

# Camp Manatoc Instructional Schedule 2012

9:00 AM	10:00 AM	11:00 AM	12:00 PM	2:30 PM	7:30 PM		
T-2-1 Trailblazer (2 Hours) - Block I		T-2-1 Trailblazer (2 Hours) - Block II		Astronomy	Art (Mon Tue Thu)		
Archery (2 Hours)		Archery (2 Hours)		Climbing	Fishing (Mon Tue Thu)		
Rifle Shooting (2 Hours)		Rifle Shooting (2 Hours)		Engineering (All Afternoon @ Lewis Conference Center)	Hiking (Mon Tue)		
Shotgun Shooting (2 Hours)		Shotgun Shooting (2 Hours)			Geocaching	Mamal Study (Mon Tue Thu)	
Environmental Science (2 Hours)		Environmental Science (2 Hours)		Scouting Heritage	GPS Training (Tue Thu)		
First Aid (2 Hours @ Scoutcraft)		First Aid (2 Hours @ Scoutcraft)		Weather	<i>Many requirements for Rank Advancement and Merit Badges might also be completed in your Campsite. Contact your leaders!</i>		
Entrepreneurship (2 Hours)		Entrepreneurship (2 Hours)		Instructional Swim			
Pioneering (2 Hours)		Orienteering (2 Hours)					
Canoeing (2 Hours)		Small Boat Sailing (2 Hours)					
Swimming	Swimming	Lifesaving (2 Hours)		<p><b><i>Merit Badges Done on an Individual Basis</i></b></p> <p>Most Handicraft badges and a few of the Nature badges are unscheduled. Scouts meet with the counselor to set convenient times.</p> <p>Bird Study, Insect Study and Geology are at the Nature Hut.</p> 			
Climbing	Climbing	Climbing	Climbing				
Basketry	Camping	Cycling	Camping				
Emergency Preparedness	Leatherworking	Emergency Preparedness	Leatherworking				
Fish and Wildlife Management	Space Exploration	Reptile and Amphibian Study	Space Exploration				
Motorboating	Rowing	Motorboating	Rowing				
Safety (@ Handycraft)	Wilderness Survival	Safety (@ Handycraft)	Wilderness Survival				
Geology	Soil and Water Conservation	Oceanography	Forestry				
Metalworking	Wood Carving	Metalworking	Wood Carving				
		Sculpture					
						Handicraft is located in the vicinity of the Trading Post Nature Hut is in Forester Lodge near "Scoutcraft"	

***Please see the Master Schedule for other activities during the week***

## Merit Badges Offered

Camp Manatoc offers over 40 merit badges each summer. While many of these can be completed at camp, most require a bit of work and preparation before arriving at camp. Please review the merit badges available at camp, and any prerequisites that should be completed before arrival with your unit. The official site of the [Boy Scouts of America](#) posts the requirements for all [merit badges](#) - click on the merit badge name to go to the site, or consult the current official merit badge requirements booklet for the current list of official requirements.

New this year is a [Unit Merit Badge Reservation Form](#). Please complete this form and turn it in at your ten day meeting to assist us in insuring that we have enough staff assigned to properly instruct each session.

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**Tip:**

*If you click on the merit badge name (if connected to the internet). A page will open with the requirements for the Merit Badge via [scouting.org](http://scouting.org)*

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### A



#### [Archery](#)

Archery focuses on teaching basic archery safety and rudimentary shooting skills. A Scout with no shooting experience should not attempt this badge. The Scout will learn how to make a bowstring and an arrow (materials will be provided for this). The Scout should plan on spending his afternoons at the Archery Range to practice and to qualify for the shooting requirements (see requirement 5).



#### [Art](#)

Come prepared with pencil and paper. All other materials are provided. **Prerequisites:** Requirements 4 & 5



#### [Astronomy](#)

This is a very time-consuming badge. If he has them, the Scout should bring star charts and pamphlets. Night observations are required to earn this badge. Unfavorable weather could preclude much progress on this merit badge. **Prerequisites:** Requirements

5, 6, 9 & 10

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B



**Basketry**

Materials may be brought to camp or purchased at the Trading Post. This is an excellent “ice breaker” to merit badge work.



**Bird Study**

While at camp, the Scout will be required to spend some time observing birds and preparing a field notebook (see requirements 5 & 6). Before camp, the Scout is encouraged to fulfill the options for requirements 7 & 8.

C



**\*Camping**

Before camp, the Scout should review requirements 1 & 2. Doing requirements 3,4,5,7,8 and especially 9a before camp will make it much easier to earn this badge at camp. The Scout should be prepared to present his gear for an overnighiter for inspection. Bring a sleeping bag, ground cloth, tarp, and a backpack.



**Canoeing**

The Scout should be at least 13 yrs. old, have some canoeing experience, and have passed the swimmer portion of the [swimmer test](#). He needs to bring swimming trunks, along with **shoes and a shirt that will get wet**. Scouts should also plan on spending afternoons at the lake to practice strokes. **Prerequisites:** Requirements 1, 2 ([CPR](#)), review [4a](#).



**Climbing**

Scout must be at least 13 years old. **Prerequisites:** Requirement 1.



**\*Cycling**

Review requirement 1 (first aid) prior to camp. All of the requirements can be completed at camp except requirements 6, 8 & 9.

E



[\\*Emergency Preparedness](#)

*Before attempting this badge, the Scout must already have earned First Aid Merit Badge.* Plan on spending one afternoon outside the merit badge session to complete an emergency drill (see requirement 8). **Prerequisites:** Requirement 1, 6b, 6c, 8. Review 2a, 2b.



[Engineering](#)

It would be helpful to do requirements 5 & 6 ahead of camp. **Prerequisites:** Requirements 4



[Entrepreneurship](#)

Come prepared with pencil, paper and an idea for a product to sell or a service to provide. All other materials will be provided. (Scouts should be 13 or First Class to participate)



[\\*Environmental Science](#)

This merit badge requires a great deal of time, as it deals with numerous experiments and projects.

F



[\\*First Aid](#)

Brush up on your first aid skills ahead of camp. Requirement 7 may be done in advance. **Prerequisites:** Requirements 1 and 3a & b



[Fish and Wildlife Management](#)

Before coming to camp, the Scout should be familiar with the first four requirements. Extra time outside of the merit badge session may be needed to complete the projects (see requirements 5, 6, and 7). Completing Requirement 8 prior to camp is helpful.



[Fishing](#)

Scouts should bring their own fishing equipment. During the week, the Scout must catch two different kinds of fish (see requirement 9). He should also be familiar with the parts of a reel (requirement 2) and the knots listed in requirement 4.



[Forestry](#)

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Before coming to camp, the Scout should be familiar with requirements 3, 4, and 6. In addition, the Scout is encouraged to begin his notebook before coming to camp (see requirement 1).

G



[Geocaching](#)

Geocaching is a sport for all age groups and all abilities. For scouts interested in GPS and geocaching. Older scouts preferred. **Prerequisites:** Requirements 7 and 8.



[Geology](#)

Before coming to camp, Scouts should familiarize themselves with all of the requirements.

H



[\\*Hiking](#)

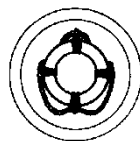
Only requirements 1, 2, 3, 4 and 7 are covered during the week.

L



[Leatherwork](#)

Scouts should come prepared with a leatherworking kit (knife pouch, wallet, belt, etc.) or be prepared to buy one at the trading post.



[\\*Lifesaving](#)

Before attempting this badge, the Scout needs to be a [First Class](#) Scout, or have successfully completed [Second Class](#) requirements 7a-7c and [First Class](#) Requirements 9a-9c. He needs to bring the **following items that will get wet:** swim trunks, shoes, socks, pants, belt, and a long-sleeve button-down shirt. **Prerequisites:** Requirements 1, 13 ([CPR](#)). It is recommended that any Scout attempting this merit badge complete [Swimming Merit Badge](#) first.

## M



### Mammal Study

Before coming to camp, the Scout should review requirements 1 and 2. Considerable time will be spent outside the merit badge session in observation of mammals (see requirement 3a or 3b) unless the Scout chooses to write a simple history of a mammal (requirement 3c).



### Medicine

The Scout **must be 14 years** old and the First Class rank (No Exceptions). The Scouts will be assisting in the Health Lodge to fulfill requirements 7a and 10. The amount of time spent in the lodge will be between 4-8 hours. Requirement 1 could be completed prior to camp.



### Metalwork

This badge requires a lot of time spent working on projects. Preference will be given to the older Scouts.



### Motorboating

The Scout must be at least 14 years old to take this badge. There is also an additional \$8.00 fee. The Scout must pass the swimmer's test before attempting this badge. Before coming to camp, the Scout should review laws concerning motor boating (see requirement 4). **Prerequisites:** Requirements 1, 2 (CPR), 4.

## O



### Oceanography

Requirement 8 may be completed before camp.



### Orienteering

A Scout who attempts this badge needs to have already passed his map and compass skills for Second Class and First Class. An afternoon may be required to run compass courses. Scout should have an orienteering compass with base plate.

P



**Pioneering**

Scouts who attempt this badge needs to have **already earned his knot and lashing requirements for Tenderfoot, Second Class, and First Class**. Before camp, **practice the knots listed in requirements 2b and c**.

R



**Reptile and Amphibian Study**

In order to earn this badge at camp, the Scout must complete requirement 8 prior to camp. The Scout should also be familiar with requirements 1, 3, 5, 7, and 10. **Prerequisites:** Requirements 8



**Rifle Shooting**

Scouts will need an average of \$5 to \$10 to purchase rifle tickets (tickets available at the trading post). Scouts will complete requirement 2 under option A (modern cartridge type) only. The shooting requirement is challenging: 10 targets, 5 of which must have three shots close enough to be covered by a quarter, and 5 of which must have all 5 shots score 8 or higher. First year campers with no previous shooting experience are strongly discouraged from attempting this badge. **No personal rifles and no personal ammunition are to be brought to camp.**



**Rowing**

This is a good merit badge for a Scout who has not yet earned any other lake merit badges. The Scout needs to pass the [swimmer's test](#) in order to attempt this badge. He needs to bring swimming trunks, along with shoes and a shirt that will get wet. Before coming to camp, he should review [Safety Afloat](#) (see requirement 4). Most Scouts should plan on spending afternoons at the lake practicing strokes. **Prerequisites:** Requirements 1, 2 ([CPR](#)).

## S



### Safety

Come prepared with a notebook and the checklist from Requirement 2. **Prerequisites:** Requirements 4 and 6 must be done with your family ahead of camp.



### Sculpture

Scouts should come prepared on Monday to get a little muddy in search of Manatoc clay.



### Scouting Heritage

Learn about the origins of Scouting Encouraged for older scouts. Scouting uses its 126 different merit badges to shine a light on topics that engage and inspire young minds. But with merit badge No. 127, the BSA intends to turn the light on itself. They'll learn it all—from Scouting's beginnings under Lord Baden-Powell to the history of their own troop. **Prerequisites:** Requirement 5, 6, and 8 need to be completed and brought to camp, and please note requirement 4.



### Shotgun Shooting

Scouts will need an average of \$15 to \$20 for ammunition to fulfill the shooting requirement. Scouts must hit 24 of 50 targets (48%). Scouts should be at least a third year camper or a second year camper with previous shotgun shooting experience. **No personal guns and no personal ammunition are to be brought to camp.**



### Small Boat Sailing

Scouts must pass the [swimmer's test](#) in order to attempt this badge. Before coming to camp he should review [Safety Afloat](#) (See requirement. 4a). Most Scouts should plan on spending extra time at the lake to improve sailing skills. Recommended age is 13 plus. **Prerequisites:** Requirements 1 ([CPR](#)), 2.



### Soil and Water Conservation

Before coming to camp, the Scout should be familiar with requirements 1, 2, and 6. The Scout should plan on spending one afternoon minimum outside of the merit badge session on two projects (See requirement 7).





### Space Exploration

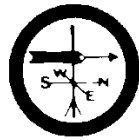
Rockets and tickets for the engines will be on sale in the Trading Post. The Scout will need to spend one afternoon outside of the merit badge session to launch his rocket. Rocket launches will be required, while Scouts may bring their own rockets to camp, they should use type A or B motors. The motors must be purchased from camp. **No motors should be brought to camp.**



### \*Swimming

Scouts should of complete Second Class requirements 7a-7c and First Class requirements 9a-9d prior to enrolling. Before attempting this badge, the Scout must first pass the swimmer's test. The Scout must bring the following clothes that **will get wet**: long pants (jeans work best), socks, shoes, belt, swimming trunks, and a long-sleeved button-down shirt. **Prerequisites:** Requirements 1, 2 (CPR), clothing for 4.

## W



### Weather

Before camp, the Scout should read and be familiar with the first five requirements. To satisfy requirement 8, he should plan on keeping a daily weather log while at camp (See requirement 8a). In order to satisfy requirement 9, the Scout could review the emergency procedures in the leader's guide and explain them to the troop (See requirement 9a). Do the research for requirement 9 prior to camp.



### Wilderness Survival

Review requirement 1 through 4. The Scout should also come prepared for an overnigher; he will build his own shelter and sleep in it (See requirement 8 and 9). *It is strongly recommended that the Scout earn Camping Merit Badge before attempting this badge.* **Prerequisites:** Requirement 5



### Wood Carving

Two projects are required (see requirement 6 and 7). A sharp pocketknife is mandatory, and a sharpening stone is encouraged. Scouts who wish to finish this badge at camp should bring a planed, flat board (about 1 ft. by 1 ft.) for a relief carving. Neckerchief slide kits can be purchased at the Trading Post. *The Scout must have a valid Totin' Chip card before attempting this badge.*

### \*Eagle Scout Required Merit Badges