp will provide tents, but scouts are welcome to use their own. This outpost is an overnight out post; food is provided for dinner.

Required Items:

- Camping Back Pack
- Sleeping Bag
- Boots or Hiking Shoes
- Warm Set of Clothes
- Rain Gear
- Mess Kit

Nimawanachen (Optional)

This outpost is open to all scouts in camp, but the scouts in the Nimawanachen program have first choice. This outpost consists of a 1 mile hike around the back part of camp and an overnight stay at our lean-tos on Hill Top; food is provided for dinner.

Required Items:

- Sleeping Bag
- *Warm Set of Clothes
- *Rain Gear
- Boots or Hiking Shoes
- Clothes to Sleep In
- Change of Clothes for the Morning

*Items Are Subject to Weather

Field Activities Outpost (Optional)

The Field Activities out post will be an all afternoon event. They will leave camp after siesta on Wednesday and the activities will include hiking and cycling around some of Chautauqua County's trails, including the Chautauqua Gorge and Rails to Trails. This outpost is limited to the scouts taking the Older Scout Program.

Required Items:

- Bike (if wanted; bikes may only be brought to camp for the Older Scout Program, any other use is restricted by scouts)
- Helmet (if bringing own bike or own helmet is wanted)
- Hiking Boots
- Water Bottle

Water Front (required):

This outpost is limited first to the scouts in the canoeing merit badge, because of requirements, then is limited by availability of canoes. All scouts in the outpost must be 14 years of age and a swimmer. While on outpost scouts will be working on some requirements for the Canoeing Merit Badge. The outpost will consist of all scouts canoeing across the lake, about 1-½ miles. There they will stay at the YMCA camp; there they may participate in Camp Onyahsa's program, please remind all scouts to be on their best behavior. This outpost is an overnight out post; food is provided for dinner.

Required Items:

- Swim Suite
- Change of Clothes
- Warm Clothes
- Large Garbage Bag, to keep items dry on trip over
- WATER SHOES
- Sleeping Bag
- Towel

SCOUT VESPERS

- A staff lead All-Faiths service will be offered at 5:00PM at the Chapel on Thursday.

WATER CARNIVAL

- On Thursday there will be a camp-wide Water Carnival Event for all Troops.
- Line-Up will be held in the Parade Field at 7:30PM to allow for the camp to walk down as a group in order for us to cross Rt. 394 safely.

CLOSING CAMPFIRE

- Following dinner on Friday there will be a closing campfire in which the scouts are able to perform skits and song if they choose.
- Must sign-up with the Program Director by Wednesday at Lunch.
- All skits and songs must be APPROVED by the Program Director.

CUB SCOUT PROGRAM ITEMS:

OVERALL THEME

- For the 2010 Season we will be doing time travel.
- As we try to fix our time machine we will be traveling through different ages and times.

SITE DECORATION COMPETITION

- If as a Pack you wish to decorate your site to go along with the daily time periods you are more than welcome to enter into our site decoration competition.
- At dinner each day the site with the best overall decorations will be awarded for the best site of the day.
- Thursday – Medieval; Friday – Colonial; Saturday – Race to Space

SIGN-IN ACTIVITY

- When scouts check-in they will be given a piece of fabric to color for their Medieval Crest.

POLAR BEAR

- At 6:30AM on Thursday and Saturday there will be an early morning swim that will last 20 minutes and give the scouts a chance to have a swim before they start their day.

MEDIEVAL MOAT

- Line-Up for our Medieval Moat games at the Waterfront will be at 7:15PM in the Parade Field and we will walk down as a group.

REDCOAT RETREAT

- This will be the Webelos Scout outpost taken place on Friday at 8:00PM.
- The staff will take the Webelos Scouts on a hike up to our East Hill camping area and there the adventure begins.
- Required Items:
 - Backpack
 - Sleeping Bag
 - *Warm Set of Clothes
 - *Rain Gear
 - Boots or Hiking Shoes
 - Clothes to Sleep In
 - Change of Clothes for the Morning
 - *Dependant on Weather

Pow Wow

- The Cub Scout will be taken on an adventure to a remote area of camp.
- The scouts will meet at the Dining Hall at 8:30PM on Friday.
- This event will end at 9:30PM at which time the staff will return the scouts to their respective campsites.

CLOSING CAMPFIRE

- Following dinner on Saturday there will be a closing campfire in which the scouts are able to perform skits and song if they choose.
- Must sign-up with the Program Director by Friday at Lunch.
- All skits and songs must be APPROVED by the Program Director.

Merit Badge Prerequisites

These are a combined list of the Merit Badges, Awards, and Programs that are being offered at Camp Merz and Elk lick Scout Reserve and will need to be worked on before camp. The following is a list of the MB's and Awards that are required to be work on before coming to camp; or a MB or Award that has a restriction of age or rank set on it. A Scout must complete the following requirements before they come to camp. The Scout must bring with him either a note from his home counselor, Scoutmaster, or the project itself along with the Blue Card to camp to be signed off. Be sure to help your scouts to take badges that are ability appropriate. **Prerequisites must be signed off by the Scoutmaster and written documentation provided or a partial will be given.**

Merit Badge / Award	Area	Restrictions	Pre-Requisites
Astronomy	Nature		Req# 6
<i>BSA Lifeguard</i>	Waterfront	15 or Older	Req# A1, A2 Need: American Red Cross First Aid and CPR/AED for the Professional Rescuer
Camping	Outdoor Skills		Req# 8c, 8d, 9a, 9b
Canoeing	Waterfront	14 or Older	
Citizenship Community	Technology	Life Rank	Req# 3a, 3b, 7a, 7b, 7c, 8
Citizenship Nation	Technology	Life Rank	Req# 2, 8
Citizenship World	Technology	Life Rank	
Communications	Technology		Req# 5, 8
Emergency Prep	Outdoor Skills		MUST have First Aid Merit Badge
Energy	Nature		Req# 1a, 1b, 4a, 4b
Lifesaving	Waterfront		Req# 1a
Motorboating	Waterfront	15 or Older	
<i>Older Scout Program</i>	Outdoor Skills	15 or Older	
Personal Fitness	Outdoor Skills		Req# 1b, 7, 8
Personal Management	Technology	Life Rank	Req# 2a, 2b, 8a, 8b, 8c, 8d
Pottery	Handicraft	16 or Older	
Rept and Amp Study	Nature		Req# 8
Rifle Shooting	Shooting Sports	12 or Older	
Rifle Shooting	Shooting Sports	12 or Older	
Sculpture	Handicraft	16 or Older	
Shotgun Shooting	Shooting Sports	14 or Older	
Shotgun Shooting	Shooting Sports	14 or Older	
Water Sports	Waterfront	14 or Older	
Wilderness Survival	Outdoor Skills		Req# 5 (must fit in pocket)
Wood Carving	Handicraft		MUST have Totin' Chip

BASED ON REQUIREMENTS FROM WWW.MERITBADGE.ORG AS OF 9/01/09

Bold are Eagle Required Merit Badges; Italics are B.S.A. Awards or Camp Programs and not Merit Badges.

Time/Day	Sunday	Monday "OA DAY"	Tuesday	Wednesday "OUTPOST DAY"	Thursday	Friday
6:45AM		Polar Bear		Polar Bear		Polar Bear
7:50AM		Line-Up	Line-Up	Line-Up	Line-Up	Line-Up
8:00AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00AM		Open Area	Open Area	Open Area	Open Area	Open Area
10:00AM		Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions
12:10AM		Line-Up	Line-Up	Line-Up	Line-Up	(no line-up) Eat-In-Site Lunch
12:15PM		Lunch	Lunch	Lunch	Lunch	
1:00PM		<i>Siesta</i>	<i>Siesta</i>	<i>Siesta</i>	<i>Siesta</i>	<i>Siesta</i>
		Staff vs. Leader	Staff vs. Leader	Staff vs. Leader	Staff vs. Leader	
2:00PM	Check-In	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions
4:00PM		Open Area	Open Area	Open Area Closed OUTPOST NIGHT	Open Area	Open Area Closed
5:00PM					Scout Vespers	
5:50PM	Line-Up	Line-Up	(no line-up) Eat-In-Site Dinner	Line-Up	Line-Up	Line-Up
6:00PM	Dinner	Dinner		Dinner	Dinner	Family Dinner
7:00PM	Leader's Meeting		Dessert Competition			
7:30PM	Line-Up	OA Cracker Barrel	Volleyball Tourney	Leader's Outpost	Line-Up	Line-Up
	Merit Badge Sign-Ups		Moonlight Trading Post		Water Carnival	Closing Campfire
9:00PM	Line-Up	Late Night Program: Handicraft; Technology	Late Night Program: Nature; Scoutcraft			
	Opening Campfire					
10:00PM	SPL/ASPL Cracker Barrel					
11:00PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out

Handicraft

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area	Sculpture	Leatherwork		Basketry	Cinematography	Open Area
		Photography		Art	Wood Carving	

Nature

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area	Environmental Science	Energy		Plant Science	Geology	Open Area
	Astronomy	Nature		Rept and Amp Study	Environmental Science	
	Weather	Forestry		Fish and Wildlife Mgt	Space Exploration	

Scoutcraft

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area	Wilderness Survival	Cooking		First Aid	Orienteering	Open Area
	First Aid	Leave No Trace Award		Camping	Pioneering	

Nimawanachen

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area Closed	Nimawanachen			Nimawanachen		Open Area

Field Activities

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area	Personal Fitness	Emergency Prep		Older Scout Program		

Shooting Sports

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Area	Rifle Shooting	Shotgun Shooting		Rifle Shooting	Shotgun Shooting	Open Area
	Archery	Archery		Archery	Archery	BB Gun Program

Technology

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Lab	Graphic Arts	Computers		Communications	Radio	Open Lab
	Electricity	Communications		Electronics		
	Citizenship Community	Citizenship Nation		Citizenship World	Personal Management	

Waterfront

9:00am-9:45am	10:00am-10:45am	11:00am-11:45am	Lunch	2:00pm-2:45pm	3:00pm-3:45pm	4:00pm-4:45pm
Open Swim	Canoeing	Snorkeling BSA		Rowing	Kayaking BSA	Open Boating
	Swimming	Fishing		Swimming	Swimming	
	Lifesaving			Small-Boat Sailing		
	Water Sports			Motorboating		
BSA Lifeguard				Fishing	Open Swim	