

## Camp Bowers Program Guide 2025

**Health & Fitness** - Being engaged in an athletic activity is not only a way to have fun, but it also is one of the best ways for each Scout to live up to their promise "to keep myself physically strong." This area offers merit badges in addition to daily sporting and athletic opportunities for Scouts and Scouters. This area also provides meaningful instruction with several first aid and safety programs.

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

**Leadership** – The Leadership program area is designed to help Scouts develop their communication and creative thinking skills. This area also educates Scouts on American and Scouting History and builds on a Scout's "duty to country" with citizenship merit badges and programs.

**Handicraft** – Handicraft focuses on a wide variety of arts and crafts. A popular area for Scouts of all ages, Handicraft allows Scouts to build skills in such areas as basketry, leatherworking, wood carving, and more.

**Climbing & COPE** – Older scouts can challenge themselves with our 65 ft climbing tower, tango tower, zip lines, and high/ low ropes courses.

**Scoutcraft** – This is the place to develop and showcase your outdoor skills – including camping, pioneering, exploring, orienteering, wilderness survival, and overall outdoor living. Additional programs include vast pioneering projects, outposts, and hikes.

**Range and Target Activities** – Range and Target Activities is a fun way for Scouts to exercise their minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. These programs provide instruction and opportunities in archery, rifle shooting, and shotgun shooting. In addition to merit badge instruction, the area offers daily open shoots that are open to all Scouts and Leaders.

**Trading Post** – The Trading Post is an excellent opportunity for Scouts to practice real-world financial and personal management while at camp. Scouts will find a wide variety of items including camping supplies, T-shirts and apparel, craft kits, books, snacks, ice cream, slushies, drinks, and much more.

**Trail to Adventure** – Trail to Adventure (TTA) is Camp Bowers' first-year camper program. Throughout the course of the week, Scouts will build skills necessary to succeed in Scouting while completing requirements for the ranks of Tenderfoot, Second Class, and First Class.

**Aquatics** – Lake Katherine is one of the greatest attractions at Camp Bowers. The lake provides a variety of aquatic activities – including swimming, canoeing, rowing, sailing, and kayaking.

## **Special Programs**

### **Mile Swim BSA**

Location: Waterfront

Earn the Mile Swim emblem by swimming one mile in Lake Katherine.

Participants must demonstrate strong swimming ability prior to swimming the mile.

### **Cape Fear River Kayaking Trek**

9:00 a.m. to 5:30 p.m. On Friday

Location: Cape Fear River Join this limited size group of paddlers as we go down the Cape Fear River beginning in Lillington, N.C. and ending in Erwin, N.C. This kayaking trip will encompass 8 miles of river with Class 1 and 2 White Water Rapids. Scouts must be at least 12 years old, complete the swimmers test, and complete either the Kayaking or Canoeing Merit Badge. The trip will have an onsite fee of \$20.

### **NRA Marksmanship Qualification Program**

The NRA Marksmanship Qualification Program offers shooters a self-paced training platform to develop their shooting skills. It's a drill. We set the standards, and you meet the challenge! Progression is self-paced, and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.

For the first time, Camp Bowers will offer the NRA – MQP program during the Summer of 2025. Scouts will be able to register for the program for a fee of \$10.00 If the Scout meets or exceeds the scoring requirements, (s)he will be presented with the qualification patch, an official NRA certificate and the appropriate rocker for their level of achievement

There are 5 achievement levels for each shooting discipline. Your Scout will be proud to show-off their shooting skills with the patch and certificate they are awarded.

Sign up for the NRA – Marksmanship Qualification Program is available at the range – see the Range and Target Activities Director for scoring details. Awards are presented at the closing campfire on Friday night.

## **Hunter Safety**

The only Boy Scout camp in North Carolina to offer the Hunter Safety course, Camp Bowers has again joined with the North Carolina Wildlife Resource Commission (NCWRC) to offer the certification course that is required for anyone (youth or adult) to purchase a hunting license.

On July 1st, 1991, the Hunter Education course became mandatory. Regardless of age, a person may not procure a hunting license or hunt in the state of North Carolina without producing a certificate from a Hunter Safety course. Hunters must purchase a

license once they reach 16 years of age. The North Carolina Hunter Education course is a minimum of 6 hours and is accepted in all 50 states, Mexico, Canada and +/- 18 foreign countries. A minimum score of 70 percent on the written exam is required.

Our Hunter Education program is NOT a "How to Hunt" program

but is designed to promote the safe handling of firearms and archery equipment, teach responsible, ethical conduct, educate sportsmen in the various methods and the proper use of equipment in harvesting game, and endorse the importance of wildlife management regulations. As a result of our program, we hope the sportsmen of tomorrow will better understand their obligations to the resources, the landowner, other hunters, themselves and the public at large.

Goals:

1. To reduce the number of hunting and hunting related accidents and fatalities.
2. To improve the image of hunting and sport shooting as viable recreational activities and as an essential tool for wildlife management.
3. To provide the hunter with an awareness of their legal and ethical responsibilities when harvesting wildlife.
4. To provide a better understanding of the principles of wildlife management and the need for wildlife laws.
5. To promote and aid in shooting sports for the public.

This course satisfies the safety and gun/bow handling requirements of the BSAs Rifle, Shotgun and Archery merit badges. All Scouts who register for the Rifle, Shotgun or Archery merit badge must also register for this course, as the shooting sports instructors will focus primarily on shooting skills and will depend on this course to satisfy the general knowledge and safety requirements of each merit badge. The Hunter Safety course is held from

6:30 to 9:30 pm on Monday and Tuesday nights, each week of camp at the BB&T Center.

Prior to arrival at camp, Scouts must obtain a (free) customer ID number from [GoOutdoorsNorthCarolina.com](http://GoOutdoorsNorthCarolina.com)

To pre-register for the course, search the event list on [GoOutdoorsNorthCarolina](http://GoOutdoorsNorthCarolina.com) – look for the course being held at the Cape Fear Scout Reservation on the date of the Monday of your week of camp.

## **Evening Program**

### **Monday** (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Night Zipline (Climbing, rappelling, and ziplining. Open to all Scouts at the Challenge Valley)

### **Tuesday** (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Open Waterfront (free swim and boating)

Open Climbing & Zipline (Climbing, rappelling, and ziplining. Open to all Scouts at the Challenge Valley)

### **Wednesday** (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.) Beach Party & Bonfire (Come out to the Waterfront and join our party! There will be music, watermelon, fun and games!)

### **Thursday** (7:00 p.m. – 9:00 p.m.)

OA Call-Out Ceremony

The Order of the Arrow, National Honor Society of the BSA, performs their public induction ceremony, known as the “Call- Out” for all Scouts that have been elected. Arrangements for those who will be called out should be confirmed with the OA coordinator prior to the ceremony.

### **Friday** (7:00 p.m. – 9:00 p.m.)

Staff vs. Camper Games (compete against the Camp Bowers Staff in Basketball, Soccer, and Volleyball)

## Closing Campfire

Troops will present skits, song, and cheers for the whole camp. To close out our week, the Camp Staff will present awards and recognize those Scouts and Scouters that go above and beyond at summer camp.

## Outpost Night

Camp Bowers has a variety of Outpost Programs that any Scout can participate in. These outposts present opportunities for Scouts to venture outside of their campsites for an evening and enjoy an adventure in the out-of-doors. Encourage your Scouts to challenge themselves and put their survival skills to the test on the Wilderness Survival Outpost or Trail to Adventure Outpost.

## Wilderness Survival Outpost

### **Wednesday**

Scouts taking Wilderness Survival Merit Badge will journey to Camp Bowers back-country on Wednesday evening to participate in an outpost survival test. These Scouts will build and sleep in their own shelter and put the survival skills they have learned to good use. Building fires without matches, signaling, and using their survival skills are just some of the things Scouts can look forward to on this Outpost.

## Trail to Adventure Outpost

### **Wednesday**

After dinner on Wednesday, Trail to Adventure participants will spend the night on a special First-Year Camper Outpost. Scouts will journey to a special outpost site, practice their fire-building skills and enjoy storytelling around the campfire. Campers will need to bring a sleeping bag and tent.



## **Awards**

### **Top Shot of the Week**

Over the course of the week Scouts and Scouters will compete by submitting shooting scores to see who among them is the Top Shot in all the Shooting Sports areas. Top Shot will be determined among 3 categories: Overall Top Shot, Youth Top Shot, and Adult Top Shot. Be prepared to send the best youth and adult shooter from your Troop.

### **Scoutmaster Merit Badge**

The Scoutmaster Merit Badge is a fun way for Scoutmasters to help in different areas throughout camp.

### **Camp Bowers Honor Troop Award**

The Camp Bowers Honor Troop Award is awarded to units that exemplify the aims and methods of the Scouting Program. The Honor Troop Award encourages Scout spirit, teamwork, and participation throughout your week at camp. Honor Troop tracking sheets can be found in the check-in packet.

### **Ancient Order of the Beaver Shark**

The Purpose of the Ancient Order of the Beaver Shark shall be to not only recognize Camp Bowers Spirit and Loyalty amongst its members but, just as importantly, to inspire these traits amongst both the campers and staff members.

This is accomplished through the invitation to membership of third-year campers who the Camp Staff observe possessing exceptional Scout Spirit and overall enthusiasm at camp.

Scouts attending their third summer at Camp Bowers, and who provide two hours of service during their week at camp, are eligible for nomination by Camp Staff and other members of the Order.

Nominated Scouts will be voted into the Ancient Order during their week of summer camp and announced during Thursday evening campfire.

Recognition items will be awarded at a special award ceremony that evening.

## OA

For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives.

This recognition provides encouragement for others to live these ideals as well.

Arrowmen are known for maintaining camping traditions and spirit, promoting year- round and long-term resident camping, and providing cheerful service to others.

OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth. The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults. The Order of the Arrow was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America.

It became an official program experiment in 1922 and was approved as part of the Scouting program in 1934. In 1948 the OA, recognized as the BSA's national brotherhood of honor campers, became an official part of the Boy Scouts of America. In 1998, the Order of the Arrow became recognized as Scouting's National Honor Society when it expanded its reach beyond camping to include broader service to Scouting and the community.

The Thursday campfire program includes the OA Call-Out Ceremony. Troops from Cape Fear Council may have Scouts called out.

Troops from outside the Cape Fear Council may have Scouts called out if the Troop Leader turns in an official letter, with the names of the candidates signed by the Lodge Chief or Lodge Adviser of their local Order of the Arrow Lodge, at check- in.

Klahican Lodge members that have not sealed their membership in the Order of the Arrow by completing their Brotherhood, are encouraged to do

so while at camp. Brotherhood preparation will be held Tuesday evening at the Administration Building.

The cost is \$30.00, which should be paid to the Klahican Lodge.

## **Merit Badge Guide**

This directory outlines details for the various merit badge programs available to Scouts this summer at Camp Bowers. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs.

Our goal is to provide a fun program full of meaningful learning to all Scouts.

Be prepared!

Scouts should review the requirements for each Merit Badge they intend on taking before their week at camp.

Our merit badge programming will be operating from Mondays to Thursdays. On Friday, we will offer wild card programming of unique one day badges and activities you may not find at summer camp.

Scouts should be sure to complete any necessary pre-requisite requirements before coming to camp.

Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements will not be completed in the merit badge classes.

In many cases, a signed note from a Scout Leader is sufficient to show proof of a pre-requisite.

Please be sure to complete all pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on other requirements without having the pre-requisite requirements completed first.

To help Scouts make appropriate badge selections Scoutmasters and unit leaders should guide Scouts in their merit badge selections

There is no need to bring blue cards to Camp Bowers. Scoutmasters will receive an email with all roster information that includes partial and complete merit badges the Scouts have earned during Monday through Thursday classes. Camp Bowers will provide any necessary blue cards for merit badge classes.

## **Trail to Adventure**

Pre-requisites: none

Description: A great introduction to Scouts BSA with Scouts learning the framework of the Scouting program by working on several requirements between the ranks of Scout to First Class. Scouts will also earn their Totin' Chip and Firem'n Chit and take part in our Wednesday outpost night. The class is limited to 30 participants for each session.

## **Health & Fitness**

### **Emergency Preparedness**

Pre-requisites: 1, 2c, 8b

Description: Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency. Earning this badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts must earn First Aid Merit Badge to complete Emergency Preparedness.

### **First Aid**

Pre-requisites: NONE

Description: First aid – caring for injured or ill persons until they can receive professional medical care – is an Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. This Eagle-required merit badge is recommended for more experienced Scouts.

### **Personal Fitness**

Pre-requisites: 1, 8

Description: Personal fitness is an individual effort and desire to be the best one can be. Personal Fitness Merit Badge focuses on developing good physical, mental, social and emotional health. This is a challenging and Eagle-required merit badge and is recommended for more experienced Scouts.

## **Leadership**

### **Citizenship in the Nation**

Pre-requisites: 7

Description: Scouts will learn how to become active citizens who are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. This Eagle-required merit badge is recommended for more experienced Scouts.

### **Citizenship in the World**

Pre-requisites: 7

Description: Scouts who earn the Citizenship in the World Merit Badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries. This Eagle-required merit badge is recommended for more experienced Scouts.

### **Communication**

Pre-requisites: 5

Description: Communication Merit Badge focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication. Scouts must attend a public meeting (requirement 5) prior to coming to camp and be prepared to discuss the experience. This Eagle-required merit badge is recommended for more experienced Scouts.



## **Inventing**

Pre-requisites: 7, 8b

Description: A discussion on intellectual properties and how Scouts can be creative and think of their own prototype.

## **Game Design**

Pre-requisites: 5,8

Description: Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However, you slice it, everyone has played games, and games help make us who we are.

## **Chess**

Pre-requisites: NONE

Description: Learn how to play chess and boost your brainpower. Research says playing chess is highly beneficial to the development of the brain.

## **Personal Management**

Pre-requisites: 1, 2, 8, 9

Description: Earning this merit badge enables a Scout to learn about financial responsibility as they understand what it means to save for the future. This Eagle- required merit badge is recommended for more experienced Scouts.

## **Safety**

Pre-requisites: None

Description: Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency.

## **Salesmanship**

Pre-requisites: 5

Description: Scouts will learn the responsibilities of a salesperson and the role of goods and services.

## **Ecology**

### **Reptile and Amphibian Study**

Pre-Requisite: 8

Description: Kids always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

### **Astronomy**

Pre-requisites: NONE

Description: Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky.

**Environmental Science Pre-requisites:** NONE Description: While earning the Environmental Science Merit Badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. This Eagle-required merit badge is recommended for older Scouts.

### **Fish & Wildlife Management**

Pre-requisites: NONE

Description: Earned with Fishing MB. Wildlife management is the science and art of managing the wildlife with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our

descendants to have the opportunity to experience the same animal diversity that we now enjoy.

## **Forestry**

Pre-requisites: NONE

Description: Scouts will explore Camp Bowers' 1,200-acre forest as they learn about the remarkable complexity of the ecosystem, identify species of trees and plants, and carry out conservation projects to help sustain the health of the forest. This program is an afternoon of filled with hiking, exploring, and studying the natural landscape of Camp.

## **Fishing**

Pre-requisites: NONE

Description: Earned with Fish & Wildlife Mgmt MB. In Scouting for Boys, Baden- Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." Scouts will spend time fishing and learning skills to become better anglers. Bring your own fishing rod and tackle. Be prepared to fish!

## **Bird Study**

Pre-requisites:

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

## **Nature**

Pre-requisites: NONE

Description: Earned with Weather MB. There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

## **Weather**

Pre-requisites: NONE

Description: Earned with Nature MB. Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

## **Oceanography**

Pre-requisites: None

Description: The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. Studying the oceans is to study Earth itself.

## **Mammal Study**

Pre-requisites: None

Description: A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

## **Soil and Water Conservation**

Pre-requisites: None

Description: Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

## **Geocaching**

Pre-requisites: 7, 8

Description: Experience the world's BIGGEST game, where the planet itself is the board. The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit. Learn all the basics before heading out and finding your first cache at home.

## **Handicraft**

### **Animation**

Pre-requisites: NONE

Description: Earning this merit badge enables a Scout to learn about the principles of animation through different techniques and styles of sketches and layouts.

### **Art**

Pre-requisites: 6

Description: An 8.5"x11", or larger, sketchbook is suggested but not required. Scouts must visit a museum or art exhibit prior to coming to camp (requirement 6). Scouts should bring a short write-up about what they saw, including descriptions of three works that interested them; this should be signed by an adult who accompanied them to the museum or exhibit.

### **Basketry**

Pre-requisites: NONE

Description: Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner.

### **Indian Lore**

Pre-requisites: NONE

Description: Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American

Indians have many different cultures, languages, religions, styles of dress, and ways of life.

## **Leatherwork**

Pre-requisites: NONE

Description: Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; challenged to master skills like hand-stitching, lacing, and braiding.

## **Model Design and Building**

Pre-requisites: NONE

Description: Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby but it is widely used in the professional world.

## **Wood Carving**

Pre-requisites: NONE

Description: As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving Merit Badge introduce Scouts to an enjoyable hobby.

## **Music**

Pre-requisites: none

Description: Scouts will learn about instruments, vocals, and how music has affected our lives.



## **Space Exploration**

Pre-requisites: None

Description: Scouts will also explore science, history, and the future of the space program. Scouts are required to launch and retrieve a model rocket they build themselves.

## **Photography**

Pre-requisites: None

Description: Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

## **Scoutcraft**

### **Cooking**

Pre-requisites: 4

Description: The badge covers several ways for a Scout to learn how to cook through different methods. Scouts will be working on backpack cooking and campfire cooking in this class.

### **Camping**

Pre-requisites: 8d, 9

Description: Scouts will need to bring a properly packed backpack with patrol gear.

### **Pioneering**

Pre-requisites: NONE

Description: Pioneering—the knowledge of ropes and knots, along with the ability to build structures by lashing together poles and spars—is among the oldest of Scouting's skills. Completing projects with lashings allow Scouts to use these skills in creative ways.

### **Orienteering**

Pre-requisites: NONE

Description: Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years.

### **Signs, Signals and Codes**

Pre-requisites: none

Description: The badge covers several nonverbal ways we communicate emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes, and more.

## **Wilderness Survival**

Pre-requisites: NONE

Description: In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. Scouts are required to attend the Wilderness Survival Outpost on Wednesday evening.

## **Shooting Sports**

The Rifle and Shotgun Shooting Merit Badges require Scouts to take a state hunters education course. It is strongly recommended that Scouts taking Archery also attend. This class is offered on Monday and Tuesday nights. Please refer to page 15 of this guide on how to sign up and register for this class.

### **Archery**

Pre-requisites: Scouts should be at least 12 years old.

Description: Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow— but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. The general knowledge and safety requirements of the Archery MB will be taught during the Hunter Safety course on Monday and Tuesday nights. Please see page 15 for a link to pre-register your Scouts.

### **Rifle Shooting**

Pre-requisites: Scouts should be at least 13 years old.

Description: A rifle, like any other precision instrument, is manufactured to perform a specific task and, if handled correctly, can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

## **Shotgun Shooting**

Pre-requisites: Scouts should be at least 14 years old.

Description: A shotgun is a precision instrument, designed to shoot a shot charge

in a specific pattern to cover a designated area at a certain distance. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

## **Aquatics**

### **Canoeing**

Pre-requisites: Must be able to classify as a Swimmer

Description: For centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

### **Kayaking**

Pre-requisites: Must be able to classify as a Swimmer

Description: Kayaking has become a mainstay in outdoor recreation. Kayaking is a great workout, a soothing way to clear your mind, and an ideal reason to get outside. Class is limited to 12 participants per class.

### **Lifesaving**

Pre-requisites: Swimming Merit Badge

Description: The main purpose of the Lifesaving Merit Badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

### **Small Boat Sailing**

Pre-requisites: Must be able to classify as a Swimmer

Description: Sailing is one of the most enjoyable pastimes on the open water. However, smooth sailing requires paying careful attention to safety. Class is limited to six participants per class.

## **Motorboating**

Pre-requisites: Must be able to classify as a Swimmer.

Description: With the fun of operating a motorboat comes the responsibility for keeping that boat in first- class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Limited to 6 scouts each.

## **Swimming**

Pre-requisites: Must be able to classify as a Swimmer.

Description: Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain various swimming skills. Class is limited to 20 participants per class.

## **Rowing**

Pre-requisites: Must be able to classify as a Swimmer.

Description: Scouts will learn about various rowing techniques and work towards being proficient at handling a rowboat.

## **Water Sports**

Pre-requisites: Must be able to classify as a Swimmer.

Description: This class is limited to 6 Scouts each week. On Friday morning we will travel to White Lake for waterskiing.

## **Climbing**

### **Additional Camp Programs**

Pre-requisites: none

Description: Scouts will be working on climbing and rappelling techniques to complete this merit badge on our 65 ft tower.

## **C.O.P.E**

Pre-requisites: Scouts must be at least 14 years old.

Description: This program is geared towards older Scouts looking for a Challenging Outdoor Personal Experience (COPE). Scouts will learn team-building skills to overcome several of our low rope and high obstacles. Additional features include our Tango Tower and Zip Lines.