

# 2023 PROGRAM GUIDE

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Program Area Descriptions

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Awards Programs

*Updated on March 1, 2023*

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# Letter from the Program Director

Dear Scout and Scouters,

Welcome to the 2023 summer camp season! We at Camp Friedlander are greatly looking forward to delivering a camp program that is fun, educational, and challenging. Our primary goal is to provide experiences that shape and change lives in a positive way. In the spirit of continual improvement and in appreciative response to the ongoing feedback we receive, some changes and improvements have been made to several programs, while adding or expanding upon a few activities.

At the same time, many of the same high-quality experiences we've provided in the past will continue to be offered to help build character, citizenship, and personal fitness. You may utilize this program guide to help you in the planning of your week(s) of camp and be informed about all the adventures that are available to you!

One of the most exciting things being introduced this summer is the Campers' Guild spirit program, a reimagination of a similar program ran in the 1930s at Camp Edgar Friedlander which promoted athletics, crafts, nature, and leadership. You can find more information about this new opportunity later in this guide.

Additionally, some changes are being made to the way that your week of camp is structured to better serve the needs of the Scouts' and emphasize troop camaraderie. This includes making Friday mornings an open program time for areas where Scouts can work on more 'bite-sized' activities such as fingerprinting merit badge and stand-up paddleboarding. Scouts will also have a chance to visit areas and catch up on any requirements they may have missed or not had the chance to complete yet throughout the week.

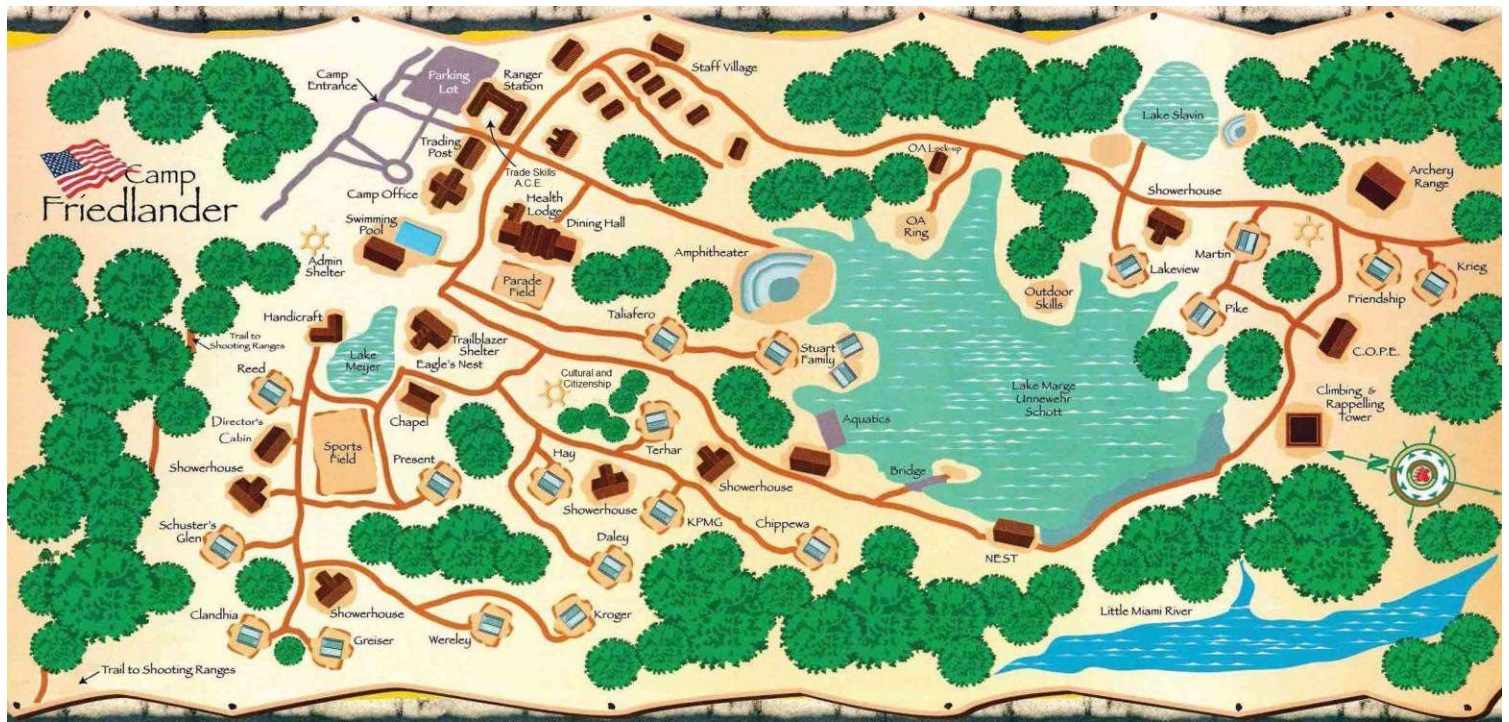
Your unit will also be invited to participate in 'Troop Program Night' on Wednesday evening where time will be given to cook your own meal in the campsite and put on a troop campfire or competition. Keep an eye out for a visit from your staff Troop Guide for some fellowship and a mid-week check-in. If you are feeling particularly proud of a dish you made, enter it into the weekly Golden Spoon cooking competition that evening (now available for both youth and adults). Don't worry though, you will still be able to participate in our camp wide game program on Friday afternoons which will test your teamwork, scout skills, and *enthusiasm!*

I'd like to welcome all of you to Camp Friedlander, and I look forward to seeing all of you this summer!

In Scouting,

A handwritten signature in black ink, appearing to read "Evan Page". The signature is fluid and cursive, with a large, stylized 'E' and 'P'.

Evan Page  
Program Director, Camp Friedlander



Aquatics		Outdoor Skills		Shooting Sports	Trailblazer
Instructional Swim	Small Boat Sailing	Emergency Preparedness	Orienteering	Archery	Trailblazer (Scout/ Tenderfoot)
Canoeing	Rowing	Cycling (Located in Sports Field)	Wilderness Survival	Rifle Shooting	Trailblazer (Second Class/ First Class)
Kayaking	Lifesaving	First Aid	Pioneering	Shotgun Shooting	<b>COPE/ Climbing</b>
Swimming		Fishing (Located by Lake Slavin)	Search and Rescue		COPE
		Hiking/ Backpacking	Camping		Climbing
Handicraft		Culture and Citizenship	Trade Skills	NEST	
Art/Animation	Basketry	Indian Lore/ American Cultures	Electricity	Environmental Science	Soil and Water Conservation/ Weather
Chess	Pottery/ Sculpture	Citizenship in the Nation/ American Heritage	Automotive Maintenance/ Traffic Safety	Geology/ Oceanography	Nature
Game Design	Cooking	Citizenship in the World	Home Repairs	Chemistry	Natural World Studies*
Photography	Wood Carving	Public Speaking	Metalwork	Astronomy	Space Exploration
Music	Leatherwork	Signs, Signals, and Codes	Painting	Plant Science	Forestry
Textile/ Pulp and Paper		Radio	Plumbing	Bird Study	

\*Natural World Studies includes the Mammal Study, Fish and Wildlife Management, and Reptile and Amphibian Study merit badges.

# Merit Badges

Camp Friedlander offers over 60 merit badges! Our trained and knowledgeable merit badge counselors instruct Scouts on requirements and provide that all-important hands-on experience a Scout needs to gain an understanding in a particular field. Merit badges are not given away at camp, but with some effort and the guiding hand of the camp staff, Scouts will feel a sense of achievement as they learn new skills.

**In most cases, these merit badge sessions last either 50 minutes or 1 hour and 20 minutes. Scouts are required to attend from Monday – Thursday and make up any remaining requirements on Friday morning. Scouts may also work towards various merit badges that require a smaller time commitment during this open session on Friday morning.**

Though many merit badges can be completed while at camp, some include requirements that must be met prior to arrival. A list of these pre-requisites can be found later in this guide. Additionally, this list states whether you will leave camp with a completed merit badge, assuming you completed all of the pre-requisites.

## **Below are some quick pointers to help you plan for your summer:**

- Each Scout should bring a notepad and writing utensil. Although most instruction will be more “hands-on,” notetaking proves very useful, particularly on the first day of any merit badge session.
- Camp Friedlander offers a Rifle, Shotgun, and Archery Range. However, these ranges are not located at one location. **The Archery Range is located 1.25 miles from Rifle and Shotgun and usually takes approximately 30 minutes to get there by foot.**
- Scouts participating in boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet.
- Consider walking time between classes and other factors (changing time for swimming suits, etc.). Please reference the map at the beginning of this guide. The road that circles the lake is about one mile around. The schedule allows for 10 minutes between merit badge sessions for travel time.
- Basketry, Woodcarving, Leatherwork, Space Exploration, Indian Lore, and Archery merit badge require a purchase of a kit to complete the merit badge. These kits can be found at the Trading Post.
- Scouts should try to purchase or print merit badge pamphlets for each badge they plan to participate in and review them before arrival at camp. Some badges require prerequisite work.
- Scouts should come to camp planning on getting dirty, gaining valuable skill sets, and most importantly, HAVING FUN!

## **Friday Morning (9 AM – Noon)**

The Friday morning merit badge session will be available for Scouts to finish working on requirements they may have missed throughout the week or need additional time to work on.

The following merit badges are being offered for Scouts to work on during the session. While there is no guarantee that they will be completed during the 3-hour timeframe, they provide Scouts with the chance to experience ‘bite-sized’ merit badges that might not have taken the full week of camp.

Available classes will be available for sign up at Check In!

**Fingerprinting, chess, stand-up paddleboarding, crate stacking, textile, and more TBA!**

# First Year Scouts

The Camp Friedlander Trailblazer program gives first-year campers a jump-start towards their first rank advancements of Scout, Tenderfoot, Second Class, and First Class. The knowledgeable staff and many outdoor resources available at Camp Friedlander not only teach Scouts the skills they need to meet requirements but give them hands-on experience.

Our Trailblazer program will accomplish these objectives:

- Teach and improve basic Scout skills.
- Teach the patrol method through practical application.
- Provide instruction on requirements in the following skill areas: woods tools, physical fitness, first aid, nature, ropes, cooking, camping, orienteering, swimming, and more.

There are two courses offered for Trailblazer that focus on Scout/Tenderfoot and Second Class/First Class requirements. This program can become a half-day session by registering for two consecutive sessions. The courses are 90 minutes each, and you aren't limited to one - you can do Scout/Tenderfoot first, then Second/First Class directly after **OR** fill the other half of their day with fun, first-year-camper-appropriate merit badges.

Most of the merit badges that are great for first year Scouts are located at Handicraft, Culture and Citizenship, and Aquatics (Swimming Merit Badge). These program areas are in the central part of camp around the Trailblazer shelter and are near the Dining Hall. When planning your merit badges, it is helpful to find someone in your Troop to take the merit badge with you. This will make the utilization of the buddy system easier.

Please note, Trailblazer counselors will not sign off on rank requirements in a Scout's handbook. This is the responsibility of the Scoutmaster. We will, however, provide a list of requirements that were reviewed with your Scout along with daily attendance records. These tools can be used during the Scoutmaster conference required for rank advancement, where the Scoutmaster should review and sign off requirements that were met satisfactorily.



# Program Areas

Camp Friedlander offers your Scouts a variety of advancement opportunities as well as the chance to test their Scouting skills, participate in camp-wide events and competitions, and to earn recognition as a patrol and/or Troop.

## Aquatics

Camp Friedlander provides many aquatic activities. Whether it is kayaking on the 18-acre lake or enjoying a relaxing dip in the swimming pool, you will surely enjoy your time in the water.

The lake front features the boating program (as well as the famous blob), while the pool features the swim program. What better way to spend your time at camp than in the water?

### Merit Badges

**Lake:** Canoeing, Kayaking, Lifesaving, Rowing, Small Boat Sailing, Swimming

**Pool:** Swimming, Lifesaving

### Additional Programs:

**Lake:** Open Boating, Open Swim, Open Blob.

**Pool:** Instructional Swim, Snorkeling, SCUBA



## NEST (Nature, Ecology, Science & Technology)

NEST is a blended area that allows Scouts to explore both ecological and STEM merit badges. Whether it is learning about the environment or sending a rocket into the air, the NEST area offers a program just for you.



### Merit Badges

Astronomy, Chemistry, Environmental Science, Forestry, Geology/Oceanography, Nature, Plant Science, Soil and Water Conservation, Space Exploration, Weather, Mammal Study, Reptile and Amphibian Study, Bird Study

### Additional Programs:

Astronomy Night, “Prehistoric Planet” viewing, Open Nature Night, and STEM/NOVA Workshop



# COPE and Climbing



Want to go rappelling? Interested in team building? Then COPE and Climbing is the place for you. The Tower offers you the opportunity to ascend a climbing wall or descend out of a 30-foot or 50-foot door. Those wanting to take it to the next level can also free rappel down the center.

Project COPE, or Challenging Outdoor Personal Experience, provides you with opportunities to develop trust, communication, self-esteem, leadership, planning, problem solving, decision-making, and teamwork. COPE challenges participants to become more aware of themselves and others, their strengths, and limitations. Beyond all these lofty objectives, COPE is fun!



## How COPE is run

The COPE program is a week-long program starting with initial activities and events on our “low-ropes” course. This course consists of about a dozen structures presenting participants with unique challenges intended to spark communication, problem solving, and teamwork to complete the elements. The week builds up to conclude with participants conquering the “high course”. This consists of 11 elements that require participants to navigate cables, swings, and nets high in the air. Participants are always securely connected to approved safety systems.

**NOTE:** Minimum age for COPE is 13 years old.

## Merit Badges

Climbing

## Programs

COPE

## Additional Programs

Open Tower  
(Climb and Rappel)

## Culture and Citizenship

What better place to learn about cultures than at Culture and Citizenship? Take the opportunity to explore the world as you learn about dwellings, games, and activities from at home and abroad.

### Merit Badges

American Heritage, American Cultures, Citizenship in the Nation, Citizenship in the World, Indian Lore, Public Speaking, Signs Signals and Codes, and Radio.



## Handicraft

The Handicraft Area offers many opportunities to create items that you can take home for friends and family. This area is perfect for first-year Scouts to earn their first merit badges while creating that special souvenir.

**NOTE:** Leatherwork, Wood Carving, and Basketry require kits. These kits can be purchased in the Trading Post.



### Merit Badges

Animation, Art, Basketry, Chess, Cooking, Game Design, Leatherwork, Music, Photography, Pottery, Sculpture, Textile, Fingerprinting, Pulp and Paper, and Wood Carving

### Additional Programs

Pottery Night, Tie Die Night, and Board Game Night

## Trade Skills

Would you like to learn about different vocations and everyday skills? Come stop by Trade Skills! Here you will have the opportunity to learn about how necessities work. This could provide you an opportunity to learn basic repairs that you could do around the house. Who knows, this could also spark your interest in a specific trade career.



### Merit Badges

Automotive Maintenance, Traffic Safety, Electricity, Home Repairs, Metalwork, Painting, and Plumbing.

### Additional Programs

Woodburning and Branding

## Outdoor Skills

The Outdoor Skills program presents one of the foundations of the Scouting program. As Scouts learn about first aid, lashing, and orienteering, they are also learning about soft skills that include self-reliance, confidence, and determination.

### Merit Badges

Camping, Cycling, Emergency Preparedness, First Aid, Fishing, Pioneering, Search & Rescue, Orienteering, Wilderness Survival, Hiking, and Backpacking.



### Additional Programs

Firem'n Chit, Totin' Chip, Fishing Derby

## Shooting Sports

What better way to practice all things bang, twang, and boom than by visiting Shooting Sports? Each shooting sports area focuses on fun and safety and follow both critical and strict standards.

Scouts will have opportunities to practice their accuracy as they work on qualifying for their merit badges.

Shooting Sports also offers numerous programs that include Muzzle Loading, Cowboy Action, and Top-Shot competition. Scouts can participate in recreational shooting.

### Merit Badges

Shotgun Shooting, Rifle Shooting, Archery

**NOTE: Archery range is located 1.5 miles away from the Rifle and Shotgun Range. It is NOT recommended to schedule Archery and either Rifle Shooting or Shotgun Shooting in the same session. (Ex: Archery at 9:00am and Shotgun at 10:30am.)**

### Additional Programs

Open Shooting, Top-Shot Competition, Black Powder Shooting, Cowboy Action  
*Tickets for Open Shoot and Top-Shot can be purchased in the Trading Post.*



# A.C.E. (Advanced Camper Experience)

The A.C.E. program offers Scouts (14+) who have been to camp for a few years the opportunity to enjoy some of the most exciting activities in and around Camp Friedlander while maintaining time to work on advancement and merit badges.

A.C.E. participants will spend a half-day each day participating in a variety of activities that may include mountain boarding, biking the Little Miami Bike Trail, paddle boarding or blobbing on the lake, and going tubing on the river. There is also an option for an overnight experience for one night. Participants should bring gear for a typical backpacking overnight.

A.C.E. Scouts **must be 14 years of age or older, be classified as swimmers and complete the “Consent/Hold Harmless Form”** found in the online forms section at [www.danbeard.org/campforms](http://www.danbeard.org/campforms).

A.C.E. Schedule*					
Day	Monday	Tuesday	Wednesday	Thursday	Friday
AM	COPE/Icebreaker games	River Tubing Excursion	Open Choice**	Wilderness Hike	Bike Trip (Friday Morning for both groups)
PM	COPE/Icebreaker games	River Tubing Excursion	Open Choice**	Wilderness Hike	
				Outpost night	

\*Schedule Subject to Change

\*\*Choices that the scouts could choose from include climbing, mountain boarding, paddle boarding, or slingshot game, archery, or lake day.

## How To Register:

Registration for A.C.E. opens on March 4 at 10am when all Merit Badge Registration Opens. Scouts should choose the Morning or Afternoon session and fill the rest of their day with Merit Badges.

# Campers' Guild



In the 1930s, Camp Edgar Friedlander was home to a program called the Camp Crafters' Guild. The guild was 4 tiered and promoted scouts to return to camp to earn the various sections which focused on athletics, crafts, nature, and leadership. The program ran in parallel with the Tribe of Ku-Ni-Eh, a honor society of campers, but did not duplicate its efforts. A scout earned his way in the Crafters' Guild, while a Scout was selected for the Tribe of Ku-Ni-Eh as recognition. As time marched on, the program faded into the woodwork of the camp.

In 2023, the program is being reimagined as the Campers' Guild to reflect a focus on the skills and activities associated with being a camper and to avoid confusion with other camper programs. Taking aspects from history, the program will promote a scout to be physically fit, skilled with their hands, a friend of nature, and to be a leader.

During their week at camp, each individual will work on requirements to reach certain levels of the program. Each requirement must be approved by an appropriate staff member or an authorized Guildmember who has already completed that tier. Those that put forth the efforts to climb the ranks within the Guild will be recognized amongst their peers. The program is governed by the Guildmaster, a camp staff member designated to facilitate the program and answer any questions from Scouts and Scouters.

There are 4 tiers of membership in the Campers' Guild for Scouts at camp. Specific requirements are available on the Camp Forms page.

1. **Apprentice (first-year camper)**
  - Guides young campers to experience a taste of what camp has to offer.
2. **Bear (2<sup>nd</sup> year at camp)**
  - Emphasizes and strengthens athletic skill and participation.
3. **Beaver (3<sup>rd</sup> year at camp)**
  - Trains scouts to be masters of woodcraft and challenges creativity.
4. **Owl (4<sup>th</sup> year at camp)**
  - Hones knowledge of Scoutcraft and Nature.
5. **Eagle (5<sup>th</sup> year or more at camp)**
  - Ultimate culmination of camp expertise and leadership.
  - NOTE: Must request membership in writing to the Camp Guildmaster.

# Daily Programs

Many program areas have some type of open program every Monday, Tuesday, Thursday, and Friday. This provides an opportunity for Scouts to simply do something with their buddy, or for a patrol or the entire troop to try an activity together. All activities are open on a first come-first served basis for registered campers. The following schedule is typical. Schedule is subject to change! A Master Schedule will be available to you during your session.

## **Always available (Monday-Friday)**

Basketball court, baseball diamond, horseshoes, gaga pits (with adult supervision only!), and disc golf (discs may be borrowed from the Trading Post).

## **Afternoon Open Program**

3:30 – 5:00	M,Tu,W,Th,F	Open shooting at archery, rifle, & shotgun
3:30 – 5:00	M,W,F	Open swim at the pool
4:00 – 5:00	Tu,Th	Open boating at the lake

## **Evening Open Program**

**(Friday 7:15 pm – 8:30 pm)**

7:15 – 9:00	M,W,F	Open climb/rappel at the tower
7:15 – 9:00	Th	Open COPE (low ropes)
7:15 – 9:00	M,Tu,Th,F	Open Archery
7:15 – 9:00	Th	Open Rifle and Shotgun
7:15 – 9:00	M,Th,F	Open Lake (M/Th, all lake activities, F blob only)

## **Monday**

Firem'n Chit at Ampitheater	Pottery Night at Handicraft
BSA Snorkeling at the pool	Hot Stuff! Woodburning at Trade Skills
Totin' Chip at Trailblazer	Astronomy Night at NEST

## **Tuesday**

Cowboy Action/Blackpowder Shoot	Hiking/Backpacking Trip at ODS
Pool Party at Pool	Magic: The Gathering Night at Trading Post
Fishing Derby at Lake Slavin	Tie Die at Handicraft (Bring your own items!)
BSA Scuba at Eagle's Nest	"Prehistoric Planet" viewing at Dining Hall

## **Wednesday**

Troop Program Night	OA Brotherhood Ceremony
CPR Certification	Religious services
Golden Spoon Competition (Youth and Adults!)	Ultimate Frisbee in the sports field

## **Thursday**

Board Game Night at Handicraft	Wilderness Survival Outpost at Outdoor Skills
Open Nature Night at NEST	BSA Scuba at Pool
Trailblazer Party at Trailblazer	

## **Friday**

Open NEST & STEM/NOVA Workshop at NEST	OA Call-out Ceremony
Closing Campfire	Open Lake and Pool
Family Night Extravaganza (carnival-style games)	

# Daily Programs



## **Troop Program Night**

New this year is Troop Program Night on Wednesday evenings! Starting at 5pm, Troops will have time to cook in their campsite and schedule activities of their choosing. Troops who are sharing Campsites are encouraged to pair up for an evening of fun and fellowship! Keep an eye out for a visit from your staff Troop Guide for some fellowship and a mid-week check-in. Your Scouts may also want to extend invitations to some of their favorite Staff members as well!

Dinner (hotdogs, buns, chips, and condiments) will be ready at the dining hall for pickup about 6:00pm. Troops will need to roast their own hot dogs.

Wednesday evening is also the Golden Spoon cooking competition! Cooking in your campsites gives both Adults and Scouts (*new this year*) the opportunity prepare and cook a meal to enter at 8:15pm in the Trailblazer shelter.

What you do with the rest of your evening is up to your Troop! As always, the basketball court, baseball diamond, horseshoes, gaga pits (with adult supervision only!), and disc golf (discs may be borrowed from the Trading Post) are available.

## **Cowboy Action / Black Powder Shoot**

Scouts (14+) and Adults are invited to participate in the Cowboy Action and Black Powder Shooting on Tuesday Nights at the Shooting Range! This program is put on by the Dan Beard Council Shooting Sports Committee. Scouts will shoot rifles, pistols, muzzleloaders, and shotguns under the supervision of an NRA Range Safety Officer and NRA certified instructors. Participants must sign and turn in the Cowboy Action Hold Harmless Agreement to participate.



## **Family Night**

All Scout parents and families are invited to take part in our Camp Friedlander family night to see all of the fun and adventure that the Scouts have taken part in during their week at summer camp. Families are invited to begin arriving at camp at 5:00 pm on Friday night. Dinner will be served continuously from 5:30 pm to 7:00 pm in the dining hall. Meal tickets are \$8 each and should be reserved through the troop prior to arrival and purchased at Unit check-in on Sunday. This will allow our kitchen staff to prepare enough food. Additional tickets will be available at the door on Friday evening. Children six years old and under are free.



Following dinner, camp will have open program areas. Scouts can guide families on a tour of the camp and show off their campsites. We recommend wearing good walking shoes. Open-toed shoes are not permitted in camp for safety reasons. A closing flag ceremony will be held at 8:45 pm followed by the closing campfire. All guests are invited to stay for the show. Please plan for your Scouts to stay in camp Friday night to help the troop pack up Saturday morning. Scouts who do leave Friday night will need to sign out at the Administration building with a signed and completed Early Release Form (which must be signed by the Scoutmaster).

### **Snorkeling and Scuba**

Scouts can register for Snorkeling and Scuba when registering for Merit Badges. A local certified scuba diving group, taking advantage of the skills and equipment they have available, provides a Snorkeling and Scuba program for Scouts. Both programs take place at the Camp Friedlander Pool.

***This is NOT a Merit Badge class.***

The Snorkeling and Scuba programs will introduce Scouts to the special skills, equipment, and safety precautions associated with these activities. Snorkeling will be held on Monday night at the pool. Scuba is a two-night program with knowledge development (Eagles Nest) and water skills development (Pool). There are no additional fees to participate in these programs.

Snorkeling and Scuba participants MUST complete the Scuba and Snorkeling Release form. If any of the answers to the medical self-assessment are “yes,” the SCUBA and Snorkeling Medical Statement, including a physician’s signature is also required. Both forms can be found on the Camp Forms page.

### **Camp Theme Days**

Theme Days encourage camp spirit, generate excitement, and offer campers (and Staff!) something to look forward to. As a Troop, make sure your Scouts and Adults are ready to dress up based on the daily themes. You never know if you’ll receive the Troop Spirit Stick!

#### **Maui (Hawaiian) Monday**

Think Beach Party! Wear your best Hawaiian Shirt or wear around a ducky inflatable!

#### **Tube Sock Tuesday**

Let’s see your crazy and wild and Tube Socks!

#### **Way-Back Wednesday**

Do you have a vintage Scouting uniform? Old Camp Friedlander hats or t shirts? Today is the day to wear your Way-Back attire!

#### **Tie Die Thursday**

We are looking forward to seeing your righteous tie die attire! Tie Die would make a great pre-camp activity with your Troop! It is also available during camp at the tie die night at Handicraft.

#### **Funky Hat Friday (OA Day)**

And last but not least, let us see your funky hats! Additionally, those who wish to participate in OA Day can wear their Field Uniform and Sash today



# Additional Opportunities

Beyond the many merit badges and program offerings, Scouts can also work on advancement within their troop. Whether it is taking advantage of the five-mile hiking trail or utilizing other areas of camp to complete awards, Camp Friedlander offers the opportunity to do so. Below are some awards and features that Scouts can take advantage of.

## We-Hin-Ah-Pay Trail

The We-Hin-Ah-Pay Trail is a 5.25-mile loop that takes you around the Dan Beard Scout Reservation. The trail takes you through Camp Friedlander, Cub World, Peterloon Fields, and Camp Craig. The trail takes roughly 2 hours to complete. By completing this trail, a Scout can complete Second Class requirement 3b.



## Paul Bunyan Award

The Paul Bunyan Award allows Scouts to deepen their knowledge of a large selection of woodtools and woodcraft while completing a service project using those tools. Scouts must have earned the Totin' Chip and the First Aid Merit Badge. Requirements will be completed over the course of at least two days during evening program. Registration will happen at the 10 day out meeting and on Sunday Arrival.

## World Conservation Award

The World Conservation Award provides opportunities for Scouts to “think globally” and “act locally” to conserve and improve their environment. Scouts who complete Environmental Science, Soil and Water Conservation, and the Citizenship in the World Merit Badge; and complete a conservation project of at least three hours can earn the award. Registration will happen at the 10 days out meeting and on Sunday Arrival. All three merit badges are offered at camp but can also be earned prior to beginning the World Conservation Award.



# THE ORDER OF THE ARROW AT CAMP FRIEDLANDER



Ku-Ni-Eh Lodge is Dan Beard Council's unit for the Order of the Arrow, Scouting's National Honor Society. The OA exists as a way to engage Scouts who exemplify the Scout Oath and Law in their daily lives. Through the year, Scouts who have been elected by their unit and complete their induction into Ku-Ni-Eh have the opportunity to develop themselves as leaders, serve the rest of Scouting and the community, and develop relationships with other Scouts around the area. And this doesn't stop during the summer at Camp Friedlander!

**Sunday**, an OA Unit Representative meeting will take place after dinner, where each unit will be asked to send one youth or adult to the meeting to receive pertinent OA information and learn about the exciting opportunities that are offered during the week.

**Monday night**, OA members are invited to attend Ku-Ni-Eh Lodge's Ice Cream social during Evening program on the back porch of the dining hall to meet their fellow arrowmen for the week and spark engagement with the activities to come in the following days.

**Tuesday**, A service project will take place after lunch during siesta hour, where campers have the opportunity to leave their mark on a meaningful project that will be at camp to see for years to come.

**Wednesday night**, anyone from the Ku-Ni-Eh lodge who has been a new member for at least six months is invited to seal their membership by earning their Brotherhood. There is no additional fee as long as your dues (\$20) are paid for the current year. Anyone who is already a Brotherhood member is invited to come and recommit themselves to the principles of the OA by observing the Brotherhood or helping in the ceremony. *National policy prohibits performing the Brotherhood ceremony for out of council members.*

**Thursday**, Patch Day! A major piece of the Order of The Arrow's culture is patch trading, and this year we are bringing that here to Camp Friedlander. Patch Day will consist of a day-long scavenger hunt and patch "Trade o' Ree"

**Friday** is the camp-wide Order of the Arrow Day at Camp Friedlander. Arrowmen are invited to show their lodge spirit by wearing OA memorabilia and their OA sash with a field (class-a) uniform.

The final event of the week, a call-out ceremony, will be held on Friday evening after closing campfire for newly elected candidates. This ceremony is designed to publicly recognize those Scouts who have been chosen by their peers for membership into the Order of the Arrow. *Troops from other councils must have written approval from their local lodge in order to be called out at camp. Please ask your lodge advisor to provide a letter confirming your candidate's election.*

The OA Camp Chief is the Ku-Ni-Eh Lodge's on-site representative. During your week at camp, you will see them several times as they help to enhance your unit's programs with OA opportunities, host events for Arrowmen, and encourages service to others and the camp itself through the week.

The OA has supported Camp Friedlander in numerous ways over the years. Each year Ku-Ni-Eh Lodge provides the camp with thousands of service hours, setting up and taking down all of the tents, providing equipment maintenance, and executing conservation projects. Each year Ku-Ni-Eh Lodge, with the support of local units, also raises thousands of dollars for camperships, camp improvement projects, and significant donations to the Dan Beard Council. Arrowmen play an integral role, both historically and contemporarily, at the camp they all know and love, and look forward to celebrating with you in another amazing year at Friedlander!

# Adult Leader Awards and Programs

## ChAOS Crew

### (Champion of Administrative/Operational Support)

The ChAOS Crew supports our Rangers and Camp Staff in operational and administrative support throughout your week at camp. Examples of service might include Program Assistance, Dining Hall Helper, General Cleaning (shower house/common areas), Minor Maintenance Needs, and Grounds Keeping.

### Tiers of Service

10 Hrs./week or 2 Hrs./day	ChAOS Crew Branded Patch (or 2 <sup>nd</sup> year number pin)
20 Hrs./week or 4 Hrs./day	ChAOS Crew Branded Coleman Portable Stadium Seat (and Patch)
40 Hrs./week or 8 Hrs./day	FREE ADULT WEEK (and Branded Item and Patch/number pin)

You can sign up here: <https://forms.office.com/r/vyzEwy2VxT>

Not sure yet? You can still sign up when you arrive at your week of camp!

### Golden Spoon Award (Now on Wed nights)

The Golden Spoon Award is one of the most popular and tastiest programs in camp. This is the Adults' and Scouts' opportunity to show off their outdoor cooking expertise. Adults and Scouts are asked to provide their own food, cooking utensils and abilities. All entries will be brought to the Trailblazer shelter at approximately 8:15 pm Wednesday evening for judging. The winners will be presented with one of the coveted Golden Spoons at the closing campfire. There are two categories: entrees and desserts. Contestants are welcome to submit entries for one or both categories.

### Scoutmaster Roundtables

Several roundtable style discussions will be held every week on Friday afternoons just for adult leaders. Various topics will be covered, such as activities and awards for your Scouts that you may not be aware of, Troop sustainability practices, keeping Scouting fun for adults, and more! While these discussions will be facilitated by the Adult Leader Trainer, they provide the opportunity to share what has helped your Troop in the past with others, as well as receive new and exciting information.

### William D. Boyce Award (NEW and IMPROVED!)

Do you have what it takes to earn the William D. Boyce award? By encouraging strong leadership in their Scouts, participating in program areas, completing fun challenges, and taking part in training while at camp, adults can work towards a William D. Boyce Award. **The requirements for the William D. Boyce Award, like many of our other award programs at camp, have been updated for the 2023 season with new goals and challenges.** See the Adult Leader Trainer for more information.

### Top Shot Award

If you fancy yourself as a marksman, consider competing for the Top Shot Award. This will be presented each week to the adult leader who has the highest combined score at the archery (10 arrows), shotgun (10 shots) and rifle (20 shots) ranges. All competition will be held during open program time. Scorecards can be purchased at the trading post for \$6.50 and must be completed and turned into the Shooting Sports Director by 5:00 pm Friday.

### **Eagle's Nest**

Sometimes adults need a break from the hustle and bustle of camp, and the Eagle's Nest is here to provide you with a spot for that break. This area is an air-conditioned lounge just for adults, where the coffee is always hot and wireless internet access is always available. During daily adult leader meetings, you can meet with the Camp Commissioner to discuss your camp experience, sign up for classes and special events, or just relax.

### **Leader's Meetings**

Camp Friedlander holds a leader's roundtable meeting each morning hosted by the Camp Commissioner and Program Director. It is critical that at least one adult representative from your unit attend all scheduled leader's meetings at camp. Important information and schedules are disseminated here. These meetings will be held at 9:15 am daily in the Eagle's Nest (adjacent to the Trailblazer Shelter). Input from leaders is indispensable to continually improving the Camp Friedlander experience. Please provide constructive feedback as necessary to anyone on the camp management team.

Senior Patrol Leaders are encouraged to attend separate daily meetings (8:15am) on the back porch of the dining hall immediately following breakfast. Information about upcoming camp programs and activities will be shared with the SPLs. Youth-led programing is incredibly valuable, and Camp Friedlander will promote youth leadership whenever possible.

## **ADULT LEADER TRAINING**

We are proud and excited to announce a revamping of our adult programming at Camp Friedlander! Making the most of your time at camp is a priority for our team, which is why we offer not only re-chartering courses and supplemental trainings, but unique and fun adult-focused activities as well!

### **Required Training Courses Offered**

- Scoutmaster and Assistant Scoutmaster Leader-Specific Training
- Introduction to Outdoor Leader Skills (IOLS)

### **Supplemental Training Courses Offered**

- Safe Swim Defense & Safety Afloat
- Paddle Craft Safety & Swimming and Water Rescue
- CPR Certification
- Wilderness First Aid Certification (required for High Adventure Trips!)

There are also several activities just for adults throughout the week, including:

- Tubing on the Little Miami River
- Sunrise Yoga before morning flags
- Nap on Safely
- Adults-only open pool party
- Scoutmaster blobbing competition
- Bike trip to Graeter's Ice Cream
- ...and all the same open program opportunities available to your Scouts!

Adult Program Schedule 2023						Schedule is subject to change.
	Monday	Tuesday	Wednesday	Thursday	Friday	Notes
6:45 - 7:15		Sunrise Yoga @ Trailblazer		Sunrise Yoga @ Trailblazer		Bring your own mat or use one of the ground mats provided.
9:15 - 10:00	Meeting - EN	Meeting - EN	Meeting - EN	Meeting - EN	Meeting - EN	
10:00 - 11:50	Safe Swim Defense/Safety Afloat - EN	Scoutmaster Specific - EN			Map and Compass - EN	
Morning Activity		Camp Craft: Making Sit-Upons - DH Porch (10:15 - 11:50)	Trivia - DH (10:15 - 11:15)	Camp Craft: Leatherwork Mug Sleeve - Admin Spider Shelter (10:15 - 11:50)	First Aid - EN	Kits for the leatherwork mug sleeve are available in the Trading Post. Materials for the sit-upons are provided!
12:00 - 1:00	LUNCH					
Siesta (1:00 - 2:00)	Emergency Drill	Koob - Trailblazer		CPR Training - EN (1:00 - 4:00) This is a \$10/person certification that lasts approximately three hours.	Adult Ice Cream Social - DH	IOLS
2:00 - 2:50	Flag Etiquette - DH Flagpoles	Fire Building-Ampitheater	Tread Lightly/Plants and Animals-DH Porch		OA in your Troop - DH Porch	Volunteer-led Dining Hall DH
3:00 - 4:50	BSA Aquatics Training Paddle Craft and Water Rescue - Lakefront/Pool					Eagle's Nest EN
Afternoon Activity	Scoutmaster Blobbing - Lake (3:00 - 3:45)	Nap On Safely - DH (3:00 - 3:50)	Bike trip to Graeter's - Meet at Basketball Court (3:00 - 4:50)	Tubing on the Little Miami River - Meet at Ranger Station to Carpool (2:00 - 4:30)	Ropes - DH Porch	
	Chaplain Chat - Chapel (4:00 - 4:50)	Tuesday Tea Break - Lake Meyer Picnic Tables (4:00 - 4:50)				
6:00 - 7:00	Dinner	Scoutmaster and SPL Dinner	Dinner			
7:15 - 9:00	Totin' Chip - Trailblazer		Golden Spoon/IOLS Cooking - EN	Adult-Only Pool Party - Pool (8:00 - 9:00)		

# Merit Badge Schedule

2023 Camp Friedlander Merit Badge Schedule																	
AREA	9:00 AM		10:00 AM		11:00 AM		Noon	2:00 PM		3:00 PM		4:00 PM		7:15 PM			
Aquatics (Pool)	Swimming (Pool)			Swimming (Pool)				Lifesaving (Pool)			Open Swim (Pool)			Scuba (T/R)			
				Instructional Swim				Instructional Swim						Snorkeling (M)			
	Lifesaving (Lake)			Lifesaving (Lake)				Swimming (Lake)									
Aquatics (Lake)	Kayaking		Kayaking		Kayaking			Small Boat Sailing			Rowing						
	Canoeing			Canoeing			Canoeing			Canoeing							
	Small Boat Sailing			Rowing			Kayaking			Open Boat (Lake)							
COPE/ Climbing	Climbing			Climbing			COPE										
Culture and Citizenship	Citizenship in the Nation / American Heritage			Citizenship in the World			Citizenship in the Nation / American Heritage			Citizenship in the Nation / American Heritage							
	Public Speaking			Public Speaking			Citizenship in the World			Citizenship in the World							
	Signs Signals and Codes			Radio			Indian Lore / American Cultures			Scouting Heritage							
Handicraft	Music		Pottery / Sculpture		Woodcarving		Woodcarving		Pottery / Sculpture		Woodcarving						
	Game Design			Cooking			Cooking			Cooking							
	Photography		Chess		Art / Animation		Photography		Art / Animation		Chess						
	Textile/Pulp and Paper		Art / Animation		Basketry		Textile/Pulp and Paper		Basketry								
NEST	Environmental Science		Environmental Science				Environmental Science		Environmental Science		Forestry						
	Geology/Oceanography			Bird Study			Plant Science			Astronomy							
	Natural World Studies¹		Soil and Water Conservation / Weather		Astronomy		Chemistry		Soil and Water Conservation / Weather		Natural World Studies¹						
	Space Exploration		Nature		Space Exploration		Nature		Space Exploration		Chemistry						
Outdoor Skills	Orienteering			Wilderness Survival			Pioneering			Wilderness Survival							
	First Aid		Search and Rescue		First Aid		First Aid		Search and Rescue		First Aid						
	Emergency Preparedness		Camping		Emergency Preparedness		Emergency Preparedness		Camping		Emergency Preparedness						
	Cycling			Fishing			Cycling			Fishing							
	Hiking/Backpacking						Camping					Camping					
Shooting Sports	Archery			Archery			Archery			Open Archery							
	Rifle			Rifle			Rifle			Open Rifle							
	Shotgun			Shotgun			Shotgun			Open Shotgun							
Trade Skills				Plumbing		Plumbing		Automotive Maintenance / Traffic Safety			Automotive Maintenance / Traffic Safety						
	Metalwork				Metalwork		Home Repairs			Home Repairs							
	Painting		Electricity		Painting		Electricity		Metalwork		Electricity						
Trailblazer	Trailblazer (Scout/ Tenderfoot)			Trailblazer (Scout/ Tenderfoot)			Trailblazer (Scout/ Tenderfoot)			Trailblazer (Scout/ Tenderfoot)							
	Trailblazer (Second Class/ First Class)			Trailblazer (Second Class/ First Class)			Trailblazer (Second Class/ First Class)			Trailblazer (Second Class/ First Class)							
Schedule is Subject to Change.																	
All sessions except open swim, open boating, and open shooting sports require online registration.																	
1 Register for Natural World Studies online. Scouts will work on three badges throughout the week. All four sessions must be attended. Merit Badges include Mammal Study, Reptile and Amphibian Study, Fish and Wildlife Management.																	
2 All four ranks are offered during each session of Trailblazer. See the Camp Guide for more information.																	

# Merit Badge Prerequisites

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2023. For many programs, requirements must be completed prior to arrival at camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.* Please review these with your Scouts to make the best decisions for everyone. Additionally, the “Completion” column indicates whether a Scout will leave camp with a completed merit badge, assuming they complete all prerequisites, attend all days of the class, and that weather or other external factors do not disrupt the normal class session. Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!

**Some of the programs at camp require a Scout to be a certain age.** *While no merit badge has an age requirement, it is strongly encouraged that Scouts be of the recommended age to take full advantage of the spirit of the program.* Scoutmasters and parents should use good judgment in approving the ability of a Scout to participate in the programs of their choosing.

Some programs may require the purchase of additional materials to complete the badge – all of these materials are noted below and will be available for purchase in the camp Trading Post. For more information about each merit badge requirement, please consult the respective merit badge book.

Merit Badge	Area	Difficulty 1: Easy 2: Medium 3: Hard	Prerequisites/Required Items	Completion
Archery	Shooting Sports	2	<b>Kit Required;</b> can be purchased at the Trading Post for \$4.	Y
Art / Animation	Handicraft	Art: 1	Recommended for younger scouts.	Art: Y
		Animation: 1		Animation: Y
Astronomy	NEST	2	Requirement 5b	Y
Automotive Maintenance / Traffic Safety	Trade Skills	3	Requirement 2i. We highly recommend that Scouts who take this class are Scouts who are learning or already know how to drive (15+).	Automotive Maintenance: Y Traffic Safety: Y
Basketry	Handicraft	1	<b>Kit Required;</b> can be purchased at the Trading Post for \$14.	Y

Bird Study	NEST	2	N/A	
Camping	Outdoor Skills	2	Post-Requisites: 4b, 5e, 7, 8d, 9a-b	N
Canoeing	Aquatics	2	Requirement 1c, 2 <b>Must be classified as a BSA swimmer.</b> We <b>highly</b> recommend that scouts take canoeing <b>after</b> they've received their kayaking merit badge.	Y
Chemistry	NEST	2	N/A	Y
Chess	Handicraft	2	N/A	Y
Citizenship in the Nation / American Heritage	Culture and Citizenship	Cit Nation: 2 Am. Her: 2	Citizenship in the Nation Requirement 2, 3 American Heritage Requirement 1, 2	Y
Citizenship in the World	Culture and	2	Requirement 7	Y
	Citizenship			
Climbing	COPE / Climbing	2	<i>Not recommended for younger Scouts.</i> <b>Must submit a Consent/Hold Harmless form upon arrival at camp.</b>	Y
Cooking	Handicraft	2	Requirement 2c, 7	N
COPE	COPE / Climbing	N/A	<i>Scouts must be 13 years or older.</i> <b>Must submit a Consent/Hold Harmless Form upon arrival at camp.</b> Long pants required for high course.	N/A

Cycling	Outdoor Skills	3	Post-Requisite 6b, 6c. <b>Ability to ride a bicycle is required.</b> Bring clothes you are comfortable biking in; if you have a helmet, bring it.	N
Electricity / Electronics	Trade Skills	2	Electricity: 2 and 9a.	Y
Emergency Preparedness	Outdoor Skills	2	<i>Recommended for Scouts who have completed the 8<sup>th</sup> grade.</i> Requirements 1, 2c, 7b, 8b, 9	Y
Environmental Science	NEST	2	<i>Not recommended for younger Scouts.</i> Pre-Requisite: 3e1 or 3e2	Y
First Aid	Outdoor Skills	3	Requirements 1, 5	Y
First Class / Second Class	Trailblazer	1	<b>Please complete the online survey prior to your arrival at camp.</b> Requirements Covered: <b>Second Class:</b> 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b. <b>First Class:</b> 1b, 3a-3d, 5a-5d, 6a-e, 7a-f, 9a.	N/A
Fishing	Outdoor Skills	2	Extra Time may be needed to complete Requirement 9.	Y
Forestry	NEST	2	N/A	Y
Game Design	Handicraft	2	N/A	Y
Geology / Oceanography	NEST	2	N/A	Y
Hiking/Backpacking	ODS	2	<i>Campers must bring a backpacking pack to camp</i>	Hiking: N Backpacking: N
Home Repairs	Trade Skills	2	Requirements #1a & 1b.	Y
Indian Lore / American Cultures	Culture and Citizenship	Ind. Lore: 1	American Cultures Requirements 1	Indian Lore: Y
		Am. Cult: 2	<b>Indian Lore Kit Required;</b> can be purchased at the Trading Post for \$10.	American Cultures: Y

Instructional Swim	Aquatics	N/A	<p>This course is to teach the basics of the major swim strokes needed to pass the swim test, help Scouts become more comfortable in the water, and build confidence in swimming. Scouts can register for Instructional Swim, or</p> <p>Lifeguards at Friedlander might recommend Instructional Swim for a Scout who is in Swimming merit badge but is struggling to meet the requirements of the badge.</p>	N/A
Kayaking	Aquatics	2	<p>Pre-Requisite: 1c, 2</p> <p><b>Must be classified as a BSA swimmer.</b> This is a great starter class for first-time or inexperienced boaters.</p>	Y
Leatherwork	Handicraft	1	<b>Kit Required;</b> can be purchased at the Trading Post for \$10.	Y
Lifesaving	Aquatics	2	<p><i>Not recommended for younger Scouts.</i> Requirement 2a – Earn the Swimming merit badge.</p> <p><b>Must be classified as a BSA Swimmer.</b> Must be able to swim 400 yards without stopping.</p> <p>Swimming merit badge and Lifesaving should not be taken concurrently.</p>	Y
Metalwork	Trade Skills	2	<p>Recommended for older Scouts.</p> <p><b><i>Must bring jeans as part of safety gear.</i></b></p>	Y
Music	Handicraft	1	<p><i>Recommended for younger Scouts.</i></p> <p>Requirement #3</p>	Y
Nature	NEST	1	<p><i>Recommended for younger Scouts.</i></p> <p>Will require a significant bit of walking.</p> <p>No pre-requisites.</p>	Y
<p><i>Natural World Studies:</i></p> <p>Mammal Study</p> <p>Reptile and Amphibian Study</p> <p>Fish and Wildlife Management</p>	NEST	<p>Mammal: 2 Rep &amp; Amp: 2</p> <p>Fish &amp; Wild: 2</p>	<p>Mammal Study: N/A</p> <p>Reptile &amp; Amphibian: Req. 8a or 8b Fish &amp; Wildlife: N/A</p>	Y

Older Scout Program	A.C.E.	N/A	<b>Scouts must be 14 years old.</b> Swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money.	N/A
Orienteering	Outdoor Skills	2	N/A	N
Painting	Trade Skills	2	Bring change of clothes to paint in.	Y
Photography	Handicraft	1	Requirement #1a, earn the Cyber Chip. Link for Cyber Chip: <a href="http://www.scouting.org/training/youthprotection/cyberchip.aspx">http://www.scouting.org/training/youthprotection/cyberchip.aspx</a> Bringing a digital camera is recommended. However, camp will have some cameras for use.	Y
Pioneering	Outdoor Skills	2	<i>Younger scouts with little knowledge of knots should not take this class, they must know all the knots and lashing required for First Class.</i>	Y
Plant Science	NEST	3	<i>Recommended for more advanced Scouts.</i>	Y
Plumbing	Trade Skills	2	<i>Recommended for older Scouts.</i>	Y
Pottery / Sculpture	Handicraft	Pottery: 2 Sculpture: 1	<i>Recommended for younger Scouts.</i>	Y
Public Speaking	Culture and Citizenship	1	This class is great introduction to Communications merit badge.	Y

Pulp and Paper	Handicraft	2	N/A	Y
Radio	Culture and Citizenship	2	N/A	Y
Rowing	Lake	2	<b>Must be classified as a BSA swimmer.</b> Requires a decent level of coordination/strength.	Y
Rifle Shooting	Shooting Sports	2	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.	Y
Scout / Tenderfoot	Trailblazer	1	<b>Please complete the online survey prior to your arrival at camp.</b> Requirements Covered: <b>Scout:</b> 1a-f, 3a, 4a-b, 5. <b>Tenderfoot:</b> 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.	N/A
Scouting Heritage	Culture and Citizenship	1	Requirement 5, 6	Y
Scuba Diving	Aquatics	N/A	<i>Not recommended for younger Scouts.</i> However, there is no minimum age for Scuba. <b>Must be classified as a BSA Swimmer.</b> Must bring completed Scuba Release Form to first class. Bring Scuba Medical Statement if needed.	N/A
Search and Rescue	Outdoor Skills	2	N/A	Y
Shotgun Shooting	Shooting Sports	3	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.	Y
Signs, Signals, and Codes	Culture and Citizenship	2	Requirement 7	Y

Small Boat Sailing	Aquatics	2	Requirements 1c, 2 <b>Must be classified as a BSA swimmer.</b> We <b>highly</b> recommend scouts take Small Boat Sailing <b>after</b> completing both the Kayaking and Canoeing merit badges.	Y
Snorkeling	Aquatics	N/A	<b>Must be classified as a BSA Swimmer.</b> Must bring completed Snorkeling Release Form to class.	N/A
Soil and Water Conservation / Weather	NEST	Soil & Water: 2 Weather: 2	N/A	Y
Space Exploration	NEST	2	<i>Recommended for younger Scouts.</i> <b>Kit Required;</b> can be purchased at the Trading Post for \$8.	Y
Swimming	Aquatics	2	<b>Must be classified as a BSA swimmer.</b>	Y
Textile/Pulp and Paper	Handicraft	2	N/A	Y
Wilderness Survival	Outdoor Skills	2	Requirement 5 Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.	Y
Woodcarving	Handicraft	2	<b>Kit Required;</b> can be purchased at the Trading Post for \$5.	Y

*Schedule and Requirements are Subject to Change.*

**Note:** A copy of the Merit Badge schedule, as well as an alphabetical list, can be found at [www.danbeard.org/campforms](http://www.danbeard.org/campforms).