

TUSCARORA SCOUT RESERVATION 2026



SUMMER CAMP PROGRAM GUIDE FOR SCOUTS

TEN EXCITING PROGRAM AREAS TO INVESTIGATE



Aquatics

The waterfront on Summit Lake provides a variety of aquatic activities – including swimming, sailing, canoeing, rowing, kayaking, stand-up paddleboarding, inflatables, waterslide, and more!



Climbing

Tuscarora Scout Reservation is home to a 40-foot, three-sided climbing and rappelling tower. Scouts can come for open climbs by appointment or earn Climbing merit badge in a special evening class.



Eagle's Nest

This program area helps Scouts on the trail to Eagle develop life skills with several Eagle-required merit badges, including Communications and the Citizenships.



Handicraft

This area focuses on a wide-range of arts, crafts, and trade skills. Handicraft allows Scouts to build skills in basket making, leatherworking, wood carving, pottery, painting, and more.



Health Lodge

The Health Lodge at Camp Tuscarora serves as the first aid center, offering medical support and instruction and safety programs, including the First Aid merit badge, to help Scouts to *be prepared*.



Music & Arts

This program area lets Scouts showcase their creative sides with a wide range of merit badges and programs that allow them to create, perform and express themselves.



Nature

At our Nature area Scouts get to investigate the natural world. The area offers a variety of merit badges along with nature hikes, conservation projects, astronomy demos, and fishing opportunities.



Range & Target Sports

Tuscarora's shooting sports programs provide opportunities in archery, rifle, and shotgun shooting. In addition to merit badge instruction, the area offers daily open shoots for Scouts and leaders.



Scoutcraft

Scoutcraft is the place to develop and showcase your outdoor skills - including camping, cooking, pioneering, orienteering, wilderness survival and overall outdoor living.



Trailblazer

Trailblazers is Tuscarora's first-year camper program. Throughout the week, Scouts will build skills while completing requirements for the ranks of Tenderfoot, Second Class, and First Class.

CAMP TUSCARORA 2026 SUMMER CAMP PROGRAMS

Merit Badges and Advancement

Merit badges are a big portion of the summer camp experience, and we want to ensure Scouts are successful in earning all the badges they set out for. **Be prepared!** Scouts should review the requirements for each badge they intend on taking before coming to camp.

The current requirements for all merit badges can be found online at: www.scouting.org/skills/merit-badges/all/

Due to the nature of some requirements, and the limitations of the summer camp setting, some requirements cannot be completed in the merit badge classes at camp. Scouts should be sure to complete any necessary prerequisite requirements (pre-reqs) **before** coming to camp. In many cases, a signed note from a Scout leader is sufficient to show proof of a pre-req; or bringing a copy of the written requirement (such as a report or letter). All pre-reqs are due no later than class on Tuesday of your week at camp.

Trailblazers - First Year Camper Program

The Trailblazers program is Tuscarora's first year camper program. Throughout the week, Scouts will build many of the skills necessary to complete requirements for the ranks of Scout, Tenderfoot, Second Class, and First Class. Scouts will have an opportunity to participate in all sorts of exciting programs throughout camp.

The program covers first aid, cooking, hiking, map and compass skills, Totin' Chip, Firem'n Chit, nature identification, knots and lashings, as well as time at the waterfront and ranges. Scouts will also earn three merit badges: Fingerprinting, Fire Safety, and Pulp & Paper.

Troops with Scouts in the Trailblazer program should try to send an adult leader to assist with instruction, and to better verify the skills each Scout learns and masters.

Tuscarora Detective Agency - 2026 Theme

A mystery is afoot! Join the case! Our 2026 summer camp theme is scouting for clues with "*The Tuscarora Detective Agency*". Are you ready to help solve the case? Crack the code with various investigative experiences as mysteries unfold. Collect secret clues, decode hidden messages, unravel puzzles and riddles, and more!

Scouts will become sleuths on a series of mysterious adventures. Scouts can dive into themed merit badges such as Crime Prevention, Law, Fingerprinting, and Signs, Signals, & Codes. Along the way, they'll uncover new mysteries, unlock new skills and catch criminals as they put their detective talents to the test during the week.

Early Bird Morning Programs

Rise and shine and start your day with an exciting "early bird" program. Participate in special morning shooting at the ranges, take a refreshing dip in the lake at the Polar Bear Plunge, and enjoy a tranquil guided nature hike. A different program is held each morning (Tuesday through Thursday) at 6:30AM and is a great way to start your day.

Fun Afternoon Open Programs

Camp is more than just merit badges. Open programs will be available every afternoon for Scouts. These activities include open swimming and boating at Waterfront, open shooting at the shooting ranges, specialty crafts, exciting games, hikes, service projects, hands-on presentations, competitions, theme events, and more.

Exciting Evening Programs

Special evening programs and events will be held each night throughout the week. Evening activities include troop challenges, a Waterfront beach party, special shooting sports opportunities, craft workshops, game nights, cooking demos, karaoke, D&D quests, campfires, and more! There is truly something for every Scout!

Adult Leader Programs

Why should the Scouts have all the fun? Throughout the week, we will have special opportunities for Scout leaders to socialize and have hands-on fun. Training also helps adult leaders deliver quality experiences to their Scouts. We're excited to offer the following training opportunities:

- Introduction to Outdoor Leader Skills (Mon-Thurs @ 9am)
- Safe Swim Defense (Mon. @ 1pm)
- Safety Afloat (Tues. @ 1pm)
- Paddle Craft Safety: Basic Canoeing (Tues-Fri @ 9am or 10am)
- Paddle Craft Safety: Basic Kayaking (Tues-Fri @ 9am or 2pm)
- Swimming & Water Rescue (Tues-Fri @ 11am)
- Leave-No-Trace Awareness Trainings (TBA)

Honor Camper Program

Campers who have attended three (or more) summers of Scouts BSA summer camp at Camp Tuscarora are invited to join our special honor society with a fellowship cracker barrel on Monday as well as service projects throughout the week. Third-year campers who complete a service project and demonstrate good Scout spirit while at camp can earn a special Camp Tuscarora neckerchief.

Additional Program Opportunities

Tuscarora Scout Reservation has a lot to offer Scouts! Additional open activities available throughout the week for troops and Scouts to experience include Gaga Ball, Mountain Biking, Bear Cave Hikes, Tuscarora Scout Reservation Museum Tours, waterslide and inflatable Action Tower course at Waterfront, a fully stocked trading post, excited and engaging staff, and much more.



CAMP TUSCARORA 2026 MERIT BADGE LIST & PRE-REQS

These requirements must be completed BEFORE your week at camp.

 Animation	 Leatherwork
 Archery	 Lifesaving Bring proof of 2a. Be prepared to do 2b on day one.
 Art	 Music Bring proof of requirement 3.
 Astronomy Bring proof of requirement 6b.	 Nature
 Basketry	 Oceanography
 Camping Bring proof of requirements 4b, 5e, 7, 8c, 8d, and 9.	 Painting - This badge focuses on maintenance and building painting; for artistic painting, see Art merit badge.
 Canoeing Must be able to pass the swimmers test.	 Photography [2026 theme badge] Bring proof of req 1b and a digital camera (or mobile device).
 Chemistry	 Pioneering
 Citizenship in the Nation Bring proof of requirements 7 and 8.	 Plumbing
 Citizenship in Society <i>Recommended for older Scouts only.</i>	 Pottery
 Citizenship in the World Bring proof of requirement 7.	 Rifle Shooting – <i>Must be at least 12 years old</i> Bring proof of requirement 1g (copy of your state laws).
 Climbing – <i>Must be at least 13 years old</i> Evening class; bring proof of requirements 1 and 2.	 Rowing Must be able to pass the swimmers test.
 Communication Bring proof of requirements 5, 7 and 8.	 Salesmanship Bring proof of requirement 5.
 Cooking Bring proof of requirements 4, 5 and 6.	 Scouting Heritage Bring proof of requirement 6.
 Crime Prevention [2026 Theme Badge] Bring proof of requirement 3.	 Search & Rescue [2026 Theme Badge]
 Dog Care Bring proof of requirements 4 and 8. Explore requirement 9.	 Sewing & Needlework [Test Lab Badge] Bring 1-2 Scout patches to sew onto a uniform shirt.
 Emergency Preparedness Bring proof of requirements 2 and 9 (First Aid merit badge).	 Shotgun Shooting – <i>Must be at least 12 years old</i> Bring proof of requirement 1g (copy of your state laws).
 Environmental Science Bring proof of requirement 6.	 Signs, Signals & Codes [2026 Theme Badge]
 Exploration Bring proof of requirement 5.	 Small-boat Sailing Must be able to pass the swimmers test.
 Fingerprinting [2026 Theme Badge] <i>Special four-day badge.</i>	 Space Exploration
 First Aid Bring proof of requirement 2(b)1.	 Sports Bring proof of requirements 4 and 5.
 Fish & Wildlife Management Bring proof of requirement 5.	 Stand-Up Paddleboarding & Snorkeling [Scout Awards] Must be able to pass the swimmers test.
 Fishing Bring proof of requirement 7. Bring your own fishing gear.	 Swimming Must be able to pass the swimmers test.
 Forestry	 Theater Bring proof of requirement 1.
 Kayaking Must be able to pass the swimmers test.	 Wilderness Survival Requirement 4. Be prepared to spend a night in a primitive shelter.
 Law [2026 Theme Badge] Bring proof of requirements 4 and 9.	 Wood Carving Bring proof of requirement 2a and a locking-blade knife.

CAMP TUSCARORA 2026 MERIT BADGE SCHEDULE

	PERIOD 1 9:00 – 9:50	PERIOD 2 10:00 – 10:50	PERIOD 3 11:00 – 11:50	PERIOD 4 2:00 – 2:50	PERIOD 5 3:00 – 3:50	PERIOD 6 4:00 – 4:50
Waterfront	Canoeing	Canoeing	Lifesaving	Kayaking	Open Waterfront (Swimming & Boating)	
	Kayaking	Rowing	Swimming	Swimming		
	BSA Snorkeling & Paddleboarding	Small-boat Sailing		Instructional Swim		
Climbing						Open Climbs (by appointment)
Range & Target Sports	Archery		Open Archery	Archery		Open Archery
	Rifle Shooting		Open Shoot	Shotgun Shooting		Open Shoot
Eagle's Nest	Citizenship in the Nation	Citizenship in the World	Citizenship in Society	Communication	Law	
Ranger Shop			Plumbing			
Handicraft	Painting	Leatherwork	Dog Care	Basketry	Wood Carving	Open Programs
	Sewing & Needlework	Signs Signals, & Codes	Animation	Pottery		
Music & Arts	Salesmanship	Photography	Theater	Music	Art	
Health Lodge			First Aid	Emergency Preparedness		
Nature	Nature	Forestry	Environmental Science	Fish & Wildlife Management	Fishing	Open Programs
	Space Exploration	Oceanography	Chemistry	Astronomy	Fingerprinting	
ScoutCraft	Camping	Pioneering	Cooking	Camping	Wilderness Survival	Open Programs
	Exploration	Crime Prevention	Scouting Heritage	Sports	Search & Rescue	
Trailblazer	First-Year Camper Program			First-Year Camper Program (...continued)		
Adult Leader Trainings	Intro. to Outdoor Leader Skills	Paddle Craft Safety Basic Canoeing	Swimming & Water Rescue	Paddle Craft Safety Basic Kayaking		

Morning Colors: 7:40AM | Breakfast: 8:00AM | Lunch: Open at NOON | Evening Colors: 5:40PM | Dinner: 6:00PM | Taps: 10:00PM

WHAT TO BRING TO CAMP TUSCARORA

Any good Scout should *be prepared* and bring the necessary items when they go camping. Here is a suggested list of things to bring. Talk with your troop leaders for specific guidance on how to pack and what to bring to camp.

Suggested Personal Gear:

- Scout uniform(s)
- Extra shirts
- Extra pants/shorts
- Socks
- Underwear
- Rain gear
- Swimsuit
- Sleepwear
- Sneakers
- Hiking boots
- Water shoes (or closed-toe footwear that can get wet)
- Warm sweater, sweatshirt and/or jacket
- Towels
- Toiletries (toothbrush, toothpaste, soap, shampoo, etc.)
- Sleeping bag / blankets
- Pillow
- Flashlight (with extra batteries)
- Water bottle
- Ground cloth or small tarp
- Watch
- Wallet with money
- Notebook with pen/pencil
- Merit badge pre-requisites
- Scouts BSA Handbook
- Pocket knife
- Fishing gear
- Mess kit (cup, plate, and bowl)
- Utensils (fork, knife, and spoon)
- Folding camp chair
- Sunscreen
- Insect repellent
- Hat
- Sunglasses
- Bandanna

Suggested Troop Gear:

- Copies of all necessary paperwork
- First aid kit
- Troop and patrol flags
- Matches
- Lantern(s)
- Rope / twine
- Axes / saws
- Extra pens / pencils and notebook paper

Packing Tips

Label your gear: Scouts should mark all their personal gear! Many times, items are lost or misplaced and never claimed. Placing a name and unit number on items can prevent such losses and helps us reconnect Scouts with lost or found items.

The Tuscarora Trading Post: The trading post is open most of the day and has many items that you may want to purchase. You'll find a wide variety of items including camping supplies, Camp Tusky apparel, snacks, slushies, drinks, souvenirs, and much more. Please be sure your Scouts bring the appropriate spending money so they don't feel left out. We recommend Scouts bring between \$30 - 60 for the week.

Our annual theme t-shirt is pre-order only! Keep an eye out for a webstore with exclusive apparel posted online in May.

Electronics: Every troop has their own unique policy. However Scouts should be encouraged to leave all electronics at home. These devices take away from the summer camp experience. They can promote homesickness and often lead to other problems. Valuables should also be left at home; Camp Tuscarora is not responsible for broken or lost items.

Make sure you can handle your gear: Scouts are in charge of their own stuff at camp, so you need to know what's in your bag and where it's packed (for this reason we highly discourage parents from packing for their Scout). Remember that your stuff is your responsibility. While you won't need to haul your gear miles to your campsite, you do want to make sure you can move it by yourself... and remember it has to fit in your tent. A lightweight duffelbag is simple, roomy, and easily squishable under a cot.

Pack for all weather: Camp program doesn't stop on account of rain, so be sure to bring raingear (a few extra pairs of socks and a dry pair of shoes can make all the difference during a rainy week). A small and inexpensive plastic tarp can give extra rain protection for Scouts and their gear — it can provide a dry place to sit after a rainstorm, be hung or used as cover on a rainy day, or provide extra coverage over a leaking tent during an extended rain shower. Also note that the average daily high at camp in July is around 78°F, and it can also get chilly at night (Tuscarora sees an average nighttime low of 59°F in the month of July). A sweatshirt or fleece and a pair of long pants can make the cool evenings and mornings more comfortable.

Stay organized: Don't just toss everything into your bag—keep your gear neat, clean and organized! Ziploc bags are your friends; they come in every possible size—even super-huge—and they're watertight and waterproof. Packing your stuff in Ziplock bags can help keep your gear clean and organized throughout the week. Plus you can be confident that it won't get wet or ruined if wind and rain come through your campsite at 3AM.

Still have questions: Talk to your Scoutmaster or other Scouts in your troop for guidance on what to bring (and what not to bring) to summer camp. Chances are they have a lot of advice on what to bring (and what to leave at home).

CAMP TUSCARORA

