

# Cape Fear Council | Camp Bowers Virtual Week & In-Camp Experience 2020



**July 6-11, 2020**

**July 13-18, 2020**

**July 20-25, 2020**

Our summer camp leadership team has been hard at work developing an engaging and fun program for Scouts. Virtual merit badges will be offered Monday through Thursday as well as an in-camp experience at Camp Bowers on Saturday. There will be three weekends for Scouts to choose from and registration is first come first serve for Scouts. There will be a participant limit for all sessions. The program fee is \$135 per Scout.

## **Virtual Week**

Each session of Virtual Week will run from Monday through Thursday where Scouts can sign up for up to 4 separate merit badges. We will be using a Zoom platform to conduct our virtual merit badge sessions. Classes will have attendee limits based on the content taught. There may be requirements that we cannot complete virtually and could be assigned outside of the classroom. Scouts will have an opportunity to work on non-virtual requirements during the Saturday In-Camp Experience at Camp Bowers. Scout's from all over the nation can participate in our Virtual Week, please remember that we will be operating under Eastern Standard Time.

9:30am-10:30am	10:45am-11:45am	1:30pm-2:30pm	2:45pm-3:45pm
Camping	Wilderness Survival	Geocaching	Signs, Signals, and Codes
Fire Safety	Safety	Salesmanship	Entrepreneurship
Bird Study	Energy	Insect Study	Environmental Science
Oceanography	Geology	Forestry	Weather
Citizenship in the Nation	Citizenship in the World	Citizenship in the Nation	Citizenship in the World
American Heritage	Communications	Public Speaking	Communications
Trail to Adventure (First Year Program)		Trail to Adventure (First Year Program)	
Rifle Shooting	Archery	Shotgun Shooting	

## **In-Camp Experience at Camp Bowers**

Scouts will have the opportunity to go to Camp Bowers on the Saturday of their registered session. Our staff will have several program areas open where scouts can finish up requirements that couldn't be completed virtually as well as work on some additional one-day merit badges and activities. Programming will operate from 10:00am-12:00pm and 1:00pm-5:30pm. Participants must be offsite by 6:00pm.

### One Day Merit Badges offered on Saturday

10:00am-12:00pm/ 1:00pm-2:00pm	2:00pm-5:00pm
Model Design and Building	Basketry
Indian Lore	Art
Woodcarving	Leatherwork
Kits and program supplies will be provided. Class cap of 20 participants per merit badge.	

- Rifle, Shotgun, and Archery ranges will work on qualification requirements for registered merit badge attendees in the morning and offer open shoot in the afternoon.
- Aquatics will be offering open swim all day, BSA Standup Paddle Board Award and Kayaking BSA Award in the morning, and open Paddle Boarding and Kayaking in the afternoon.
- Zipline will be available with limited capacity
- Trail to Adventure will be offering Totem Chip and Firem'n Chit throughout the day.
- Scoutcraft will be wrapping up requirements from merit badges throughout the day.
- Ecology will be wrapping up requirements from merit badges throughout the day.

### **Saturday Check-in from 8:00am-10:00am:**

- Anyone who spends the day at Camp Bowers will be required to fill out Parts A & B of the BSA Medical Form: [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Everyone who arrives to camp will have their temperature checked, including the driver (even if it is for a drop off). Anyone who shows a sign of a fever will be turned away including those who rode in the same vehicle. It is recommended for those who carpool to self-check temperatures prior to departure, but everyone will still be temperature checked upon arrival.
- Those at camp must practice social distancing which is 6 ft apart from others.
- Our staff will be operating a stringent and regular cleaning schedule of all areas of camp throughout the day including program areas and supplies in-between uses.
- We ask that scouts bring their own water in a water bottle and we will provide them with two additional filled bottles of water.
- Our camp staff will be wearing masks when applicable. We encourage Scout participants to wear them too. Masks will be provided.

### **Meals**

A Saturday bagged lunch will be provided from the dining hall between 12:00pm-1:00pm. Dining inside the dining hall will not be available but several outdoor shelters/ program areas will be available. Lunch is included for registered participants and any guests will need to purchase a meal ticket from the trading post for \$5.

### **Swimming:**

Scouts will need to complete a swim test to participate in swimming activities. Swim tests will be offered all day on Saturday.

### **Camp Refund Policy:**

A refund request would need to be submitted no later than one week prior to your session and emailed to [Martin.Clemmer@scouting.org](mailto:Martin.Clemmer@scouting.org). Refunds after that date are subject to a \$35 service charge.

### **Bicycles**

Campers may bring their own bikes. Helmets must be worn while riding. Bikes may not be shared. Do not ride bikes through other campsites and always yield to those who are walking.

### **Restrooms**

There are restrooms around camp for campers to use. Some facilities are female or male only. We must all share in the responsibility to help keep these facilities in good shape. If supplies or maintenance are needed, please let a staff member know. Staff will be sanitizing restroom facilities regularly throughout the day.

## **Vehicles**

All vehicles are to be parked in the Camp Bowers Admin parking lot. Only staff vehicles will be permitted to go beyond the parking lot.

## **Trading Post**

We will be open during posted hours throughout the day Saturday. Candy, snacks, drinks, and other memorabilia is available at the Trading Post. It is for you to use at your own discretion. We will limit how many people enter the trading post at one time. Credit and debit cards are accepted.

## **Lost and Found**

The lost and found is located in the Camp Bowers Administration Building.

## **No Pets**






Pets are not allowed at Camp Bowers. Nature's creatures are to be left in their natural environment.

## **No Fireworks and Firearms**









Fireworks are not permitted on camp property. Personal firearms and/or ammunition are not allowed at the Cape Fear Scout Reservation. The use or possession of alcoholic beverages and/or controlled substances at camp is prohibited.

**For additional information about this event contact Martin Clemmer at 910-395-1100 ext. 107 or at [martin.clemmer@scouting.org](mailto:martin.clemmer@scouting.org)**

## **Virtual Week & In-Camp Experience Class Catalog**

	<b>Camping: Mon-Thurs: 9:30am-10:30am</b> Scouts will learn about Leave No Trace outdoor ethics, proper clothing and equipment, good camping management and camp safety. Prerequisites: 4, 8d, and 9. Requirement 6a will be offered on Saturday Sessions
	<b>Wilderness Survival: Mon-Thurs: 10:45am-11:45am</b> Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. Prerequisites: 8. Requirement 6 will be offered on Saturday Sessions.
	<b>Geocaching: Mon-Thurs: 1:30pm-2:30pm</b> 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. Requirement 6 and 8 will be offered on Saturday Sessions
	<b>Signs, Signals, and Codes: Mon-Thurs: 2:45pm-3:45pm</b> Scouts will learn nonverbal ways to communicate including Morse code, trail signs, braille, secret codes, traffic signs, emergency signaling and more. Requirement 7 will be offered on Saturday Sessions.
	<b>Fire Safety: Mon-Thurs: 9:30am-10:30am</b> The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

	<p><b>Safety: Mon-Thurs: 10:45am-11:45am</b></p> <p>Scout will learn how to be safe with checklists and prevention plans.</p>
	<p><b>Salesmanship: Mon-Thurs: 1:30pm-2:30pm</b></p> <p>Scouts will develop business acumen as they learn about the responsibilities of a salesman, operating a business, and marketing your product. Prerequisites: 5.</p>
	<p><b>Entrepreneurship: Mon-Thurs: 2:45pm-3:45pm</b></p> <p>Scouts will develop business acumen as they learn about what it takes to create a business</p>
	<p><b>Bird Study: Mon-Thurs: 9:30am-10:30am</b></p> <p>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.</p>
	<p><b>Energy: Mon-Thurs: 10:45am-11:45am</b></p> <p>Scouts will learn various methods of generated energy. They will learn how to be more energy efficient and conservation minded. Prerequisites: 4.</p>
	<p><b>Insect Study: Mon-Thurs: 1:30pm-2:30pm</b></p> <p>Scouts will observe different species of insects and how they help our ecosystem and their impact on our everyday lives. Prerequisites: 9.</p>
	<p><b>Environmental Science: Mon-Thurs: 2:45pm-3:45pm</b></p> <p>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. This badge requires Scouts to make and record daily observations of at least 20-minutes outside of the regularly scheduled class time.</p>
	<p><b>Oceanography: Mon-Thurs: 9:30am-10:30am</b></p> <p>Learn about our oceans and why studying them is important to conserve our natural resources.</p>
	<p><b>Geology: Mon-Thurs: 10:45am-11:45am</b></p> <p>Geology is the study of Earth. It includes the study of materials that make up the Earth, the processes that change it, and the history of how things happened including human civilization.</p>
	<p><b>Forestry: Mon-Thurs: 1:30pm-2:30pm</b></p> <p>Scouts will 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.</p>
	<p><b>Weather: Mon-Thurs: 2:45pm-3:45pm</b></p> <p>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.</p>

	<p><b>Citizenship in the Nation:</b>  <b>Mon-Thurs: 9:30am-10:30am/1:30pm-2:30pm</b></p> <p>Learn how to become active citizens 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. Prerequisites: 2.</p>
	<p><b>Citizenship in the World:</b>  <b>Mon-Thurs: 10:45am-11:45am/2:45pm-3:45pm</b></p> <p>Scouts will discover that they are already citizens of the world. How good a world citizen each person is, depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.</p>
	<p><b>American Heritage: Mon-Thurs: 9:30am-10:30am</b></p> <p>Learn how to become active citizens 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.</p>
	<p><b>Communications: Mon-Thurs: 10:45am-11:45am / 2:45pm-3:45pm</b></p> <p>Communications 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. Prerequisites: 5.</p>
	<p><b>Public Speaking: Mon-Thurs: 1:30pm-2:30pm</b></p> <p>A lot happens during every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.</p>
	<p><b>Rifle Shooting: Mon-Thurs: 9:30am-10:30am</b></p> <p>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. Requirements 2 Option A j, l, and m will be offered on Saturday Sessions.</p> <p>*If a scout takes multiple shooting badges virtually, they can only choose one shooting badge during the Saturday Sessions.</p>
	<p><b>Archery: Mon-Thurs: 10:45am-11:45am</b></p> <p>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. Requirements 2d1, 3c, and 5 option B will be offered on Saturday Sessions.</p> <p>*If a scout takes multiple shooting badges virtually, they can only choose one shooting badge during the Saturday Sessions.</p>
	<p><b>Shotgun Shooting: Mon-Thurs: 1:30pm-2:30pm</b></p> <p>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. Requirements 2 Option A i and k will be offered on Saturday Sessions.</p> <p>*If a scout takes multiple shooting badges virtually, they can only choose one shooting badge during the Saturday Sessions.</p>

	<p><b>Model Design and Building:</b>  <b>Saturday: 10:00am-12:00pm (Break for lunch) 1:00pm-2:00pm</b></p> <p>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: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.</p>
	<p><b>Indian Lore:</b>  <b>Saturday: 10:00am-12:00pm (Break for lunch) 1:00pm-2:00pm</b></p> <p>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. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.</p>
	<p><b>Wood Carving:</b>  <b>Saturday: 10:00am-12:00pm (Break for lunch) 1:00pm-2:00pm</b></p> <p>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.</p>
	<p><b>Basketry: Saturday: 2:00pm-5:00pm</b></p> <p>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.</p>
	<p><b>Art: Saturday: 2:00pm-5:00pm</b></p> <p>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.</p>
	<p><b>Leatherwork: Saturday: 2:00pm-5:00pm</b></p> <p>Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's 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; be challenged to master skills like hand-stitching, lacing, and braiding.</p>

**Trail to Adventure | First Year Camper Program**  
**Morning Class 9:30am-10:30am and 10:45am-11:45am**  
**Afternoon Class: 1:30pm-2:30pm and 2:45pm-3:45pm**

Scouts will have to opportunity to work on rank requirements starting from Scout to First Class. A Scout will sign up for a 2-block morning class or a 2-block afternoon class based on their choosing. Scouts will also have a chance to earn their Totem Chip and Firem'n Chit during the Saturday Sessions. Requirements covered are listed below.

Scout Rank: 1 a-f, 3 a-b, 5

Tenderfoot Rank: 4 a-c, 5 a-c

Second Class Rank: 2 a, 3a, 3c, 3d, 4, 5a, 6 a-e, 7c, 8b, 9 a-b

First Class Rank: 2a, 3a, 4b, 5 a-d, 6b, 7c-f, 9b