

Camp Potomac Class Registration Guide

The purpose of this guide is to assist Scouts, unit leaders and parents in registering for classes at Camp Potomac—Scouts at Work. Since the program is unlike other scout camp offerings, please read the instructions carefully, including the descriptions of the various sessions that will be offered. Note that some of the sessions are not related to merit badge offerings. Where this is the case, it will be clearly noted in the session description. If you have questions, please contact Larry Mackereth, Program Director by email at la.mackereth@gmail.com and we will get back to you as quickly as possible. In all cases, scouts should be familiar with the requirements for the merit badge before registering.

Several of the programs involve travel away from the camp. For these sessions, transportation will be provided and each van will have two adult scouters who will accompany scouts to the program areas and box lunches will be provided. Except for Automotive Maintenance, scouts should wear a Class A uniform offsite. Class B uniforms should be worn at camp.

First Year Camper Program – To ensure that newer Scouts get a firm foundation in their early advancement requirements and have a meaningful first week of summer camp, Camp Potomac offers the First Year Camper program. The focus will be on outdoor skills and other requirements for the Tenderfoot, Second Class and First Class ranks.

In addition, the Scouts in this program will work together with other First Year Campers to earn the First Aid, Basketry, Fingerprinting and Fishing merit badges as well as another badge to be determined. Scouts will get an introduction to and practice the skills needed to earn rank advancement during their week at Camp Potomac. However, troop leaders will want to continue to work with the Scouts and evaluate their proficiency to determine when they have completed the requirements. Leaders will receive a summary of the requirements that were worked on at the end of the week.

Scouts in the First Year Camper program will not be able to register for additional merit badges during the registration process.

Scouts at Work Offerings

Aviation – Weather permitting, this offsite all-day session will be offered four times, Monday through Thursday. Friday is reserved as a make-up day in case there is a rainout, but the limit of 12 scouts per session still applies. For example, if the Tuesday and Wednesday sessions are rained out, scouts who registered for the Tuesday session will get priority for the Friday make-up session. Classes will be held at the Cumberland Regional Airport and will include both classwork and flight-time. **Class A uniform.**

Automotive Maintenance – This offsite all-day session will be offered four times, Monday through Thursday. Classes will be held at Oldtown School, which is less than two miles from camp. Lunch will be provided by School House Kitchen. **Old clothes.**

Carpentry – Carpentry is a non-merit badge class. Scouts may also be able to earn a partial towards Woodworking merit badge. If there is sufficient demand, we will hold up to three classes at camp. Session one will be held on Tuesday (am or pm) and session two will be held on Wednesday (am or pm). An additional class may be held with session one on Thursday afternoon and session two on Friday morning. Scouts registering for the Tuesday morning session should also register for the Wednesday morning session. Scouts registering for the Tuesday afternoon session should also register for Wednesday afternoon. The third class, if necessary, will be Thursday afternoon and Friday morning.

Computer Programming – This class consists of an all-day session at camp on either Monday or Tuesday.

Cyber Security – This class consists of an all-day session at camp on Wednesday.

Digital Technology -- This class consists of an all-day session at camp on either Thursday or Friday.

Electricity – There will be three classes at camp for electricity, each consisting of two three-hour sessions. Session one will be held on Tuesday and session two will be held on Wednesday. An additional class will be held with session one on Thursday morning and session two on Friday afternoon. Scouts registering for the Tuesday morning session should also register for the Wednesday morning session. Scouts registering for the Tuesday afternoon session should also register for Wednesday afternoon. The third class will be Thursday morning and Friday afternoon.

Fish and Wildlife -- If there is sufficient demand, we will hold up to three all-day classes at camp on either Monday, Tuesday or Friday.

Forestry – This class consists of an all-day session at camp on either Thursday or Friday.

Horsemanship – Weather permitting, this offsite all-day session will be offered twice, Monday and Wednesday. Friday is reserved as a make-up day in case there is a rainout, but the limit of 12 scouts per session still applies. For example, if the Monday and Wednesday sessions are rained out, scouts who registered for the Monday session will get priority for the Friday make-up session. **Although this is an offsite class, a class B uniform is appropriate due to the nature of the class.**

Law – This class includes a visit to a courtroom. **Class A uniform.**

Masonry* -- This is a non-merit badge course intended for scouts who are interested in learning masonry skills. The program will consist of a single three-hour session on either Tuesday afternoon or Thursday afternoon.

Plumbing – This class will consist of one all-day session. Scouts can choose between Monday or Tuesday.

Railroading – **This is an off-site class requiring a class A uniform.** Scouts will get a behind-the-scenes look at the Western MD Scenic Railroad shop in addition to a ride on a vintage railcar. Scouts will be briefed by railroad officials to learn how mainline railroads operate, what careers are available in railroading and railroad safety procedures. Many thanks to Wesley Heinz and the Western Maryland Scenic Railroad for making this opportunity available.

Search and Rescue – This class will consist of one all-day session. Scouts can choose between Tuesday or Thursday.

Veterinary Science – This class consists of a three-hour classroom session at camp and an offsite visit to a veterinary hospital. Due to space limitations, a maximum of twelve scouts can participate in this program. **The offsite component requires a Class A uniform.** The classroom component will be held Tuesday afternoon at camp for all participants. On Wednesday, two scouts may attend either a morning or an afternoon visit to a veterinary hospital. On Thursday, up to four scouts may attend either a morning or an afternoon visit, as those sessions will be held at a larger facility.

Welding – This class will consist of one all-day session. Scouts can choose between Monday, Wednesday or Friday. Safety equipment will be provided.