

Troop 652 Summer Camp Parent Meeting Agenda

Handouts:

- Merit Badge Description
- Health Form
- Release of Camper Form
- Blue Cards
- Camp Fliers

Talk

- Major event, most memorable for scouts. Like you would expect for a week-long Summer Camp (no horses – got too expensive – BMX bikes instead)
- Have fun, earn some badges, do scout stuff
- Prerequisites: pay attention – for example Swimming MB, need extra clothes to jump into pool with
- Money: How much, handling, lost money is biggest problem (especially Sunday)
- Food: Meals at Dining Hall, snacks/slushies from Trading Post, snacks at Camp (mark ‘em, they’re kept in a common raccoon proof box)
- Visitors during the week: Adults OK, must have Class 1 if you stay overnight. If the week is hot, if you want to be nice and bring some ice. No younger siblings until Wednesday Family Night. Meals are priced individually.
- Walk Through Sunday: Meet at Camp Site between noon and 1 pm (late is OK)
- Walk Through days of week
- Walk Through Family Night Dinner – bring everyone but we need to know how many adults/kids
- Walk Through Friday Night and Saturday retrieval.
- What to Bring and How to Bring it.
 - o Feet are most important, over 90% of problems at Health lodge are for feet.
 - o Dry is important
 - o Cot – borrow if you can, only used for Summer Camp on Wood platform. \$5 to rent at camp
 - o Rain Gear. You’ll need this for camping year ‘round. Might not need it at camp, might live in it.
 - o Sweatshirt/Jacket – typical early summer weather includes some cool nights but if there’s a front going through, it could be 40 when we get up in the morning.
 - o Name on Everything.
 - o Flashlight and extra batteries.
 - o Bug Lotion
 - o Sun Lotion
 - o \$20 spending money maybe more for a rocket and shooting chits.
 - o Lawn Chair or camp stool.
 - o Cup/Mug with Name on it for use around camp.
- Procedures:
 - o Leave a message on my cell phone
 - o Hand me a note
 - o If you tell me something important, it doesn’t count unless I also have it on a scrap of paper.
 - o If needed, a scout will be allowed to call home. This is not a good solution for “Home Sick” but if the scout wants to ask you to bring something out, we’ll get the message out.
 - o I try to keep the web up to date while at camp and post photos. Know how to look?

Event: Brecksville Home Days

Date: June 26, 5pm - 11:30 pm, June 27: 1 pm - 11:30 pm, June 28, 1:00 - 10:00. Sell pop and water.

	Who		Details	
	Family Name & Phone	First Names	Number Attending	Time Slot (at least 4 hours on 2 days)
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

(over)

What to Bring to Camp

Scoutmaster Markups of the Camp Manatoc Leader Manual page.

___ Scout Uniform

Class A uniform is required for dinners in the Dining Hall & evening retreat/parade.

___ Underwear (at least 6 changes)

___ Socks (at least 6 changes)

Plus some “extra” in a separate baggy in case all the others are wet. Dry socks can really make things seem better.

___ Old Clothes

Don’t know what this is for except as it applies to the “Swimming Merit Badge” item in the “Optional” section below. Scouts will need a few T-shirts and possibly a long-sleeved shirt. Shorts can last the week unless they’re wet. A long legged pair of pants can help if it turns cold or is very buggy.

___ Pajamas

Or clean shorts and a T-shirt. Best to have a separate set that are used only for sleeping. Avoids drawing animals & bugs with food smells on clothes worn during the day.

___ Swim Suit (Towel listed later.)

___ Jacket

Light weight. Can be used to keep bugs off or to ward off a chill when combined with the sweatshirt listed below.

___ Sweatshirt

___ Heavy Shoes

This means “stiff soled” or “supportive” shoes or hiking boots (not sneakers). In years past, stiff shoes/hiking boots probably meant a couple of pounds but that’s not the case anymore. The ground and paths are uneven in many places. Supportive shoes/boots make the feet less tired than sneakers. Some badges have hiking requirements.

___ Sneakers or Moccasins

A separate pair of footwear for when the primary pair are wet. Something to put on quickly for around camp.

___ Rain Gear

Something that can be carried with the scout on days that look like it might pour. Will need to cover the legs as well so a rain jacket with pants or a poncho is recommended.

___ Completed Health Forms (Class 1 & 2)

___ Prescription Medicine (original vial)

___ Inhalers, bee sting kit if prescribed

If something is listed on the health form, the scout needs to bring it to camp. Unexpired.

___ Reusable cup or mug.

The dining hall provides plastic cups for use there. Bring a cup for the drinks available at camp and to use for teeth brushing.


___ Toothbrush and Toothpaste

___ Soap

___ Deodorant

___ Towel(s)

___ Cot or Air Mattress

Recommend a cot. If you’re going to buy a cot, the Coleman style is recommended because the  style legs can be used in troop tents on later camps but an “X” style leg isn’t allowed in troop tents because the feet can tear through tent floors.

___(3) Blankets or Sleeping Bag

Recommend a Sleeping bag. If you’re buying a new one, and you won’t be getting a separate one for winter camps, get one rated for 0° and bring a light blanket with it to summer camp.

___ Pillow

___ Insect Lotion

No sprays are allowed near the tents. No aerosols are allowed by the scouts because of the fire hazard.

Limit DEET to 10 to 25% because DEET melts plastics – including clothing, knife handles, compasses, watch faces, etc.

___ Sunscreen Lotion

___ Flashlight

And spare batteries.

___ Scout Handbook

___ Merit Badge Booklets

The troop has a large collection for “standard” Summer Camp badges. Check the box before camp or plan on bringing extra money to buy them at camp.

___ Pencil and Paper

Many badges have writing or drawing “homework”. Bring an old school spiral notebook and some pencils.

___ Bible or Prayer Book

If it fits your family traditions.

___ Written Paperwork for badges to be finished at camp

If your badge has prerequisites that you need to research and write-up (library or computer research), remember to bring it to camp.

___ Materials needed to complete merit badges

Or money to buy them at the Trading Post. If you have a special craft you’ve chosen from the Scout Catalog and won’t like working on one of the other kits, bring your chosen craft kit to camp with you because the Trading Post may be limited.

OPTIONAL

A hat

If your scout will wear one, scouts can get cooked walking around in the sun.

~~Ground Cloth~~

Better: a camp chair or lawn chair

Fishing Equipment

Postcards and Stamps

More suited for out-of-town camps.

Footlocker or Large Tote

Cook Kit

Mess kit is handy for snacks and other food prepared at the camp site

Compass

Recommend one with a flat base that can be used to orient a map rather than a Lensatic or electronic.

Small Bag

Can be used to haul stuff around to back-to-back badges or hold swim stuff.

For Swimming Merit Badge

Bring an extra long-sleeved shirt and long legged pants to use in the “make a floatation aid” exercise. Can be larger than need to wear.

Money Baggy or wallet.

Scouts tend to lose their money at camp. A wallet or a Ziploc bag with their name on it will at least keep it together. Small bills work best so that scouts can take only the amount they intend to spend.



Suggested Summer Camp Personal Equipment

Required Equipment

- Complete Field Uniform
 - Short Sleeve Uniform Shirt
 - Short Uniform Pants or "Switchbacks"
 - Scout Socks
 - Uniform Belt
 - Appropriate Uniform Shoes
- Physical (Complete and Current)
- Sleeping Bag (or 2 blankets), Pillow, and cot or pad. (Limited rental cots available)
- Change of Clothing (4 to 5)
- Jacket or Sweatshirt
- Sneakers and Boots (Hiking)
- Sleeping Clothes
- Towel & Swim Trunks
- Small Flashlight
- Merit Badge Books (as required)
 - Merit Badge Prerequisites
- Rain Gear
- Scout Handbook
- Pencil/Pen & Paper
- Personal Items
 - Toothbrush/Toothpaste
 - Comb/Brush
 - Lotion Insect Repellent
 - Sun Screen
 - Deodorant
 - Soap/Shampoo
- Foot Locker or Suitable Locking Storage
 - Padlock

Optional Equipment

- Camera
- Merit Badge Prerequisites or Other Required Items
 - Clothes for Aquatic Merit Badges for example.
- Fishing Equipment
- Reading Material
- Small amount of money

STRONGLY DISCOURAGED

- Radios
- CD Players
- MP3 Players
- Cell Phones

Form**3****Camper Release Form**

Camper Name	Unit Number
Campsite	
Home Phone	

Policy Statement

- Section A** It shall be the policy of the Manatoc Scout Reservation to release a camper only to an authorized person as listed on the Camper Release Form as approved by the camper's parent or legal guardian.
- Section B** Each camper leaving camp shall notify their Unit Leader and the Camp Office as to the estimated time of departure. The camper shall wait at the camp office for the appropriate adult providing transportation.
- Section C** When the adult arrives, the camp administration will verify the name on the Camper Release Form and ask to see a photo identification card (Driver's License, State Identification Card, Military Identification Card, etc.). After verification of the name on the form to the picture ID, the adult shall sign out the camper. The sign-out form shall include the camper's name, time leaving, time returning and name and signature of the person the camper is being released to.
- Section D** NO CAMPER SHALL BE RELEASED TO ANYONE NOT LISTED ON THE CAMPER RELEASE FORM. HOWEVER, THE UNIT'S LEADER MAY RELEASE THE CAMPER TO AN ADULT BY SIGNING THE WAIVER BELOW. The leader then assumes full responsibility for the safety of the camper.

Authorization is granted for the release of the aforementioned individual to adult employees, staff, volunteers, and camp staff of the Great Trail Council, Boy Scouts of America. In addition to the parents or guardians signing this form, only those individuals listed below are authorized to remove the aforementioned individual from summer camp during their period of camping.

Parent/Legal Guardian Signature	Date
Parent/Legal Guardian Print	
Other Party 1 Print	
Other Party 2 Print	
Other Party Print	
Unit Leader Released Camper to:	At
Unit Leader Signature	Date

Event: Summer Camp Adult

Date: July 21 – 27, Can choose time slot and stay-overnight.

	Who		Details	
	Name & Phone	First Names	Day(s)	Time Slot (approx) Morning (8-12) Afternoon (12-4) Evening (4-8) Overnight (8-8)
1.				
2.				
3.				
4.				
5.				
6.				
7.				

(over)

Annual Health and Medical Record

(Valid for 12 calendar months)

Medical Information

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered below in one three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

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

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

Risk Factors

Based on the vast experience of the medical community, the BSA has identified that the following risk factors may define your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.



BOY SCOUTS OF AMERICA

Annual BSA Health and Medical Record

Part A

GENERAL INFORMATION

Name _____ Date of birth _____ Age _____ Male Female
 Address _____ Grade completed (youth only) _____
 City _____ State _____ Zip _____ Phone No. _____
 Unit leader _____ Council name/No. _____ Unit No. _____
 Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
 Health/accident insurance company _____ Policy No. _____

**ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD (SEE PART C).
 IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."**

In case of emergency, notify:

Name _____ Relationship _____
 Address _____
 Home phone _____ Business phone _____ Cell phone _____
 Alternate contact _____ Alternate's phone _____

MEDICAL HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma	
		Diabetes	
		Hypertension (high blood pressure)	
		Heart disease (i.e., CHF, CAD, MI)	
		Stroke/TIA	
		COPD	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Learning disorders (i.e., ADHD, ADD)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures	
		Sleep disorders (i.e., sleep apnea)	
		GI problems (i.e., abdominal, digestive)	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____

Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. Tetanus immunization must have been received within the last 10 years. If had disease, put "D" and the year. If immunized, check the box and enter the year received.

Yes	No	Date
<input type="checkbox"/>	<input type="checkbox"/>	Tetanus _____
<input type="checkbox"/>	<input type="checkbox"/>	Pertussis _____
<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria _____
<input type="checkbox"/>	<input type="checkbox"/>	Measles _____
<input type="checkbox"/>	<input type="checkbox"/>	Mumps _____
<input type="checkbox"/>	<input type="checkbox"/>	Rubella _____
<input type="checkbox"/>	<input type="checkbox"/>	Polio _____
<input type="checkbox"/>	<input type="checkbox"/>	Chicken pox _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B _____
<input type="checkbox"/>	<input type="checkbox"/>	Influenza _____

Exemption to immunizations claimed.

(For more information about immunizations, as well as the immunization exemption form, see Scouting Safely on *Scouting.org*.)

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.)
 Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>
Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Reason for medication _____ Approximate date started _____ Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>

NOTE: Be sure to bring medications in the appropriate containers, and make sure that they are **NOT expired, including inhalers and EpiPens. You **SHOULD NOT STOP** taking any maintenance medication.**

Emergency contact No.:

Allergies:

DOB:

Last name:

Part B
PHYSICAL EXAMINATION

Height _____ Weight _____ Meets height/weight limits Yes No Blood pressure _____ Pulse _____

Individuals desiring to participate in any high-adventure activity or events in which emergency evacuation would take longer than 30 minutes by ground transportation will not be permitted to do so if they exceed the weight limit as documented at the bottom of this page. Enforcing the height/weight limit is strongly encouraged for all other events, but it is not mandatory. (For healthy height/weight guidelines, visit www.cdc.gov.)

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			

Allergies (to what agent, type of reaction, treatment):

I certify that I have, today, reviewed the health history, examined this person, and approve this individual for participation in:

- Hiking and camping
 Competitive activities
 Backpacking
 Swimming/water activities
 Climbing/rappelling
 Sports
 Horseback riding
 Scuba diving
 Mountain biking
 Challenge ("ropes") course
 Cold-weather activity (<10°F)
 Wilderness/backcountry treks

Specify restrictions (if none, so state)

Certified and licensed health-care providers recognized by the BSA to perform this exam include physicians (MD, DO), nurse practitioners, and physician's assistants.

- To Health Care Provider:** Restricted approval includes:
- Uncontrolled heart disease, asthma, or hypertension.
 - Uncontrolled psychiatric disorders.
 - Poorly controlled diabetes.
 - Orthopedic injuries not cleared by a physician.
 - Newly diagnosed seizure events (within 6 months).
 - For scuba, use of medications to control diabetes, asthma, or seizures

Provider printed name _____
 Signature _____
 Address _____
 City, state, zip _____
 Office phone _____
 Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

Part B Last name: _____ **DOB:** _____

Part C

Parental Informed Consent and Hold Harmless/Release Agreement

I understand that participation in Scouting activities involves a certain degree of risk. I have carefully considered the risk involved and have given consent for myself or my child to participate in these activities. I understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose to the adult in charge examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

Without restrictions.

With special considerations or restrictions (list)

Talent Release Form

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

Yes No

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

Participant's name _____

Participant's signature _____

Parent/guardian's signature _____
(if under the age of 18)

Date _____

Attach copy of insurance card (front and back) here. If required by your state, use the space provided here for notarization.



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
<http://www.scouting.org>



2008 Printing

Part C Last name: _____ DOB: _____

Camp Manatoc Instructional Schedule

9:00 AM	10:00 AM	11:00 AM	12:00 PM	2:30 PM	7:30 PM
T-2-1 Trailblaser - Block I	T-2-1 Trailblaser - Block II			Astronomy	Fishing (Monday and Tuesday)
Archery (2 Hours)	Archery (2 Hours)			Climbing	Hiking (Monday and Tuesday)
Environmental Science (2 Hours)	Environmental Science (2 Hours)			Instructional Swim	GPS Training (Tuesday and Thursday)
Canoeing (2 Hours)	Small Boat Sailing (2 Hours)			Medicine	Mammals (Monday, Tuesday and Thursday)
Pioneering (2 Hours)	Lifesaving (2 Hours)			Weather	Many requirements to Rank advancement and Merit Badges may be completed in the Campsite. Contact your leaders.
Rifle Shooting (2 Hours)	Rifle Shooting (2 Hours)			Entrepreneurship (2:30 - 5:00 Monday only)	
Shotgun Shooting (2 Hours)	Shotgun Shooting (2 Hours)				
Metalworking	Blacksmithing (2 Hours)		Metalworking		
Cycling	Cycling		Orienteering (2 Hours)		
Geology	Motorboating (14yrs)		Space Exploration		
Fish and Wildlife Management	Soil and Water Conservation		Forestry		
Camping	Camping		Personal Fitness		
Climbing	Climbing		Motorboating		
Emergency Preparedness	Wilderness Survival		Climbing		
Swimming	Swimming		Emergency Preparedness		
Rowing	Entrepreneurship		Wilderness Survival		
<p>Merit Badges Done on an Individual Basis</p> <p>All Handicraft badges and a few of the Nature badges are unscheduled. Scouts meet with the counselor to set convenient times.</p> <p>Art, Basketry, Indian Lore, Leatherworking, Pottery, Sculpture and Woodcarving are at Handicraft</p> <p>Bird Study, Geology, and Insect Study are at the Nature Hut.</p>					
<p>Handicraft is located in the vicinity of the Trading Post Nature Hut is in Forester Lodge</p>					

Special Events

Tuesday 1:45pm - Brotherhood Training

Thursday 8:30am - Leader Breakfast

Thursday 7:30pm - Adult Shotgun Shootout

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.

A

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



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

B



Basketry

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

GREAT TRAIL COUNCIL
CAMP MANATOC



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.



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.



*Environmental Science

This merit badge requires a great deal of time, as it deals with numerous experiments and projects. Scouts should bring 2-liter washed pop bottles to camp to complete experiments.

F



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

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



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.

GREAT TRAIL COUNCIL
CAMP MANATOC

I



Indian Lore

This badge has a higher level of difficulty than the other handicraft badges. Any crafts a Scout can bring to camp are encouraged. **Prerequisites:** Requirement 1.



Insect Study

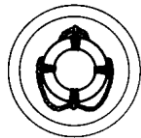
Arrangements for meetings can be made with the Ecology Director. **Prerequisites:** Review requirements 1, 2, 4, and 6. Complete requirement 3, 7, and 9

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).

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.

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CAMP MANATOC



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



*Personal Fitness

The Scout should begin a fitness program prior to camp. Review the requirements carefully. Do the research for requirement 9 prior to camp.



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, he should **practice the knots listed in requirements 2b and c**.



Pottery

The Scout should be prepared to get dirty on Monday, as he goes on a search for Manatoc clay. Projects and drawings can be completed during the week at camp. A visit to Hale Farm or another ceramics plant should be completed before coming to camp (unit leader's signature is needed for verification).

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



[Sculpture](#)

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



[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

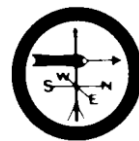
Rockets and tickets for the engines will be on sale in the Trading Post. The Scout will need to spend one afternoon outside of the merit badge session to launch his rocket.



*Swimming

Scouts should 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

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CAMP MANATOC

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](#)

New Study Reveals The Value of Scout Summer Camp

Picture this:

- *Boys splashing into a cold swimming pool on a hot day*
- *An archery bow stretched tight by a small hand and aimed at a colorful bull's-eye 30 feet away*
- *Hikers on a brush-laden trail stopping to admire a spider forming its web in a tree*
- *Teams of two paddling wildly in a six-boat canoe race on a shimmering lake*

These are the images of Boy Scouts at summer camp. Hidden within the camp adventure lie the true benefits of a boy's week at camp.

Harris Interactive of New York designed a study on the impact of summer camp in the lives of Boy Scouts, Scout leaders, and parents of Scouts. The researchers concluded that within the typical six days of Boy Scout summer camp, boys are in an environment that comprehensively provides them with critical elements of healthy youth development.

Camps are removed from the hustle and bustle world of mass information, media, and technology. This type of "protected environment" provides a significant opportunity for growth among young men. Time seems to take on a different meaning when the day is not filled with television, radio, video games, and visits to malls. This is the starting place for change.

At camp, boys have time to consider and reflect on their place in life. **Strong personal values and character** are shaped as young boys are encouraged to take a part in decisions that impact others, contemplate their relationship

with God, reflect on personal values, and participate in patriotic activities regarding American citizenship.

Since its beginning in 1910, the Boy Scouts of America has believed in personal growth through service.

At camp, boys gain a **positive sense of self-worth and usefulness** through serving others. Majorities of boys serve their peers at camp through helping clean up campsites, helping clean up after meals, and serving food.

A majority of boys at camp receive praise from others. Compliments are received from adult leaders (76 percent) and peers (72 percent). Another key finding

is that 78 percent of boys indicate that they "accomplished something worthwhile" during camp.

Scout camp is a place where **caring and nurturing relationships** are developed and deepened. According to the study, most Scouts made a new friend or became better

friends with someone while at camp. In this environment, friendships don't stop at the peer level. Adult leaders develop respect and trust among Scouts as they mentor skills and share knowledge. Also, many boys mention that they talk with an adult leader for advice during camp.

Young boys seldom consider "school learning" to be exciting. **Learning** at Scout camp is a different story!

Summer camp is an outdoor classroom in which boys test themselves. They test their skills, as well as their courage to try new things.

Learning alone is not enough to engage young boys. It has to be challenging and fun. Majorities of boys say they feel challenged (69 percent) and test their mental/thinking abilities (71 percent) while at camp.

Scouts are **productive and creative** at camp. Young boys are motivated by the concept of mastery. It is the basis for what has driven the extreme popularity of video games. When coupled with learning useful life skills, this need results in truly productive outcomes. Almost all Scouts "work with others on a badge or task" (88 percent) or "complete a merit badge" (83 percent) at camp.

Camps are structured to encourage boys to spend time working and playing **socially** in ways that may seldom happen outside of camp. Majorities of Scouts collaborate with other youth on accomplishments (73 percent), participate in group decision making and activities (64 percent), and help resolve interpersonal conflicts (53 percent).

Parents see the difference Scout camp makes. **A clear majority (81 percent) of parents of Scouts who attend camp say the camp experience resulted in a positive change in their sons.** They agree their sons have fun, are safe, and learn and test new skills.

Moreover, a clear majority of parents (84 percent) say their son learned personal responsibility while at camp.

For these reasons, almost all parents (96 percent) would recommend camp to others.

Make sure your Boy Scout does not miss the opportunities of Scout summer camp. The "hidden value" of Scout camp will benefit your son for a lifetime!

