Because summer camp is about memories, not just merit badges!
At Camp Rockefeller, we believe that summer camp should be about more than just earning merit badges. It’s about laughter and adventure, songs and skits, pushing yourself to new heights and taking huge strides on the road to maturity. It’s about the experience, the memories, the *magic*!

We want to make Camp Rockefeller a magical place for you, so we have worked hard to create the best environment for your summer camp adventure. We call it “The Rockefeller Experience.”
The Campsite

Tents - The Rockefeller Experience begins where you lay your head at night. Each campsite is equipped with tents that are built on top of concrete platforms so scouts never have to be concerned about critters making a home beneath their tent. Driven deep into the concrete is a steel frame that supports a spacious tent. And as an extra measure of protection against the summer shower, a large tarp is stretched across the top. Open up both ends to feel

The Best Camp Facilities

1. Concrete Tent Platforms
2. Steel tent frames
3. 2 Cots Per Tent
4. Oversized leader tents
5. Air-Conditioned dining Hall
6. Air-Conditioned Trading Post
7. Olympic-sized Swimming Pool
8. Steuri Family Shooting Sports Complex
9. The Mountain (Climbing Tower)
10. Air-Conditioned STEM Complex
11. COPE Course including High Ropes and Zipline
12. Much, Much More
the summer breeze or close it up for maximum privacy. Though the tents are big enough for three, we give you lots of room to spread out by placing two cots in every tent.

Knowing that adult leaders sometimes like a bit more elbow (or gear) room, each campsite has been equipped with two larger adult tents. These leader tents offer plenty of space for a comfortable week at camp and help young scouts more easily find an adult leader when necessary.

Supporting the needs of a troop at camp, each campsite includes its own restroom facilities with locking doors, flush toilets, potable water and a large wash station and with multiple shower-houses positioned around camp, a hot shower is never very far away.

Our campsites have LOTS of trees so you can always find the cool shade. Each campsite is also equipped with picnic tables that provide the perfect gathering place for the scouts when they are in camp. Check out a flag from the quartermaster and host your own flag ceremonies at the flag pole located in your campsite.

**Accessible Camping** - Camp Rockefeller is a great place for those who need help with mobility issues. Our barrier-free campsite, Northpoint A, provides wheelchair-accessible tent platforms, paved walkways and electrical service for all tents. If you have a scout who is in need of these facilities, please contact the Council Program Director at program@quapawbsa.org. Please note that this barrier-free campsite is reserved for those in need of this special assistance.

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**The Pool**

What is better on a hot summer day than a cool dip in the swimming pool? Not surprisingly, our Olympic-sized swimming pool is always among the most popular destinations. Large enough to handle almost anything, the pool is the place to be for our swimming and lifesaving activities, mile swim and lots more. Heck, it’s so big we even teach scuba there!

**Lake Butler**

So the pool is big, but it gets a bit crowded when we put the canoes in there. Good thing we’ve got Lake Butler because our canoes, sail boats, stand-up paddle boards and kayaks feel right at home there! You will too.
**Steuri Family Shooting Sports Complex**

For many scouts, the highlight of summer camp is the chance to spend time at the shooting range. At Camp Rockefeller, they’ll get to do that in a state-of-the-art facility. The Steuri Family Shooting Sports Complex provides a top notch rifle range, a full trap and skeet shotgun range, and our brand new Cowboy Action course!

Strategically located away from the noise of the guns, our archery range provides the ideal environment for the aspiring young archer. All ranges are operated under the direct supervision of BSA certified shooting sports directors, NRA instructors and range safety officers. Safety is the primary concern for our staff.

**The Mountain (Climbing Tower)**

Summer Camp is all about pushing yourself to conquer new heights and there’s no better place to do that at Camp Rockefeller than at the climbing tower we lovingly refer to as “The Mountain.” At over 50 feet, it offers a spectacular challenge to scouts of all ages in both climbing and rappelling.

**STEM Complex**

The Rockefeller Experience isn’t just about tents and swimming and shooting and climbing, it’s about Robotics and Computers and 3D Printers and Moviemaking. Inside our air-conditioned STEM Complex, scouts have the opportunity to get hands on with the latest technology in a way that helps to inspire their imaginations.

**COPE Course**

C.O.P.E. (Challenging Outdoor Personal Experience) consists of a series of elements and challenges designed to foster problem solving skills, leadership, teamwork, and group interaction.

The Randy Wilborn COPE Course provides both a low ropes course and high ropes course that are sure to challenge the limits of older scouts. But it will all be worth the effort when they conquer the course and finish with that big zipline!
The Shop at the Rock Trading Post

When those warm summer days have you all heated up, there’s no better place to visit than the air-conditioned Camp Rockefeller Shop at the Rock Trading Post! There you can get yourself a cool drink or ice cream bar (can you say “Choco Taco?”) as well as many other refreshing treats.

The Shop at the Rock is also stocked with lots of great scouting gear and Camp Rockefeller swag that you don’t want to miss! You’ll also want to be sure to stop by and check out our display from the Quapaw Area Council scouting museum. You never know what you’ll see there.

Other Amenities

Wi-Fi - Camp Rockefeller has a free network available from most places around main camp. This is available to leaders to use if they need to connect to the outside world while at camp.

Mail - All scouts and leaders enjoy receiving mail at camp. Please advise parents that all mail must be addressed properly, and mail sent from home later than Wednesday may not arrive until after the Unit departs from camp on Saturday. Mail should be addressed as follows:

Scout’s Name, Unit Number
Gus Blass Scout Reservation
408 Scout Drive
Damascus, AR 72039

Telephone Service

The Gus Blass Scout Reservation telephone is available for emergency calls.

Gus Blass Scout Reservation: (501) 335-7208

Laundry Facilities

While there are no public laundry facilities available at Camp Rockefeller, the closest public laundry facilities are in Greenbrier, Arkansas which is only a short 15 minute drive.

Electricity

Camp is still camping, after all, so there is no electricity provided in unit campsites. Because it is unsafe to run generators or extension cords through campsites, it is against camp policy. Campers using a CPAP machine are encouraged to provide their own battery to operate the unit independent of an electrical source. Battery recharging can be coordinated with the Camp Quartermaster. Those with other medical needs that require power can contact the council Program Director at program@quapawbsa.org to discuss our Accessible Camping facilities. Please note that those camping in the Accessible Camping site will probably be separated from their unit due to limited availability in that site.
Year-Round Executive Chef

Camp Rockefeller and the Quapaw Area Council know that great food is a critical part of a great camp experience. That’s why we’ve taken the unusual step of hiring a year-round Executive Chef to manage our meals.

Dr. W. Jinnings Burruss is an Eagle Scout and Silver Beaver who grew up at Camp Rockefeller and whose passion is to make sure that a new generation of young people have the same great experience that he had. That’s why he puts so much effort into preparing the best camp food for our guests.

THE BEST CAMP FOOD

Highlights
1. Year-Round Executive Chef
2. Air-Conditioned Dining Hall
3. Balanced Nutrition Plan
4. Accommodate Special Dietary Needs
5. Wednesday Night Special Event
6. Leader Appreciation Steak Dinner
7. Scouts and Leaders LOVE IT!
And Dr. Burruss knows just how to do that. As Lead Hospitality Faculty for the University of Arkansas’ culinary school in Little Rock, Jinnings has taught hundreds of students how to prepare the finest food. Many of these students are now cooking in the best restaurants and hotels in the region.

But as a nutrition professional, Dr. Burruss is not only concerned with making sure that the food is delicious. He also wants to ensure that every meal offers a balanced diet. Camp Rockefeller menus are carefully planned with nutritional guidelines in mind so that scouts have the energy needed for a day full of Scouting adventure!

Of course, our dining hall staff knows that there are those who have special dietary needs and they are prepared to work with you to make sure those needs are addressed. In the event that your dietary needs cannot be accommodated, Camp Rockefeller is prepared to store any food that a Scout or leader needs to bring in the camps freezer, cooler, and/or storage room and allow a Scout or leader to prepare that food in the camp kitchen as needed. The Scout or leader should label all food containers with name and troop number. Arrangements for a Scout or leader to come into the kitchen and prepare such food before a meal must be made with the Dining Hall Director during check-in procedures on Sunday.

**Wednesday Night Cookout**

One of the highlights of every week is the big Wednesday night cookout on the front lawn! Rather than the usual routine in the dining hall, this special meal is prepared for you and served picnic-style out on our massive front lawn! It’s a great time of fellowship as well as lots of fun activities to share.

**Adult Leader Appreciation Steak Dinner**

At Camp Rockefeller, we appreciate the adults who take time away from their families and jobs to volunteer and make Scouting possible for their troops. As our way of saying “Thanks!” we host a first-class steak dinner with all the fixin’s every week.

To make sure it’s done right, we keep the Scouts busy and invite you off-camp for a bit to the Donald W. Reynolds Scout Training Center where you can enjoy your dinner and a break from regular routine of camp. There are no strings attached with this dinner – it’s just our way of saying “Thank You” for the work you do and for bringing your Scouts to enjoy the Rockefeller Experience!
First-Year Camper Program

At Camp Rockefeller, we know that it is critically important to get scouts started off right. That is why we have prioritized ROCKS, our curriculum for Scouts who have not yet attended a summer camp, as our most important program. We make sure that these new Scouts get our very best staff members - staff who understand and enjoy the process of patiently training Scouts in the core Scout skills.

In this FULL-DAY program, Scouts will get an opportunity to participate in many of the other program areas such as Aquatics, Scoutcraft and Shooting Sports while working on requirements toward Tenderfoot, Second Class and/or First Class. They will also have the opportunity to attend the Thursday night outpost activity, which

Highlights

1. First-Year Camper Experience (ROCKS)
2. Older Scout Experiences
   I. White River Canoe Expedition
   II. Cove Creek Trapping Co.
   III. Mountain Biking
   IV. C.O.P.E.
   V. Cowboy Action Shooting
3. Merit Badge Classes
4. Special Events

THE BEST CAMP FUN!
will not only help fulfill additional camping requirements but will also provide an additional fun adventure. Scouts who are planning to attend outpost should bring:

- water bottle
- flashlight
- sleeping bag
- small tent
- rain gear

**Older Scout Experiences**
*(All Program Offerings are Subject to Change)*

**XTREME WATERFRONT (New - Tentative)**

New this year is a program designed for the scout who wants to spend all week on the water. Offering a combination of boating, canoeing, kayaking, fishing on spectacular lakes and world-class trout streams, the Xtreme Waterfront program is sure to challenge any scout and leave them begging for more. This program is an all-day off-camp program that leaves after breakfast each morning and returns each night before dinner. Participants will camp with their troops.

**Requirements for participating in the Xtreme Waterfront:**

1. Scouts will need to be at least 14 years old and must qualify as a Swimmer.
2. 1st Class, Canoeing and Camping Merit Badges are highly recommended.
3. Participants must be medically sound for High Adventure activities.
4. Participants must have the items listed on the Personal Gear List.
5. Sunburn and heat related problems have serious long-term consequences. Scouts must be willing to take proper precaution including use of hats, sunscreen and sunglasses.
6. Life jackets (PFD) will be worn at all times while in the canoe.

After an evaluation at the lakefront, if the Waterfront staff determines a scout is not prepared for safely completing the trip then the scout will be directed to plan on doing an alternate activity in camp.
Detailed Rules and Regulations for the Extreme Waterfront program can be found in the Appendix.

Cove Creek Trapping Co.

In the early days of the United States, brave men and women ventured westward into the wilderness. Using only the items they could carry with them and their survival skills, they travelled into the mountains and thrived.

Travel back in time and learn the same survival skills as these mountain men. These skills will include advanced shelter building, primitive fire building, tracking, animal identification, animal traps and snares, fish trapping, knife and axe throwing, and so much more.

This program is a half day program designed for older Scouts, ages 13 and above. Scouts should be competent in wilderness survival and basic Scouts skills.

Mountain Biking

The mountain biking program is a challenging and physically strenuous five-day program involving over fifty miles of increasingly difficult, roads and trails. This is a strenuous activity and is recommended only for those persons in good physical condition. This program is for older scouts- at least 13 years old or 12 years old and First Class.

The scouts in the program work toward the Cycling merit badge, including instruction on proper riding technique, trail etiquette, safety, maintenance, and repair. The only requirement which scouts may be unable to complete is requirement nine.

Scouts bringing their own bikes must also bring a helmet and an extra inner tube. If a Scout brings his own bike, it must be a substantial off-road bike and must meet the review by the Mountain Biking Director. The Mountain Biking Director will disqualify any bike that does not appear substantial enough to handle the very rough terrain over which this activity covers. All scouts must have sufficient water.
C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience) consists of a series of elements and challenges designed to foster problem solving skills, leadership, teamwork, and group interaction. Seven key goals are developed during this experience: Leadership, Trust, Communication, Teamwork, Self Esteem, Problem Solving, and Decision Making.

These goals are accomplished through a challenge by choice program designed to encourage the group to work together, communicate with each other, and trust the group decision as they attempt a solution to the objective.

Held at the Randy Wilborn COPE Course, the C.O.P.E. program generally consists of Initiative Games, Low Course Elements, and High Course Elements. Each team of participants will move from one level to the next based on their abilities and understanding.

The C.O.P.E. Program is restricted to scouts age 13 and older by the time the Scout arrives at camp. Session size is limited, and all participants MUST have a current medical form signed by a parent and a physician. Required clothing includes closed-toe shoes and no slick material shorts. C.O.P.E. is a five-day program and all participants MUST attend all five days. NO EXCEPTIONS. If a participant completes all requirements before Friday, he must attend all sessions to qualify for a completion certificate because the entire team is necessary to be successful. Project C.O.P.E.

provides each participant the opportunity for success as an individual and as a member of a group.

While this activity is challenge by choice, it is physically demanding and requires good endurance and stamina. Be prepared to meet the challenge. Although scouts are excited to participate in C.O.P.E., this program is intended for older scouts. Leaders are encouraged to critically evaluate the maturity level of the scouts interested in participating. If space is available, after all scouts who wish to participate are signed up, a limited number of registered adult leaders will be accepted.

C.O.P.E. t-shirts are available to participants who complete the program at an additional cost at Trading Post.

Cowboy Action Shooting

The Cowboy Action Shooting program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. In various old-time western scenarios, Scouts play “good guys” who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to “ring the bell.” All shooters choose their own cowboy action names before starting so the NRA instructors—dressed in cowboy attire—can call them by those names.

YOUTH REQUIREMENTS: Boy Scouts and Venturers who are over the age of 14, or are 13 and have completed the eighth grade, may participate in this special evening activity. All youth participants
are required to have a signed waiver from their parent or guardian before they can take part in the program. This waiver can be found in the appendix.

**Merit Badge Classes**

While we believe that summer camp is more about memories than merit badges, Camp Rockefeller still offers tons of opportunities to earn merit badges. In fact, in 2019 we offered over 50 different merit badge classes including 13 that were Eagle required.

Of course there are the usual suspects like Swimming, Camping, Archery and Rifle Shooting but some unusual ones are also available like Cycling, Kayaking, Fly-fishing, Graphic Arts, Inventing, Journalism, and Music.

We’ve also got some really special options like the STEM classes Designed to Crunch, Shoot, Start your Engines and Whoosh! Add to that Stand Up Paddleboarding, Snorkeling and Scuba and you’ve got all the makings of a summer camp to remember!

Chapter 2 has a full listing of all the fun we have planned for this summer. Check it out!

**Special Events / Evening program**

**Worship Services**

A Scout is Reverent!

Worship services will be held at the Chapel and everyone is encouraged to attend in uniform. Units are always free to conduct services within the campsite.

**Opening Campfire: Sunday night**

The Sunday night opening campfire will be presented by the camp staff. A Staff guide will arrive at the Unit campsite and lead the Unit to the campfire.

**Regional Campfire**

Regional campfires are a chance for units to assemble for fun and fellowship. As a group, they will decide what skits and songs will be used for the Friday night campfire. SPLs oversee these campfires and will operate under the supervision of the Unit adult leaders and Camp Staff present.
Closing Campfire: Friday night

Friday night’s campfire features songs, skits, and performances by scouts. This campfire is planned during the SPL meetings. All Units assemble at the Flag Plaza and will be led to the campfire circle.

Visitors to Camp - FRIDAY FAMILY NIGHT

Note to Scout Leaders: Please share this information with the families of the scouts in your Unit.

Families and guests of scouts who visit Camp Rockefeller are encouraged to do so on Friday Family Night beginning at 5:00 p.m. concluding with the closing campfire.

All visitors must check-in at the Camp Office at the Admin Building before entering camp, and check-out upon leaving camp. Camp Commissioners will be available to assist visitors with this process.

It is important that visitors know and understand Camp Rockefeller is not a city park. Visitors should come prepared to walk reasonable distances to the campsites and program areas. The terrain is uneven, hilly and may be difficult for individuals with mobility issues. Visitors are strongly recommended to wear sturdy shoes (not flip-flops or sandals), a cap or hat, and comfortable clothing appropriate to the weather.

For safety reasons, all vehicles must be parked in the main parking lot. This includes vehicles with valid Disabled Parking Permits. The main camp area is located uphill by a trail or road that is a rather steep grade. Camp Rockefeller staff will attempt to accommodate individuals with obvious mobility issues on a case by case basis.

For the safety of everyone, pets are not allowed at Camp Rockefeller. This provision is also for the safety of the pets.

Visitors are welcome to observe, but may not participate in, Camp Rockefeller program areas.

Family Night visitors are welcome to eat in the Dining Hall according to the camp schedule for meals. Meal tickets can be purchased in the Trading Post. Cost is $10.00 per person. To prepare a sufficient amount of food for the Friday evening meal, Scout leaders are asked to identify the number of their unit’s
visitors eating in the Dining Hall on Friday Family Night and report this information to the Camp Commissioner not later than noon Wednesday.

Visitors are welcome to camp overnight Friday in the Short-Term camping area (visitors must bring own camping equipment).

Subject to space availability and for Family Night visitors who need to stay over on Friday evening, rooms may be reserved at the Donald W. Reynolds Scout Training Center at a cost of $50.00 per night. A reservation is required a minimum of two weeks in advance. This will be on a ‘as available’ basis. Unfortunately, due to Youth Protection issues, no one UNDER 18, will be allowed to stay.

Only registered Scouts and unit leaders or parents serving as unit leaders may stay overnight in the troop campsite at any time.

Conservation and Camp Projects

Camp projects must be approved in advance by the camp administration. Unit leaders should contact the camp office for information about doing a camp project. A list of conservation projects is maintained by the Ecology/Conservation Area Director. Units may make arrangements with the Quartermaster for tools and assistance.

Branding

Check out The Shop at The ROCK on Friday afternoon. There will be an opportunity to get mugs and belts branded with the camp logos.

ORDER OF THE ARROW

The Quapaw Lodge will host all members of the Order of the Arrow on Monday night following dinner, outside of the Trading. Order of the Arrow members are also encouraged to wear the OA sash Friday evening through closing campfire. Remember that the OA sash is only worn with the full uniform.

During the closing campfire Friday night, the Quapaw Lodge will call out the new members selected during unit elections. The unit
elections must have occurred between January and May of 2019. If you are attending Camp Rockefeller from out of council and would like your Scouts called out this night, then you must bring a signed letter from your council stating that we may call your Scouts out.

The purpose of the Order of the Arrow:

· Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.

· Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout’s experience, in the unit, year-round, and in summer camp.

· Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.

· Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Since its beginning, our Council has worked to uphold the traditions of the Order of the Arrow in all its activities. Callouts will be held at summer camp. Out of council units must present a letter from the home council approving a “callout” from the Quapaw Area Council at Camp Rockefeller.

**Adult Leader Programs**

Some adult leader programs will be available and announced at a later time. In addition, Camp Rockefeller offers multiple training opportunities for Leaders while they are in camp. We plan to offer Youth Protection Training, Scoutmaster Training, Introduction to Outdoor Leader Skills, and Aquatics Supervision.

Other trainings may be available on a week by week basis. Check with the Camp Director upon arrival to camp.
Camp Magic is hard to describe, but it happens in the midst of a very busy camp schedule. Each scout gets the opportunity to choose the classes that best fit their goals for advancement and adventure. Boy, is there a lot to choose from!
The importance of a high-quality first year camper program is not lost at Camp Rockefeller. The first-year camper program at any summer camp is arguably the most important program. This aspect of camp has the potential to influence a Scout's future in Scouts BSA, both short and long term. A first-year camper program requires patient and caring staff as well as essential program resources and tools and offers instruction in the basic Scout Skills and provides knowledge scouts will need to succeed. Camp Rockefeller is proud to offer our first-year camp program for all first-time campers that need

The ROCKS Program is an advancement program for Scouts who have not yet attended a summer camp. These are FULL DAY programs. These scouts will also tour and participate in other program areas in camp, such as Scoutcraft, Shooting Sports, etc. They will have a chance to experience summer camp.

Scouts in the ROCKS program can attend Outpost with the Scoutcraft session one night. If they are planning on attending outpost, Scouts will need to bring:

- water bottle
- flashlight
- sleeping bag
- small tent
- rain gear
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.

Linked Requirements: Archaeology

Notes and Prerequisites: Reqs 1, 4a, 7(a, b or c), 10, 11

Req 8 will be completed after camp.

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.

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

**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.

**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.

**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.

**Citizenship in the Community**

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

**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.

**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.
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.

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."

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.

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.

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.

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

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.
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."

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.

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.

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.

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.

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.
**Inventing**

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

**Journalism**

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.

**Kayaking**

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

**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.

**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.

**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.

**Mountain Biking and Cycling**

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.
**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.

**Music**

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

**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.

**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.

**Personal Management**

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

**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.
**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.

**Public Speaking**

A lot happens during the course of every person’s life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven’t stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won’t be scary. It can even be fun.

**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.

**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.

**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.

**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.
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.

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.

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

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.

Underwater Basket-weaving
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.

*This class is taught in the swimming pool on Friday afternoon.*

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.
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.

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.
C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience) consists of a series of elements and challenges designed to foster problem solving skills, leadership, teamwork, and group interaction. Seven key goals are developed during this experience: Leadership, Trust, Communication, Teamwork, Self Esteem, Problem Solving, and Decision Making. These goals are accomplished through a challenge by choice program designed to encourage the group to work together, communicate with each other, and trust the group decision as they attempt a solution to the objective. The C.O.P.E. program generally consists of Initiative Games, Low Course Elements, and High Course Elements. Each team of participants will move from one level to the next based on their abilities and understanding.

Must be 13 years old to participate
Cove Creek Trapping Company

Cove Creek Trapping Company is a living history, advanced wilderness survival program, similar to "Mountain Man" programs found elsewhere. Participants will have the opportunity to apply their Scouting skills to living off the land near beautiful Cove Creek.

Skills taught and practiced may include:

- Building Shelter
- Assessing and Using Available Resources
- Tracking
- Primitive Fire Building
- Building Traps and Snares

*Must be 13 years old to participate*
Cowpoke Wild West Adventure

Hurry up, Pardner, and spend a week learning the tools of trade in the old west! Get your chance with the Cowboy Action shooting firearms and more. Plus learn to rope, do some blacksmithing, and cook like you're on a trail drive. It's an immersive experience you'll not soon forget.

Depending on time, activities in this half-day program may include:

- Fire Building
- Roping
- Metal Working
- Cowboy-style Cooking
- Cowboy Action Shooting (pistol, Henry rifle, shotgun)
- Indian Lore
- Completing Cowpoke Challenges

*Must be 14 years old to participate.*
Xtreme Waterfront

New this year is a program designed for the scout who wants to spend all week on the water. Offering a combination of boating, canoeing, kayaking, fishing on spectacular lakes and world-class trout streams, the Xtreme Waterfront program is sure to challenge any scout and leave them begging for more. This program is an all-day off-camp program that leaves after breakfast each morning and returns each night before dinner. Participants will camp with their troops.

1. Scouts will need to **be at least 14 years old and must qualify as a Swimmer**.

2. 1st Class, Canoeing and Camping Merit Badges are highly recommended.

3. Participants must be medically sound for High Adventure activities.

4. Participants must have the items listed on the Personal Gear List.

5. Sunburn and heat related problems have serious long-term consequences. Scouts must be willing to take proper precaution including use of hats, sunscreen and sunglasses.

6. Life jackets (PFD) will be worn at all times while in the canoe.

After an evaluation at the lakefront, if the Waterfront staff determines a scout is not prepared for safely completing the week then the scout will be directed to plan on doing an alternate activity in camp.
Designed to Crunch

BSA Nova Award for Math
This module is designed to help you explore how math affects your life each day. It explores cryptography, physics, modeling, and engineering.

Full requirements can be accessed here.

Shoot!

BSA Nova Award for Science
This module is designed to help you explore how projectiles and space affect your life each day.

Full requirements can be accessed here.

Start Your Engines!

BSA Nova Award for Technology
This module is designed to help you explore how technology affects your life each day.

Full requirements can be accessed here.

Whoosh!

BSA Nova Award for Engineering
This module is designed to help you explore how engineering affects your life each day.

Full requirements can be accessed here.
Aquatics Supervision: 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 15 or older. The training must be conducted by a council approved instructor, takes roughly eight hours and is valid for three years.

Aquatics Supervision: 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 15 or older. A council approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.

**BSA Lifeguard**

To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual.

**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.

This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

**BSA Snorkeling**

The Snorkeling BSA requirements introduce 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.
Looking for details. You’re in the right place.
More info will be added as camp approaches so check back regularly.
Money Matters

Regular Cost

Youth: $300*

Adult: $125

- Some classes may require additional fees

Early Bird (Youth only)

$250 total if:

$100 paid by April 1 and

remaining $150 paid by May 1

Free Leader Discount

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