

Camp Rotary Boy Scout Resident Camp 2018

Class Catalog

Event Contacts

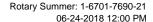
Name Title Phone Email

Andrew Wright Camp Director 989-386-7943 andrew.wright@scouting.org

Registration opens January 01, 2018
Visit www.scoutingevent.com/272-rbsrc18 to register









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CRMB183 Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

10-11 AM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: None

Recommended Materials: Animation MB Book, Notebook/Pen

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All



CRMB100 Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

10-11 AM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #9

Recommended Materials: Archaeology MB Book, Notebook/Pen

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All



CRMB101 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

9-10 AM Days: Mo Tu We Th Fr Room: Archery Range

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Archery MB Book, Notebook/Pen

Other Information: Scouts will need to budget time to attend Open Shoot to complete qualification

targets

10-11 AM Days: Mo Tu We Th Fr Room: Archery Range

Sessions: All

11-12 PM Days: Mo Tu We Th Fr Room: Archery Range

Sessions: All

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Archery Range

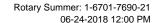
Sessions: All



CRMB102 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art







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9-10 AM Days: Mo Tu We Th Room: Handicraft

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #6, #7

Recommended Materials: Art MB Book

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Room: Handicraft

Sessions: All



CRMB103 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

8-9 PM Days: Mo Tu Th Room: Nature Center

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #5b

Recommended Materials: Astronomy MB Book, Notebook/Pen

Other Information: Scouts will be required to attend a star gazing session on Tuesday night at 10:

00pm (make-up night for weather is Thursday)



CRMB191 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

9-10 AM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 10 **Prerequisites:** Pre-requisites: None

Recommended Materials: Automotive Maintenance MB Book, Notebook/Pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All



CRMB187 Aviation

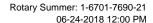
For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

7-9 PM Days: Mo Room: Dining Hall Classroom B

Sessions: Session #1

Maximum number of participants: 40







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CRMB105 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

10-11 AM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: NONE

Recommended Materials: Basketry MB Book

Other Information: Basketry kits to complete MB will be provided; additional kits are available for

purchase in the Trading Post

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All



CRMB106 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

10-11 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #8

Recommended Materials: Bird Study MB Book, Notebook/Pen, Bird Field Guide, Binoculars

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB107 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

9-10 AM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 24

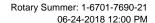
Prerequisites: Pre-requisites: #7b, #8d, #9a, #9b

Recommended Materials: Camping MB Book, Notebook/Pen, Backpack

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion







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CRMB108 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

10-11 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 18 **Prerequisites:** Pre-requisites: #2, #7a, #7b

Recommended Materials: Canoeing MB Book, Notebook/Pen

Other Information: Must pass the BSA Swim Test

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All



CRMB109 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

9-10 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Chess MB Book, Notebook/Pen, Chess Board

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All



CRMB110 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

10-11 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 20

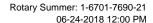
Prerequisites: Pre-requisites: #2a, #2b, or #2c, #3, #8

 $\label{lem:lem:matter} \textbf{Recommended Materials: Cit/Nation MB Book, Notebook/Pen}$

Other Information: This MB requires Scouts to work outside of class time

2:30-3:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)







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CRMB111 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

11-12 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 20 Prerequisites: Pre-requisites: None

Recommended Materials: Cit/World MB Book, Notebook/Pen

Other Information: This MB will require Scouts to work outside of class time

3:30-4:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All



CRMB112 Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

10-12 PM Days: Mo Tu We Th Fr Room: Climbing Tower

Sessions: All

Maximum number of participants: 12 Prerequisites: Pre-requisites: NONE

Recommended Materials: Climbing MB Book, Gloves

Other Information: Scouts taking this badge will need to attend open climbs outside of class time

NOTE: This class is a 2 hour block. It runs from 10am-12noon and 2:30pm-4:30pm



CRMB113 Coin Collecting

Coin collecting is one of the oldest of all hobbies. Hoards of ancient coins found in excavations indicate that coins were one of the first collectibles. From earliest times, people valued coins not only as a means of trading and storing wealth, but also as miniature works of art.

7-8 PM Days: Mo Room: Handicraft

Sessions: All

Maximum number of participants: 20 Prerequisites: Pre-requisites: #7, #9

Recommended Materials: Coin Collecting MB Book, Notebook/Pen, Coin Collection

Other Information: NONE



CRMB114 Collections

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

7-8 PM Days: Tu Room: Handicraft

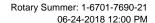
Sessions: All

Maximum number of participants: 20

Prerequisites: Pre-requisites: #5b - bring collection or photo of

Recommended Materials: Collections MB Book, Notebook/Pen

Other Information: Stamp and Coin Collecting are excluded from eligibility for this merit badge





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CRMB115 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

9-10 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 20 Prerequisites: Pre-requisites: #3, #5, #7, #8

Recommended Materials: Communications MB Book, Notebook/Pen

Other Information: This MB requires Scouts to work outside of class time

1:30-2:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All



CRMB116 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

11-12 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 26 Prerequisites: Pre-requisites: #4, #5, #6, #7

Recommended Materials: Cooking MB Book

Other Information: Scouts will be cooking their lunch during class time on Wednesday, Thursday,

and Friday.

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All



CRMB117 Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

2:30-3:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

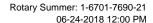
Maximum number of participants: 20

Prerequisites: Pre-requisites: #1, #5b, #6 (bring to camp)

Recommended Materials: Digital Technology MB Book, Notebook/Pen

Other Information: NONE







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CRMB118 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: #2, #8, #9a

Recommended Materials: Electricity MB Book, Notebook/Pen

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All



CRMB119 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

11-12 PM Days: Mo Tu We Th Fr

Sessions: All

Maximum number of participants: 26

Prerequisites: Pre-requisites: #1, #2c, #6c, #8b

Recommended Materials: Emergency Preparedness MB Book, Notebook/Pen

Other Information: Scouts MUST have earned the First Aid MB to be eligible to take this MB

3:30-4:30 PM **Days:** Mo Tu We Th Fr

Sessions: All



CRMB120 Entrepreneurship

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

10-11 AM Days: Mo Tu We Th Fr Room: Trading Post Pavilion

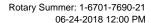
Sessions: All

Maximum number of participants: 6 Prerequisites: Pre-requisites: #3

Recommended Materials: Entrepreneurship MB Book, Notebook/Pen

Other Information: NONE







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CRMB121 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

9-11 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 24 Prerequisites: Pre-requisites: #6

Recommended Materials: Environmental Science MB Book, Notebook/Pen

Other Information: This MB requires Scouts to work outside of class time

NOTE: This class is a 2 hour block. It runs from 9am-11am and 1:30pm-3:30pm

1:30-3:30 PM Davs: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB189 Exploration

10-11 AM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 20 Prerequisites: Pre-requisites: #4, #5

Recommended Materials: Exploration MB Book, Notebook/Pen

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All



CRMB122 Farm Mechanics

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

9-10 AM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: #5

Recommended Materials: Farm Mechanics MB Book, Notebook/Pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All



CRMB123 Fingerprinting

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

7-8 PM Days: Th Room: Handicraft

Sessions: All

Maximum number of participants: 30 Prerequisites: Pre-requisites: NONE

Recommended Materials: Fingerprinting MB Book, Notebook/Pen

Other Information: Great choice for 1st year campers; Scouts enrolled in the PATH Program will

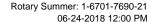
already be signed up to take this badge



CRMB124 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt







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or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-11 AM Days: Mo Tu We Th Fr Room: Carney Lodge

Sessions: All

Maximum number of participants: 26 Prerequisites: Pre-requisites: #1, #2d, #7

Recommended Materials: First Aid MB Book, Notebook/Pen

Other Information: NONE

NOTE: This class will start at 9:30am.

1:30-3:30 PM **Days:** Mo Tu We Th Fr

Sessions: All



CRMB125 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

10-11 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 24 **Prerequisites:** Pre-requisites: #5

Recommended Materials: Fish & Wildlife Management MB Book, Notebook/Pen

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB126 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

11-12 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Fishing MB Book, Notebook/Pen

Other Information: Scouts are encouraged to bring their own pole, tackle box, hooks, and lures -

camp supply is limited; live bait is available for purchase in the Trading Post

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All



CRMB127 Fly-Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

7-10 PM Days: Mo Room: Parade Field

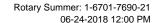
Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: #4, #10

Recommended Materials: Fly Fishing MB Book, Notebook/Pen, Fly Fishing Pole

Other Information: Earning the Fishing MB first would prove helpful







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CRMB128 Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

9-10 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 12 Prerequisites: Pre-requisites: None

Recommended Materials: Forestry MB Book, Notebook/Pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB129 Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

11-12 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #5, #6, #7

Recommended Materials: Game Design MB Book, Notebook/Pen

Other Information: NONE

3:30-4:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All



CRMB130 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

10-11 AM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

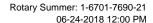
Maximum number of participants: 16 **Prerequisites:** Pre-requisites: #8, #9

Recommended Materials: Geocaching MB Book, Notebook/Pen, GPS Unit

Other Information: Scouts are encouraged to earn the Orienteering MB before taking this MB

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion







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CRMB131 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

7-9 PM Days: Mo Tu Th Room: Nature Center

Sessions: All

Prerequisites: Pre-requisites: NONE

Recommended Materials: Geology MB Book, Notebook/Pen

Other Information: NONE

NOTE: This class is a 2 hour block. It runs from 7pm-9pm M, Tu, TH.



CRMB132 Graphic Arts

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

9-10 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 18 Prerequisites: Pre-requisites: NONE

Recommended Materials: Graphic Arts MB Book, Notebook/Pen

Other Information: NONE



CRMB171 Hunter Safety Education

The Hunter Safety Education course will provide instruction in the areas of safe firearm use, shooting and sighting techniques, hunter ethics, game identification, and conservation management.

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Shotgun Range

Sessions: All

Maximum number of participants: 8

Prerequisites: Hunter Safety participants must read the Hunter Safety Course Study Guide prior

to their arrival at camp. The guide is available at the link below:

http://www.hunter-ed.com/michigan/studyGuide/201023



CRMB133 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

9-10 AM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 16 **Prerequisites:** Pre-requisites: NONE

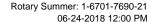
Recommended Materials: Indian Lore MB Book; Notebook/pen

Other Information: Camp will supply the kit necessary to complete the MB; additional Native

American craft kits can be purchased in the Trading Post

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Handicraft







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CRMB134 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

9-10 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 16 **Prerequisites:** Pre-requisites: #2

Recommended Materials: Kayaking MB Book; Notebook/pen

Other Information: Must pass the BSA swim test

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All



CRMB135 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

11-12 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 12 **Prerequisites:** Pre-requisites: NONE

Recommended Materials: Leatherwork MB Book; Notebook/pen

Other Information: Camp will supply the kit necessary to complete the MB; additional leather kits

can be purchased in the Trading Post

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All



CRMB136 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

9-10 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: #1a

Recommended Materials: Lifesaving MB Book, Notebook/pen, long pants, long sleeve shirt

Other Information: Must be able to swim 400 yards continuously; must pass the BSA swim test

10-11 AM Days: Mo Tu We Th Fr Room: Waterfront

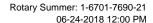
Sessions: All

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Waterfront







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CRMB137 Mammal Study

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

11-12 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 26 Prerequisites: Pre-requisites: NONE

Recommended Materials: Mammal Study MB Book; Notebook/pen

Other Information: Great choice for 1st year campers

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB186 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

7-9 PM Days: Mo Tu Th Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 6 Prerequisites: Pre-requisites: None

Recommended Materials: Metalwork MB Book, Notebook/Pen

Other Information: NONE

NOTE: This class is a 2 hour block.



CRMB138 Model Design and Building

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

10-11 AM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

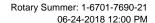
Maximum number of participants: 14 Prerequisites: Pre-requisites: NONE

Recommended Materials: Model Design & Building MB Book; Notebook/pen

Other Information: NONE

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft







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CRMB139 Motorboating

With the fun of operating a motor boat boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

9-10 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 10 **Prerequisites:** Pre-requisites: #2a

Recommended Materials: Motorboating MB Book; Notebook/pen

Other Information: Must pass the BSA swim test

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All



CRMB140 Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

10-11 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 20 Prerequisites: Pre-requisites: NONE

Recommended Materials: Movie Making MB Book; Notebook/pen

Other Information: It is suggested that the participant bring a personal video camera

2:30-3:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All



CRMB145 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

11-12 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

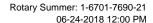
Maximum number of participants: 10 **Prerequisites:** Pre-requisites: 4a(2)

Recommended Materials: Nature MB Book; Notebook/pen

Other Information: NONE

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Nature Center







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CRMB147 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

9-10 AM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Orienteering MB Book, Notebook/pen, compass

Other Information: NONE



CRMB149 Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

10-11 AM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 24 Prerequisites: Pre-requisites: NONE

Recommended Materials: Photography MB Book, Notebook/pen, Digital camera

Other Information: Camp has a limited number of cameras available



CRMB150 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Pioneering MB Book, Notebook/pen

Other Information: NONE



CRMB190 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

7-9 PM Days: Mo Tu Th Room: Nature Center

Sessions: All

Maximum number of participants: 20

Prerequisites: Pre-requisites: #5, #8-Field Botany-E

Recommended Materials: Animation MB Book, Notebook/Pen

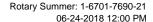
Other Information: NONE



CRMB151 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water







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supply, waste drainage, natural-gas heating, and many other purposes.

7-8 PM Days: Mo Tu Th Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: NONE

Recommended Materials: Plumbing MB Book, Notebook/pen

Other Information: NONE



CRMB184 Programming

Earning the Programming merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun. Without programs, today's high-tech gadgets would be little more than empty shells. But given clear instructions, digital devices can do amazing things and perform operations that would have seemed like magic to people in the past.

11-12 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: #1a

Recommended Materials: Programming MB Book, Notebook/Pen

Other Information: NONE



CRMB152 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

9-10 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

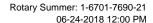
Maximum number of participants: 20 Prerequisites: Pre-requisites: #8

Recommended Materials: Reptile & Amphibian Study MB Book, Notebook/pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Nature Center







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CRMB153 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9-10 AM Days: Mo Tu We Th Fr Room: Rifle Range

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Rifle Shooting MB Book, Notebook/pen

Other Information: Scouts need to budget time to attend Open Shoot to complete qualification

targets

10-11 AM Days: Mo Tu We Th Fr Room: Rifle Range

Sessions: All

11-12 PM Days: Mo Tu We Th Fr Room: Rifle Range

Sessions: All

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Rifle Range

Sessions: All



CRMB185 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

3:30-4:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: #6a, or #6b

Recommended Materials: Robotics MB Book, Notebook/Pen

Other Information: NONE



CRMB154 Rowing

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

10-11 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

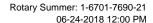
Maximum number of participants: 14 **Prerequisites:** Pre-requisites: #2

Recommended Materials: Rowing MB Book, Notebook/pen

Other Information: Must pass the BSA swim test

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Waterfront







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CRMB155 Salesmanship

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Trading Post Pavilion

Sessions: All

Maximum number of participants: 6 Prerequisites: Pre-requisites: NONE

Recommended Materials: Salesmanship MB Book, Notebook/pen

Other Information: NONE



CRMB157 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-10 AM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 12 **Prerequisites:** Pre-requisites: NONE

Recommended Materials: Sculpture MB Book, Notebook/pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All



CRMB158 Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

2:30-3:30 PM

Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 16 **Prerequisites:** Pre-requisites: None

Recommended Materials:Orienteering MB Book, Notebook/pen, GPS unit, compass

Other Information: NONE





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CRMB159 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

9-10 AM Days: Mo Tu We Th Fr Room: Shotgun Range

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: NONE

Recommended Materials: Shotgun MB Book, Notebook/pen

Other Information: Strongly recommended that you have completed Rifle MB first

10-11 AM Days: Mo Tu We Th Fr Room: Shotgun Range

Sessions: All

11-12 PM Days: Mo Tu We Th Fr Room: Shotgun Range

Sessions: All

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Shotgun Range

Sessions: All



CRMB160 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'

11-12 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 26 Prerequisites: Pre-requisites: #7

Recommended Materials: Signs, Signals, & Codes MB Book, Notebook/pen

Other Information: NONE



CRMB161 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

10-12 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 8 Prerequisites: Pre-requisites: #2

Recommended Materials: Small Boat Sailing MB Book, Notebook/pen

Other Information: Must pass the BSA swim test

1:30-3:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All



CRMB176 Snorkeling BSA

Snorkeling BSA introduces Scout-age children and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling; encourage the development of aquatics skills that promote fitness and recreation; and provide a foundation for those who later will participate in more advanced underwater activity.

11-12 PM **Days:** Mo Tu We **Room:** Waterfront

Sessions: All

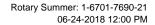
Maximum number of participants: 10



CRMB162 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our







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lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

9-10 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: NONE

Recommended Materials: Soil & Water Conservation MB Book, Notebook/pen

Other Information: NONE

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB163 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

11-12 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: NONE

Recommended Materials: Space Exploration MB Book, Notebook/pen

Other Information: Camp will supply the model rocket kit needed to complete the badge

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All



CRMB164 Sustainability

Sustainability Merit Badge.

11-12 PM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

Maximum number of participants: 24

Prerequisites: Pre-requisites: #2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-B or C,

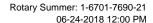
#2-Stuff-A, #4, #5a

Recommended Materials: Sustainability MB Book, Notebook/pen

Other Information: NONE

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Nature Center







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CRMB165 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

10-11 AM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #2

Recommended Materials: Swimming MB Book, Notebook/pen

Other Information: 2nd & 1st Class requirements will be covered as part of this MB; must pass the

BSA swim test

11-12 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

1:30-2:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Waterfront

Sessions: All



CRMB166 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

1:30-2:30 PM Days: Mo Tu We Th Fr Room: MADE (Doan Center)

Sessions: All

Maximum number of participants: 16 Prerequisites: Pre-requisites: #1

Recommended Materials: Theater MB Book, Notebook/pen

Other Information: NONE



CRMB167 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-11 AM Days: Mo Tu We Th Fr Room: Nature Center

Sessions: All

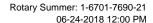
Maximum number of participants: 30 Prerequisites: Pre-requisites: NONE

Recommended Materials: Weather MB Book, Notebook/pen

Other Information: NONE

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Nature Center







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CRMB168 Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February

24, 2012.

11-12 PM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: NONE

Recommended Materials: Welding MB Book, Notebook/pen

Other Information: It is STRONGLY RECOMMENDED that Scouts be at least 14 years of age before taking this MB; Scouts will need long pants and sturdy, closed-toed footwear (no tennis shoes) to

participate

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Industrial Arts Area

Sessions: All



CRMB169 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft Pavilion

Sessions: All

Maximum number of participants: 20

Prerequisites: Pre-requisites: Totin' Chip, Firem'n Chit

Recommended Materials: Wilderness Survival MB Book, Notebook/pen, Sleeping bag, Backpack

Other Information: Scouts taking this MB will be required to attend the Thursday night overnighter

where they will sleep under the stars



CRMB170 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

11-12 PM Days: Mo Tu We Th Fr Room: Handicraft

Sessions: All

Maximum number of participants: 10 Prerequisites: Pre-requisites: Totin' Chip

Recommended Materials: Wood Carving MB Book, Notebook/pen, Pocket knife

Other Information: Camp will supply the woodcarving kits necessary to complete the MB; additional

woodcarving kits may be purchased in the Trading Post

3:30-4:30 PM Days: Mo Tu We Th Fr Room: Handicraft





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CRTR100 BSA Stand Up Paddleboarding

The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

11-12 PM Days: Mo Tu We Room: Waterfront

Sessions: All

Maximum number of participants: 8

Prerequisites: This award is available to both youth and adults; must pass the BSA swim test



CRTR101 Climb on Safely

Climb On Safely is designed to help adult leaders organize a climbing and rappelling program for their unit, similar to Safe Swim Defense and Safety Afloat. It is not designed to teach leaders how to instruct BSA youth in the skills of climbing and/or rappelling. Teaching climbing or rappelling requires a trained climbing instructor who meets the criteria under "Qualified Instructors" in Climb On Safely.

9-10 AM Days: Mo Room: Climbing Tower

Sessions: All Minimum Age: 18



CRTR102 Introduction to Outdoor Leadership Skills (IOLS)

Introduction to Outdoor Leader Skills (IOLS) training is part of the required basic training for all Scoutmasters and Assistant Scoutmasters. Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. The skills taught are based on the outdoor skills found in The Boy Scout Handbook.

9-5 PM Days: Mo Tu We Th Fr Room: PATH Pavilion

Sessions: All Minimum Age: 18

Prerequisites: Participants must attend all of the PATH program plus a supplementary session on

Monday night.



CRTR103 Kayaking BSA

Kayaking BSA provides an introduction to kayaking skills and safety procedures and serves as a program opportunity for Boy Scout, Varsity, and Venturing units in camp or out. Mastery of Kayaking BSA skills is a first critical step towards satisfying Safety Afloat guidelines for safe kayak excursions.

11-12 PM Days: Mo Tu We Room: Waterfront

Sessions: All

Prerequisites: This award is available to both youth and adults; must pass the BSA swim test



CRTR104 Leave No Trace Achievement Award

Instilling values in young people and preparing them to make moral and ethical choices throughout their lifetime is the mission of the Boy Scouts of America. Leave No Trace helps reinforce that mission, and reminds us to respect the rights of other users of the outdoors as well as future generations. Appreciation for our natural environment and a knowledge of the interrelationships of nature bolster our respect and reverence toward the environment and nature.

Leave No Trace is an awareness and an attitude rather than a set of rules. It applies in your backyard or local park as much as in the backcountry. We should all practice Leave No Trace in our thinking and actions-wherever we go.

7-9 PM **Days:** Mo **Room:** Scoutcraft Pavilion

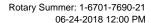
Sessions: All



CRTR105 Mile Swim BSA

Mile Swim BSA







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3:30-4:30 PM Days: Mo Tu We Th Room: Waterfront

Sessions: All



CRTR111 Nightcrawler

Spend an evening of challenge & excitement attempting to climb & rappel in the dark at our climbing/rappelling tower and take the plunge down our 755' Zip Line - if you dare! Tuesday night, first 15 participants to sign-up, must be 13 years of age & have climbing experience (i.e. the Climbing Merit badge).

8-9 PM Days: Tu Room: Climbing Tower

Sessions: All

Additional Fee: \$12.00 Minimum Age: 13

Maximum number of participants: 15



CRTR106 Paddle Craft Safety

Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, Sea Scout, or Explorer who is age 16 or older. The training must be conducted by a council approved instructor, takes roughly eight hours and is valid for three years.

10-3:30 PM Days: We Th Room: Waterfront

Sessions: All Minimum Age: 16

Maximum number of participants: 10



CRTR107 Project Cope

COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, and jump, as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought that they could.

Project COPE is an exciting outdoor activity that can attract and keep older boys in Scouting. It is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary.

1:30-4:30 PM Days: Su Mo Tu We Th Fr Sa Room: COPE Pavilion

Sessions: All Minimum Age: 13

Maximum number of participants: 12

Prerequisites: Participants must be at least 13 years of age.



CRTR108 Snorkeling BSA

Snorkeling BSA introduces Scout-age children and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling; encourage the development of aquatics skills that promote fitness and recreation; and provide a foundation for those who later will participate in more advanced underwater activity.

11-12 PM Days: Mo Tu We Room: Waterfront

Sessions: All

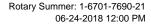
Maximum number of participants: 10



CRTR109 Swimming and Water Rescue

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. A council approved







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instructor must directly supervise all training. The course takes approximately eight hours and is valid for three

years.

10-3:30 PM Days: Mo Tu Room: Waterfront

Sessions: All Minimum Age: 16

Maximum number of participants: 10

Prerequisites: Must be at least 16 years old to participate.



CRTR110 Trek Safely

Young people today seek increasingly challenging activities, many of which involve trekking in backcountry or wilderness areas. Treks can include such high adventure activities as backpacking, canoeing, caving, horse packing, kayaking, mountain biking, mountaineering, rafting, sailing, and skiing. While some treks are as short as overnight, others last a week or two.

Trek Safely, the Boy Scouts of America's recommended procedure for organizing BSA outdoor treks, applies to overnight treks of any duration. By being aware of the seven points of Trek Safely, youth and adult leaders will be better prepared for a safe trekking experience

7-8 PM Days: Th Room: Scoutcraft Pavilion

Sessions: All Minimum Age: 18