

# 2024 PROGRAM GUIDE

## Included Inside:

Program Area Descriptions

Merit Badge Information

Camp Wide Programs

Adult Training and Programs

Awards Programs

*Updated on March 2, 2024*

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# Letter from the Program Director

Dear Scout and Scouters,

Welcome to the 2024 summer season at Camp Friedlander! I am so excited for another summer filled with fun, learning, and challenges that aim to leave a positive impact on all who choose to camp with us. As we strive for continual improvement, we've taken your feedback to heart, making improvements to existing programs and introducing new and exciting opportunities all across camp!

One significant addition to camp this summer is the new Sports Field area. Scouts will have the chance to earn a range of merit badges designed to keep them active and foster friendly competition. Additionally, everyone on camp can partake in the games, activities, and fitness opportunities available there!

Brand new to the shooting sports area are tomahawk and 3D archery ranges, thanks for the generous efforts of the Council Shooting Sports Committee and the Order of the Arrow. Tuesday nights will now feature these activities alongside the beloved Cowboy Action Shoot, so make sure to come check it out!

I'm also very excited to announce the return of the Campers' Guild spirit program, now bigger and better than ever thanks to a generous donor. Get ready for an expanded and reimagined experience that will give Scouts even more reasons to get excited about the program.

In response to the feedback we received, we're also continuing the Friday morning open program time. It's the perfect opportunity for Scouts to complete bite-sized activities like earning the fingerprinting merit badge or completing the stand-up paddleboarding award. Additionally, Scouts can use this time to catch up on any requirements they may have missed or still need to complete.

Troop Program Night is also back on Wednesday evening, featuring a new menu and (of course) a visit from a friendly staff member. Don't worry though, you can still participate in the NEW "Mount Olympus" themed camp-wide game program on Friday afternoons, where Scouts will experience mythological-themed competitions all across camp!

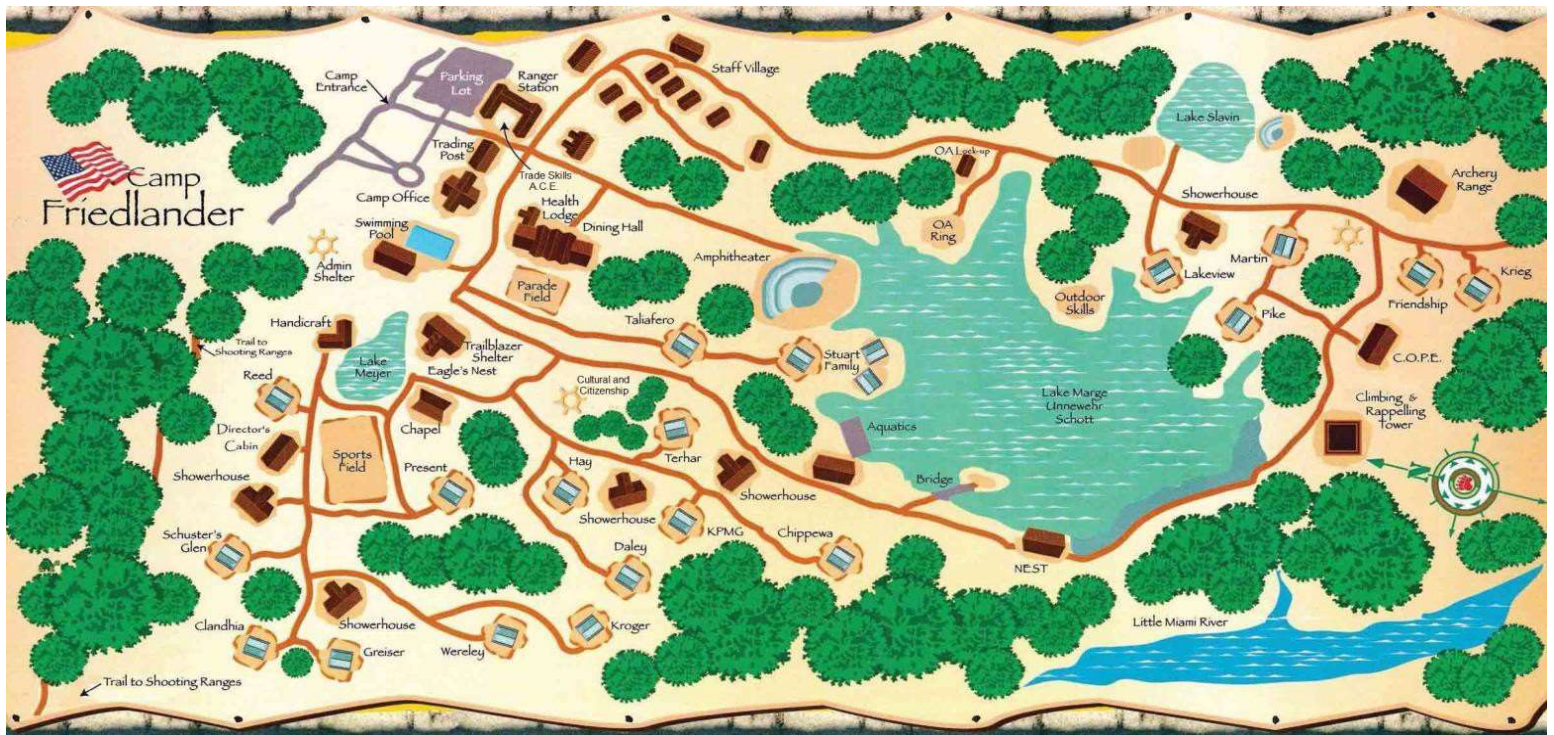
I extend a warm welcome to all of you and can't wait to see you this summer. Get ready for a FANTASTIC week filled with growth, camaraderie, and unforgettable memories!

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

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

# Merit Badges

Camp Friedlander offers over 70 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, Space Exploration, 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 Open Session

(9am – 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 activities/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 period, they provide the chance to experience 'bite-sized' activities that might not have taken the full week of camp.

## **List of potential offerings:**

- Aquatics
  - Stand-up paddleboarding
  - Open blobbing/swim
- Rifle/Shotgun
  - Open shoot
- Archery
  - Open shoot
- COPE/Climbing
  - Open climb
  - COPE games
- Culture and Citizenship
  - Scavenger hunt
  - Camp history tour
- Handicraft
  - Fingerprinting
  - Leatherworking
  - Open Chess
- Trade Skills
  - Open branding/forge
  - Electricity demonstration
- NEST
  - Edible plants showcase
  - Nature hike
- ODS
  - Fishing derby
  - Pioneering relay
- Sports Field
  - Orienteering scavenger hunt
  - Pick-up basketball game
  - Corn hole tournament
- Trailblazer
  - Firebuilding challenge
  - Learn knots you've never heard of...
- OA
  - We-Hin-Ay-Pay trail hike
- **Much more to come!**



# 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.

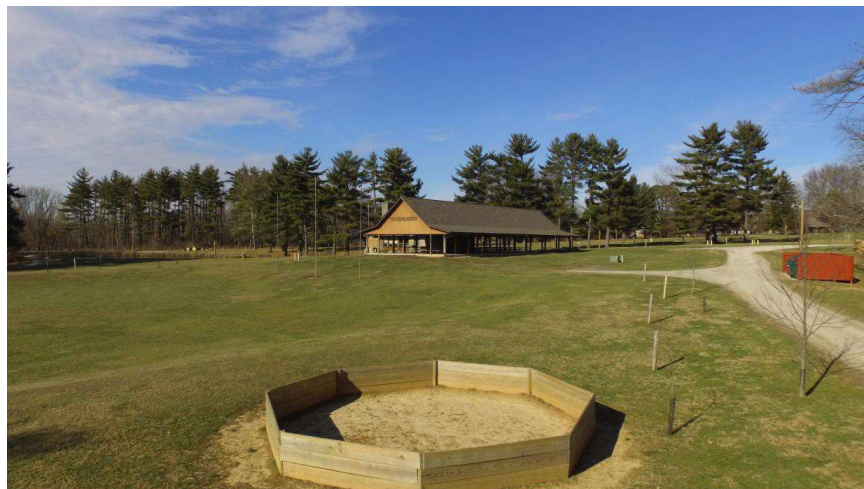
Our Trailblazer program will accomplish these objectives:

- 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

**Pool:** Swimming

### 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, Sustainability, Forestry, Geology/Oceanography, Nature, Landscape Architecture, 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!

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 (Climbing and Rappel)



## Sports Field

Whether you're a sports pro or just getting started, our staff are here to make it a blast. Kick, throw, and shoot in games like soccer, baseball, and basketball. It's not just about winning – you'll also learn teamwork and good sportsmanship.

Get active with exercises that boost your agility and coordination. The sports field is the place to be for fun and fitness.

**Merit Badges**

Personal Fitness, Geocaching, Orienteering, Cycling, Geocaching, Golf.

**Additional Programs**

Pull-up bars, basketball court, kickball/baseball diamond, soccer, frisbee, gaga ball, and more!

## 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, Moviemaking, Photography, Pottery, Sculpture, Textile, Fingerprinting, Pulp and Paper, Model Design and Building, 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, Emergency Preparedness, First Aid, Fishing, Pioneering, Search & Rescue, 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, Tomahawk Throwing, 3D Archery

*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*				
Monday	Tuesday	Wednesday	Thursday	Friday
COPE/Icebreaker games	Aquatics Day	Open Choice**	Wilderness Hike	Bike Trip (Friday Morning)

\*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 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 PROGRAM

**CAMPERS' GUILD** is a program designed to assist unit leader's efforts to enhance the camp experience and rank advancement abilities of Scouts while at Camp Friedlander. It recognizes individuals that have mastered and successfully demonstrated a wide range of camping skills. Of equal importance is the Scout's leadership ability and respect for other campers, along with an understanding of the Scout Oath and Law.

A historical note, in the 1930s, Camp Edgar Friedlander was home to a program called the Camp Crafters' Guild which presented every Scout with the ability to complete challenges and earn 4 different totem brands which focused on athletics, crafts, nature, and leadership. The **CAMPERS' GUILD** is a revival and continuation of that program, reimagined to reflect and focus on the skills and activities associated with being a camper today.

The **CAMPERS' GUILD** program consists of four levels and allows achievement based on the maturity and effort of each participant. Achievement levels are: CAMPER, PATHFINDER, PIONEER and **CAMPCRAFTER**. Each level encourages campers to actively sample and engage in regularly scheduled Camp Friedlander programs and supplements individual advancement. Upon completion of each program level, each participant receives a distinctive patch and brand that recognizes the Scout's accomplishment and achievement.

Unlike the Order of the Arrow, which is Troop based, the **CAMPERS' GUILD** program is summer camp based and all program requirements are directed toward week-long summer camping periods. As such, this program is only available during Camp Friedlander resident camp sessions, and must be completed during the course of the week.

The introductory CAMPER program reviews basic scouting requirements and can be completed in just a few hours, while the requirements of the final 3 ranks are more demanding and involve challenges such as scoutcraft, ecology, leadership, and competition. The program is designed to augment troop efforts to encourage Scouts to attend camp on an annual basis, and even become future camp staff.

A scorecard will be available for each rank that allows for campers to track and document their progress. Authorized individuals (an adult leader or respective camp staffer) may sign the scout's card and certify that requirements have been met.

Requirements must be finished by noon on Friday by being turned into the office or the Campers' Guild Director (Guildmaster). Youth campers must be at camp from opening campfire on Sunday through closing campfire on Friday to qualify. Alternative Requirements are available for Scouts with disabilities or extenuating circumstances.



## Camper Requirements:

- Repeat from memory:
  - Scout Oath,
  - Scout Law,
  - Scout motto,
  - Scout slogan,
  - Outdoor Code,
  - The 10 Essentials
- Explain the buddy system and its importance
- Arm wrestle a staff member (you do not need to win)
- Participate in an athletic activity such as gaga ball, frisbee golf, or other sports field activity
- With another scout, demonstrate the correct way to fold the American flag
- Attend opening campfire on Sunday evening
- Discuss Pathfinder requirements with an adult leader
- Turn into your Camper requirement card to the Camp Guildmaster and receive your Pathfinder requirement card

## Pathfinder Requirements:

- Explain how a compass works, identify the eight principal points and tell the meaning of ten map symbols or trail signs
- Plan and take a two-mile hike and map your route (compass and/or GPS may be used) (*camp maps may be obtained from the Administration Building or Trail Kiosk*)
- Show evidence that you know what to do if you become lost on a hike or campout
- Demonstrate how to find directions during the day and at night without using a compass or electronic device
- Complete the Camp Friedlander Scavenger Hunt **OR** Orienteering Course **OR** Geocaching Course (*copies of each are available from the Administration Building or Trail Kiosk*)
- List the names of the five most visible planets. Locate and identify at least one of them in the night sky (weather permitting)
- Demonstrate knowledge of appropriate rules on the rifle, shotgun, or archery ranges **OR** participate in an aquatic swimming or boating activity
- Demonstrate your ability to tie seven knots and explain how they are used
- Complete one hour of in-camp service to benefit camp, your unit, or a fellow Scout
- Demonstrate Scout Spirit by living the Scout Oath and Law and explain how they guide your everyday life
- Participate in an evening program activity
- Write a Thanks-A-Lot to a staff member
- Discuss Pioneer requirements with an adult leader
- Turn into your Pathfinder requirement card to the Camp Guildmaster and receive your Pioneer requirement card

## **Pioneer Requirements:**

- Use Totin' Chip approved tools to safely demonstrate how to build a fire that burns for five minutes before safely extinguishing. Use no more than two matches to light.
- Demonstrate the square, diagonal, and sheer lashings
- Use the Patrol Method to build a useful camp pioneering gadget for your campsite
- Find and identify five poisonous plants (to touch or consume) and describe treatment for exposure to them
- List seven wild animals that are likely to be found on or near your campsite, and identify two of them (either from a distance or by using their tracks)
- Find and identify ten trees found on the Roland Oliver Memorial Nature Trail
- Demonstrate first aid for: simple cuts, blisters, bites/stings, nosebleed and choking
- Do ONE of the following:
  - Shoot a score of at least 30 on one round of archery
  - Shoot at least 3 of 5 shotgun clays
  - Shoot at least 3 of 5 shots on rifle that can be covered by a quarter
  - Stick at least 3 of 5 tomahawks
- Lead your troop in a campsite flag raising/lowering ceremony
- Assist the staff during two mealtimes, e.g. songs, skits, serving, dishes, etc.
- Participate in the Golden Spoon cooking competition
- Demonstrate Scout Spirit by living the Scout Oath and Law and explain how they guide your everyday life
- Complete two hours of in-camp service to benefit camp, your unit, or a fellow Scout
- Participate in an evening program activity
- Write a Thanks-A-Lot to a staff member
- Discuss CAMPCRAFTER requirements with your Scout leader
- Turn into your Pioneer requirement card to the Camp Guildmaster and receive your CAMPCRAFTER requirement card

## **CAMPCRAFTER Requirements:**

- Be a First Class Scout
- By the end of the day on Monday, submit a statement to the Camp Guildmaster outlining your plans to participate in the CAMPCRAFTER program and your strategy for successful completion of the program
- Build a fire-by-friction set during your camping period using natural woods and tinder found within Camp Friedlander (except for the rope)
- Use your fire-by-friction set to create a fire and keep it burning for at least five minutes
- Organize and compete in a fire building competition during your stay at camp

- With another Scout, make a ground bed, illustrate how food and gear should be protected against rain, animals and insects, and demonstrate how to pack up camp leaving only footprints behind
- Demonstrate your ability to tie and explain the use of fifteen knots
- Organize or participate in a knot tying relay or competition
- Hike the Camp Friedlander portion of the We-Hin-Ay-Pay Trail **OR** participate in the COPE or ACE programs
- Assist in teaching other Scout or Scouts a rank requirement using the EDGE method
- Assist a counselor with teaching a merit badge or Trailblazer skill
- Organize your Troop's participation in a campfire program that could include: skits, songs, a fire-by-friction contest, and other forms of Scout Spirit. (This can either be for the camp closing campfire **OR** a campfire program with your unit at your campsite)
- Complete three hours of in-camp service to benefit camp, your unit, or a fellow Scout
- Talk to a staff member about their experiences on camp staff, and consider becoming a staff member next season
- Write a Thanks-A-Lot to a staff member

- 
- Once all of the above requirements are complete, meet with the Camp Guildmaster and participate in the CAMPCRAFTER recognition ceremony on Friday



# 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 Sports Field area).

## **Afternoon Open Program**

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

## **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	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	Hot Stuff! Woodburning at Trade Skills
BSA Snorkeling at the pool	Astronomy Night at NEST
Totin' Chip at Trailblazer	Pioneer Golf at Sports Field
Pottery Night at Handicraft	

## **Tuesday**

Cowboy Action/Blackpowder Shoot/Tomahawk/ 3D Archery at Rifle/Shotgun Ranges	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**

Open Nature Night at NEST	Crate Stacking at COPE
Trailblazer Party/Game Night at Trailblazer	Kickball Tournament at Sports Field
Wilderness Survival Outpost at Outdoor Skills	Camp History Night AND Patch Trade-O-Ree at
BSA Scuba at Pool	Culture and Citizenship

## **Friday**

Open NEST & STEM/NOVA Workshop at NEST	Family Night Closing Campfire
Guild Night with Branding and Gaga Tournament	OA Call-out Ceremony
Closing Campfire	
Open Archery	
Open Lake and Pool	

# Special Programs



## **Troop Program Night**

Returning this year... Troop Program Night on Wednesday evenings! Starting at 5pm, Troops will have time to cook in their campsites 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 (NEW menu will be announced soon) will be ready at the dining hall for pickup about 6:00pm.

Wednesday evening is also the Golden Spoon cooking competition! Cooking in your campsites gives both Adults and Scouts 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 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!

#### **‘Merica Monday**

USA, USA, USA! Wearing your America themed attire on Monday to celebrate our country.

#### **Tube Sock Tuesday**

Let’s see your crazy and wild 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.

#### **Campers’ Guild Friday**

Wear any and all Campers’ Guild attire today! (Available at the Trading Post for completing a rank in the Guild or for existing Guild members.)





# 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. OA Troop Reps that have an interest in helping set-up and run OA events during the week and help the Camp Staff with various duties will receive special recognition for being a VIP Troop Rep!

**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. New this year, you can look forward to participating in OA and Camp Friedlander trivia during the social!

**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 (\$25) 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**, another camp service project will take place during siesta. In the evening, a patch trade-o-ree event will be happening at the Culture and Citizenship area alongside the camp history night exhibit. Thursday is also camp-wide OA day, so Arrowmen are invited to wear OA memorabilia and their OA with a field (Class-A) uniform.

**Friday** morning, a hike of the Camp Friedlander portion of the We-Hin-Ay-Pay trail will be done for any Scouts that are interested in going on the hike (both OA and non-OA members).

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 Coordinator is 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 encourage 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 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 year number pin)
20 Hrs./week or 4 Hrs./day	NEW ChAOS Crew branded item, to be announced! (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.microsoft.com/r/q1zTtHe6Yz>

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 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!

### **Training Courses Offered**

- Introduction to Outdoor Leader Skills (IOLS)
- Leave No Trace (LNT)/Outdoor Ethics Training
- Safe Swim Defense & Safety Afloat
- Paddle Craft Safety & Swimming and Water Rescue
- CPR Certification
- Scoutmaster Roundtable Discussion
- 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
- Adult Leader Trivia
- Camp Crafts: Sit-Upons and Leatherworking
- Sunrise Yoga before morning flags
- Nap on Safely
- Loveland Castle Trip
- Scoutmaster blobbing competition
- Slushie tasting experience
- ...and all the same open program opportunities available to your Scouts!



# Tentative ALT Schedule

Adult Program Schedule 2024						Schedule is subject to change.	
	Monday	Tuesday	Wednesday	Thursday	Friday	Notes	
7:00 - 7:30		Sunrise Yoga @ Trailblazer		Sunrise Yoga @ Trailblazer		Bring your own mat or use one of the ground mats provided.	
7:45 - 9:00	MORNING FLAGS / BREAKFAST						
9:15 - 10:00	Meeting - EN	Meeting - EN	Meeting - EN	Meeting - EN	Meeting - EN		
Morning Activities	Safe Swim Defense/Safety Afloat - EN (10:15 - 11:45)	Tentative/ Camp Craft Terracotta Pot Painting?	Scoutmaster Trivia - EN (10:15 - 11:30)	Tentative/ Grower-up Merit Badge	Map and Compass - EN (10:15 - 11:00)		
					Scoutmaster Roundtable (11:00 - 11:50) - EN		
12:00 - 1:00	LUNCH						
Siesta (1:00 - 2:00)	Emergency Drill				Adult Ice Cream Social - DH	IOLS Aquatics	
2:00 - 2:50	Flag Etiquette - DH Flagpoles	Fire Building - DH Porch	Tread Lightly / Plants and Animals - DH Porch	Tubing on the Little Miami River (See below)	OA in your Troop - DH Porch	Volunteer-led Dining Hall Eagles Nest Admin Spider Shelter Trading Post	
3:00 - 4:50	BSA Aquatics Training Paddle Craft and Water Rescue - Lakefront/Pool (per Aqua Director discretion)						
Afternoon Activities	Scoutmaster Blobbing - Lake (3:00 - 3:45)	Nap On Safely - DH (3:00 - 3:50)	Picnic Trip to the Loveland Castle - Meet at Admin Spider to Carpool (3:00 - 4:30)	Tubing on the Little Miami River - Meet at Ranger Station to Carpool (2:00 - 4:30)		AS TP	
	Chaplain Chat - Chapel (4:00 - 4:50)	Slushie Tasting Experience (Very Fancy) - TP (4:00 - 4:50)					
6:00 - 7:00	Dinner	Scoutmaster Dinner	Dinner				
Evening Activities	Totin' Chip - Trailblazer (7:15 pm)	Leave No Trace Workshop with Mike Wages - AS (7:15 - 8:45 pm)	Golden Spoon/OLS Cooking - Trailblazer (8:15 pm)	Scoutmaster Movie Night: "Moonrise Kingdom" - EN or DH (7:15 - 9:00)			
		Ropes - DH Porch (7:15 pm)					
Questions? Contact Sarah Dorger, aka "Dorger," our Adult Leader Trainer (ALI).						Interested in the adult individual and patrol awards? Find them in the Eagle's Nest!	

# Merit Badge Prerequisites

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2024. 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	Automotive Maintenance 1h. 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 \$18.	Y

Bird Study	NEST	2	N/A	N
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	Sports Field	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
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
Geocaching	Sports Field	1	<i>Registering for this badge implies that permission from a parent/guardian is given to access <a href="http://www.geocaching.com">www.geocaching.com</a></i>	Y
Geology / Oceanography	NEST	2	N/A	Y
Golf	Sports Field		N/A – We will be offering Option 2 (Disc Golf) at camp.	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 Am. Cult: 2	American Cultures Requirements 1	Indian Lore: Y American Cultures: Y
Instructional Swim	Aquatics	N/A	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. 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.	N/A
Kayaking	Aquatics	2	Pre-Requisite: 1c, 2 <b>Must be classified as a BSA swimmer.</b> This is a great starter class for first-time or inexperienced boaters.	Y
Landscape Architecture	NEST	1	N/A	Y
Lifesaving	Aquatics	2	<i>Not recommended for younger Scouts.</i> Requirement 2a – Earn the Swimming merit badge. <b>Must be classified as a BSA Swimmer.</b> Must be able to swim 400 yards without stopping. Swimming merit badge and Lifesaving should not be taken concurrently.	Y
Metalwork	Trade Skills	2	<i>Recommended for older Scouts.</i> <b>Must bring jeans as part of safety gear.</b>	Y
Model Design and Building	Handicraft	3	<i>Recommended for older Scouts.</i>	Y

Moviemaking	Handicraft	1	N/A	Y
Nature	NEST	1	<i>Recommended for younger Scouts.</i> Will require a significant bit of walking. No pre-requisites.	Y
<i>Natural World Studies:</i> Mammal Study Reptile and Amphibian Study Fish and Wildlife Management	NEST	Mammal: 2 Rep & Amp: 2 Fish & Wild: 2	Mammal Study: N/A Reptile & Amphibian: Req. 8a or 8b Fish & Wildlife: N/A	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	Sports Field	2	N/A	N
Painting	Trade Skills	2	Bring change of clothes to paint in.	Y
Personal Fitness	Sports Field	3	Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form).  Requirements 7-8 will not be completed at camp. Do not begin them before arriving.	N

Photography	Handicraft	1	Requirement #1b, view the Personal Safety Awareness “Digital Safety” video at: <a href="https://www.scouting.org/training/youth/scouts-bsa/">https://www.scouting.org/training/youth/scouts-bsa/</a> Bringing a digital camera or smartphone 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
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	<b>This is an introductory course, not a merit badge.</b> <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>This is an introductory course, not a merit badge.</b> <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
Sustainability	NEST	2	<i>Recommended for older Scouts</i>	Y
Swimming	Aquatics	2	<b>Must be classified as a BSA swimmer.</b>	Y
Textile/Pulp and Paper	Handicraft	2	<b>N/A</b>	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.  
Prices on Merit Badge Kits are Subject to Change through 5/1/2024.*

**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).