



2024 PROGRAM SECTION

SUPPORT & HELP

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2024 PROGRAM SECTION

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2024 PROGRAM SECTION

PROGRAM SELECTIONS

Let's be real...

Program is where it is at. A camp without program is just another empty field or a quiet wooded area. Program is what breathes life into a camp and is what causes Scouts and Scouters to drive hours on end. Since 1976 we have been delivering exceptional opportunities to the youth and adults that have come through our gates.

Medicine Mountain is chuck full of exciting program elements and opportunities that both Scouts and Scouters can take part in. From the exciting programs that our High Adventure base offers to our ATV program and our outstanding merit badge offerings; Medicine Mountain's program is wide ranging and is sure to deliver excitement to the youth and those adults young at heart.

With 6 different high adventure programs, over 40 merit badges, adult training opportunities, evening program, & our Expedition: Black Hills, Medicine Mountain is ready to deliver an exciting program to your unit this summer in one of the most famous areas of our nation. The hills are alive with adventure; an adventure that is just waiting for your unit to grab it.

We'll see you and your unit soon at the Medicine Mountain Scout Ranch & Adventure Base.

In Scouting,

Stewart Smith
Council Program Director &
MMSR Camp Director

Jacob Jensen
Camp Program Director

Camp Program Schedule

Medicine Mountain utilizes a block schedule for all the merit badge, high adventure, adult training, and specialty programs. Programs will either be assigned (1) one or multiple blocks.

For example; if a Scout chooses to take the canoeing merit badge in block A, he will attend his class Monday & Tuesday 9:00AM to 11:00AM for a total instruction time of 4 hours. He will earn his merit badge, provided all the pre-requisites are completed, in this time frame.

Most high adventure programs will span across two blocks; either blocks A&B or blocks C&D. Our Paha Sapa high adventure program (backpacking) will require participants to spend either Monday or Thursday night out on the trail.

Program Blocks

BLOCK	DAY	TIME SLOT
A	Monday & Tuesday	9:00AM-11:00AM
B	Monday & Tuesday	1:00PM-3:00PM
C	Thursday & Friday	9:00AM-11:00AM
D	Thursday & Friday	1:00PM-3:00PM
E	Monday	7:00PM-9:00PM
F	Tuesday	7:00PM-9:00PM
G	Thursday	7:00PM-9:00PM



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block Schedule Chart

Summer Camp 2024 Merit Badge Sessions UPDATED 9/1/23									
	Block A Mon. & Tues. 9am -11am	Block B Mon. & Tues. 1:00pm -3:00pm	Block C Thurs. & Fri. 9am -11am	Block D Thurs. & Fri. 1:00pm -3:00pm	Block E Monday 7pm - 9pm	Block F Tuesday 7pm - 9pm	Block G Thursday 7pm - 9pm	Block H Friday 4pm - 6:30pm	
Expedition Black Hills	3 or 5 day Expeditions visiting sites around the Black Hills. Contact the Council Office to find out pricing and more information; let us help you explore the Black Hills of South Dakota.								
High Adventure	ATV **	ATV **	ATV **	ATV **		ATV Trail Ride 1 & ATV Trail Ride 2**		ATV Trail Ride 3 & ATV Trail Ride 4**	
	New Heights (Climbing)**		New Heights (Climbing)**		Deadwood Gulch Paintball**	Deadwood Gulch Paintball**	Deadwood Gulch Paintball**		
	Cave Tour **		Cave Tour **		Mountain Bike Trail Ride**	Mountain Bike Trail Ride**	Mountain Bike Trail Ride**		
Shooting Sports	Shotgun*	Shotgun*	Shotgun*	Shotgun*	Open Shotgun**	Open Shotgun**	Open Shotgun**		
	Rifle*	Rifle*	Rifle*	Rifle*	Open Rifle**	Open Rifle**	Open Rifle**		
	Archery*	Archery*	Archery*	Archery*	Open Archery**	Open Archery**	Open Archery**		
Handicraft	Metalwork*	Game Design	Metalwork*	Photography	Duct Tape MB**	Duct Tape MB**	Duct Tape MB**		
	Art	Wood Carving*	Wood Carving*	Wood Carving*	Program Area's Open	Program Area's Open	Program Area's Open		
	Leatherwork*	Leatherwork*	Leatherwork*	Art	Program Area's Open	Program Area's Open	Program Area's Open		
Outdoorskills & HAWK	Camping	Exploration	Fire Safety	Camping	Program Area's Open	Program Area's Open	Program Area's Open		
	Geocaching	Adult Training KNOT MASTERS	Adult Training KNOT MASTERS	Geocaching		Paul Bunyan	Paul Bunyan		
	Signs, Signals & Codes	Wilderness Survival	Wilderness Survival	Orienteering	Dutch Oven Cooking	Dutch Oven Cooking	Dutch Oven Cooking		
	Pioneering	Indian Lore*	Indian Lore*	Pioneering					
	Flight (A & C)	Glide (B & D)	Flight (A & C)	Glide (B & D)	Medicine Mountain Hike	Medicine Mountain Hike	Medicine Mountain Hike		
	Glide (A & C)	Soar (B & D)	Glide (A & C)	Soar (B & D)					
Nature	Bird Study	Mammal Study	Insect Study	Reptile & Amphibian	Open Fishing	Open Fishing	Open Fishing		
	Fishing*	Fly Fishing*	Fishing*	Fishing*					
	Environmental Science	Astronomy	Environmental Science	Environmental Science	Program Area's Open	Program Area's Open	Program Area's Open		
	Mining In Society	Leave No Trace	Soil & Water Conservation	Soil & Water Conservation					
	Space Exploration*	Weather	Weather	Space Exploraation*		Star Party (Starts at 9:15 pm)			
Aquatics	Canoeing	Swimming	Canoeing	Canoeing	Open Swimming	Open Swimming	Open Swimming		
	Swimming & Water Rescue	Paddle Craft Safety	Swimming & Water Rescue	Paddle Craft Safety					
	First Aid	First Aid	First Aid	First Aid					
	Kayaking	Kayaking	Kayaking	Swimming	Open Boating	Open Boating	Open Boating		
	Small Boat Sailing	Small Boat Sailing	Small Boat Sailing	Small Boat Sailing					
<p>* These Merit Badges have kits that are used in class. The kits have a fee which is added to a scouts class fee when these Merit Badges are selected. The kits will be at the Merit Badge class location for the scout. There will be no extras available to purchas in the trading post or from the camp office.</p> <p>Merit badges and other classes in Block E, F & G are optional for scouts to take. Scouts must register to have classes for Sessions 1 - 4 while at camp.</p> <p>NOTE: Open Shooting Classes for Archery, Rifle and Shotgun have an extra fee. There is no sign-up for these classes and must be done while you are at camp. The fees for the open shooting at Archery, Rifle & Shotgun can be paid in the Trading Post (will give you a token to turn in). Archery open shooting fee is \$5. Rifle open shooting fee is \$15. Shotgun open shooting fee is \$25</p>						<p>** These programs & Merit Badges cost extra and are not included in the 2024 MMSR Summer Camp Registration Fee</p>		<p>ATV Trail Rides Block F SESSIONS 1 leave camp at 6:00pm & Return at 7:00pm SESSIONS 2 leave camp at 7:30pm & Return at 8:30pm</p>	<p>ATV Trail Rides Block H SESSIONS 3 leave camp at 4:00pm & Return at 5:00pm SESSIONS 4 leave camp at 5:30 pm & Return at 6:30pm</p>
*** Patch Trading will occur at the Picnic Pavilion from 8pm - 9pm on Thursday.									



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block A

Block A Program Selections (Monday & Tuesday 9-11am)

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	First Aid	1 st class, 5a & 5b
	Kayaking	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
Nature	Environmental Science	4b & 5
	Bird Study	5, 8 & 11
	Fishing	
	Mining In Society	2 & 8a, b or c
	Space Exploration	5b & 7
Handicraft	Metalwork	
	Leatherwork	
	Art	
Outdoor Skills	Geocaching	7, 8 & 9
	Signs, Signals & Codes	7
	Camping	3, 4b, 5e, 7b, 9a, 9b & 9c
	Pioneering	2a
Shooting Sports Outdoor Skills	Rifle	
	Shotgun	13 years old
	Archery	
ADULT LEADER CLASSES OFFERED DURING BLOCK A		
Aquatics	SWIMMING & WATER RESCUE	BSA Swim Test

Specialty Programs

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Flight Program	First Year Camper Program for scouts working on the Scout & Tenderfoot ranks. Covers blocks A & C.
Glide Program	First Year Camper program for scouts working towards the Second Class rank. Covers blocks A & C.

High Adventure Programs (14 and older) Open to Adults

New Heights	Covers blocks A & B. Limited to 10. \$75.00 fee.
Caving (14 & older)	Covers blocks A & B. Limited to 10. \$75.00 fee
ATV Program	Monday & Tuesday 9:00AM to 11:30AM. Limited to 8. \$75.00 fee. Must sign release form.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block B

Block B Program Selections (Monday & Tuesday 1-3pm)

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Kayaking	BSA Swimmer
	First Aid	1 st class, 5a & 5B
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Fly Fishing	
	Mammal Study	5
	Astronomy	5b, 6b
	Weather	
Handicraft	Leatherwork	
	Wood Carving	2a Totin' Chip
	Game Design	6, 7
Outdoor Skills	Wilderness Survival	5
	Indian Lore	
	Exploration	5, 8
Shooting Sports	Archery	
	Shotgun	13 years old
	Rifle	
ADULT LEADER CLASSES OFFERED DURING BLOCK B		
Outdoor Skills	KNOT MASTERS PROGRAM	Knowledge of Basic Knots
Nature	LEAVE NO TRACE	
Aquatics	PADDLE CRAFT SAFETY	BSA Swim Test

Specialty Programs

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Glide Program	First Year Camper program for scouts working towards the Second Class rank. Covers blocks B & D.
Soar Program	First Year Camper program for scouts working towards the First Class rank. Covers blocks B & D.

High Adventure Programs (14 and older) Open to Adults

New Heights	Covers blocks A & B. Limited to 10. \$75.00 fee.
Caving (14 & older)	Covers blocks A & B. Limited to 10. \$75.00 fee
ATV Program	Monday & Tuesday 1:00PM to 3:30:PM. Limited to 8. \$75.00 fee. Must sign release form.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block C

Block C Program Selections (Thursday & Friday 9-11am)

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	First Aid	1 st class, 5a & 5B
	Small Boat Sailing	BSA Swimmer
	Kayaking	BSA Swimmer
Nature	Insect Study	5, 6, 9, 10 & 13
	Fishing	
	Environmental Science	4b & 5
	Weather	
Handicraft	Soil & Water Conservation	
	Metalwork	
	Leatherwork	
Outdoor Skills	Wood Carving	2a Totin Chip
	Wilderness Survival	5
	Indian Lore	
Shooting Sports	Fire Safety	6, 11, 12
	Archery	
	Shotgun	13 years old
	Rifle	
ADULT LEADER CLASSES OFFERED DURING BLOCK C		
Outdoor Skills	KNOT MASTERS PROGRAM	Knowledge of Basic Knots
Aquatics	SWIMMING & WATER RESCUE	BSA Swim Test

Specialty Programs

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Flight Program	First Year Camper Program for scouts working on the Scout & Tenderfoot ranks. Covers blocks A & C.
Glide Program	First Year Camper program for scouts working towards the Second Class rank. Covers blocks A & C.

High Adventure Programs (14 and older) Open to Adults

New Heights	Covers blocks A & B. Limited to 10. \$75.00 fee.
Caving (14 & older)	Covers blocks A & B. Limited to 10. \$75.00 fee
ATV Program	Monday & Tuesday 9:00AM to 11:30AM. Limited to 8. \$75.00 fee. Must sign release form.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block D

Block D Program Selections (Thursday and Friday 1-3pm)

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Swimming	BSA Swimmer
	First Aid	1 st class, 5a & 5B
	Canoeing	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
Nature	Environmental Science	4b & 5
	Fishing	
	Soil & Water Conservation	
	Reptile & Amphibian	8a or b, 9a or b
	Space Exploration	5b & 7
Handicraft	Art	
	Wood Carving	2a Totin Chip
	Photography	6 & 7. Must Bring Camera
Outdoor Skills	Camping	3, 4b, 5e, 7b, 9a, 9b & 9c
	Geocaching	7, 8, & 9
	Pioneering	
	Orienteering	7, 8 & 9
Shooting Sports	Rifle	
	Shotgun	13 years old
	Archery	
ADULT LEADER CLASSES OFFERED DURING BLOCK D		
Aquatics	PADDLE CRAFT SAFETY	BSA Swim Test

Specialty Programs

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Glide Program	First Year Camper program for scouts working towards the Second Class rank. Covers blocks B & D.
Soar Program	First Year Camper program for scouts working towards the First Class rank. Covers blocks B & D.

High Adventure Programs (14 and older) Open to Adults

New Heights	Covers blocks A & B. Limited to 10. \$75.00 fee.
Caving (14 & older)	Covers blocks A & B. Limited to 10. \$75.00 fee
ATV Program	Monday & Tuesday 1:00PM to 3:30PM. Limited to 8. \$75.00 fee. Must sign release form.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block E

Block E Program Selections (Monday Evening 7-9pm)

Merit Badges & Classes

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	OPEN AREA	
Handicraft <i>*Spoof Merit Badge</i>	Duct Tape MB*	
	OPEN AREA	
Outdoor Skills <i>*Spoof Merit Badge</i>	OPEN AREA	

High Adventure

ACTIVITY	REQUIREMENTS	COST
Mountain Bike Trail Ride	Limited to 8	\$20

Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports* <i>Tokens for open shooting are purchased at the trading post</i>	Open Shotgun* (\$25)	Scouts in shooting sports merit badges are prioritized.
	Open Rifle* (\$15)	Scouts in shooting sports merit badges are prioritized.
	Open Archery* (\$5)	
Nature	Open Fishing	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Dutch Oven Cooking	
High Adventure	Deadwood Gulch Paintball	\$10 Fee
HAWK	Medicine Mountain Hike	



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block F

Block F Program Selections (Tuesday Evening 7-9pm)

Merit Badges & Classes

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	OPEN AREA	
	<i>Star Party (Starts at 9:15pm)</i>	
Handicraft <i>*Spoof Merit Badge</i>	Duct Tape MB*	
	OPEN AREA	
Outdoor Skills <i>*Spoof Merit Badge</i>	OPEN AREA	

High Adventure

ACTIVITY	REQUIREMENTS	COST
ATV Trail Ride 1 6:00PM - 7:00PM	Participants must have completed our ATV program for Blocks A or B or have been through the ASI ATV course at another camp and have a certificate of training.	\$30
ATV Trail Ride 2 7:30PM – 8:30PM	Participants must have completed our ATV program for Blocks A or B or have been through the ASI ATV course at another camp and have a certificate of training.	\$30
Mountain Bike Trail Ride	Limited to 8	\$20

Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports* <i>Tokens for open shooting are purchased at the trading post</i>	Open Rifle* (\$15)	Scouts in shooting sports merit badges are prioritized.
	Open Shotgun* (\$25)	Scouts in shooting sports merit badges are prioritized.
	Open Archery* (\$5)	
Nature	Open Fishing	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Dutch Oven Cooking	
	Wilderness Survival (Block B) Overnight	
High Adventure	Deadwood Gulch Paintball	\$10.00 Fee
HAWK	Medicine Mountain Hike	
Amphitheater	Flag Retirement Ceremony	In Amphitheater starting at 9:15pm



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block G

Block G Program Selections (Thursday Evening 7-9pm)

Merit Badges & Classes

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	OPEN AREA	
Handicraft	OPEN AREA	
Outdoor Skills	OPEN AREA	

High Adventure

Mountain Bike Trail Ride	Limited to 8	\$20
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Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports* <i>Tokens for open shooting are purchased at the trading post</i>	Open Shotgun* (\$25)	Scouts in shooting sports merit badges are prioritized.
	Open Rifle* (\$15)	Scouts in shooting sports merit badges are prioritized.
	Open Archery* (\$5)	
Nature	Open Fishing	
Handicraft	Patch Trading	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Wilderness Survival (Block C) Overnight	
	Dutch Oven Cooking	
High Adventure	Deadwood Gulch Paintball	\$10.00 Fee
HAWK	Medicine Mountain Hike	
Adult Leader Hub	Life to Eagle Seminar	Starting at 9:15pm



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Block H

Block H Program Selections (Friday)

ACTIVITY	REQUIREMENTS	COST
ATV Trail Ride 3 4:00PM – 5:00PM	Participants must have completed our ATV program for Blocks A or B or have been through the ASI ATV course at another camp and have a certificate of training.	\$30
ATV Trail Ride 4 5:30PM – 6:30PM	Participants must have completed our ATV program for Blocks A or B or have been through the ASI ATV course at another camp and have a certificate of training.	\$30



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Merit Badge Descriptions & Info

Listed in this part of the guide are a description of all the merit badges. Full merit badge requirements can be viewed by visiting the following website on Scouting.org; www.scouting.org/programs/boy-scouts/advancement-and-awards/merit-badges/ and scrolling down and clicking on the merit badge that you want to view requirements on. **Medicine Mountain Scout Ranch does not endorse the use of merit badge worksheets** found on third-party websites. These worksheets are not updated regularly and can cause issues at camp.

Archery ~ location SHOOTING RANGES (additional fee \$5)

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.

Offered During: A, B, C, & D

Art ~ location HANDICRAFT

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

Prerequisites: 6

Offered During: A & D

Astronomy ~ location NATURE LODGE

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

Prerequisites: Requirements 5b & 6b

Offered During: B (Scouts Must Attend the Star Party in order to complete the badge)

Basketry – location HANDICRAFT (additional fee \$15)

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. Baskets and basket-weaving projects also make great gifts for family and friends.

Offered During: UNIT ACTIVITY



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Bird Study ~ location **NATURE LODGE**

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.

Prerequisites: Requirements 5 (bring field notebook to camp to complete 6), 8, 11

Offered During: A

Camping ~ location **OUTDOOR SKILLS AREA**

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Prerequisites: Requirements 3, 4b, 5e, 7b, 9a, 9b, 9c.

Offered During: A & D

Canoeing ~ location **AQUATICS AREA**

For several 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.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: A , C & D

Electricity ~ location **HANDICRAFT (additional fee \$5)**

Electricity is at the heart of many modern technologies. So what is Electricity. . . It is the set of physical phenomena associated with the presence and motion of matter that has a property of electric charge. This is one of the original merit badges from 1911. Over 728,000 scouts earned the Electricity MB between 1911 and 2007

Prerequisites: Requirement 2, 8, 9a, 9b

Offered During: UNIT ACTIVITY



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Environmental Science ~ location NATURE LODGE

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.

Prerequisites: Requirements 4b & 5

Offered During: A, C & D

Exploration ~ location OUTDOOR SKILLS

Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

Prerequisites: Requirements 5, 8

Offered During: B

Fire Safety ~ location OUTDOOR SKILLS

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

Prerequisites: Requirements 6, 11, 12

Offered During: C

First Aid ~ location AQUATICS AREA

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a 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.

Prerequisites: Must be First Class Rank, 5a, 5b (bring home first aid kit or a photo of it to camp)

Offered During: A, B, C, & D

Fishing ~ location NATURE LODGE

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 [beginner] 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."

Offered During: A, C, & D



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Fly Fishing ~ location NATURE LODGE

Fly-fishing is a specialized form of fishing that emerged centuries ago, as far back as 1653, when Sir Izaak Walton wrote *The Compleat Angler*, and perhaps to the time of the Roman empire. Long before there was spin fishing or bait casting, there was fly-fishing.

Offered During: B

Game Design ~ location HANDICRAFT

Games also 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.

Prerequisites: Requirements 6 & 7

Offered During: B

Geocaching ~ location OUTDOOR SKILLS AREA

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. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Prerequisites: Requirements 7, 8, & 9 *Requirement 8 can be started at camp during your unit's day off on Wednesday.

Offered During: A & D

Geology ~ location NATURE LODGE

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Prerequisites: Requirements 5c.3a, b or c

Offered During: UNIT ACTIVITY



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Indian Lore ~ location **OUTDOOR SKILLS AREA** (additional fee \$15)

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.

Offered During: B & C

Kayaking ~ location **AQUATICS AREA**

This watersport involves paddling a small narrow watercraft using a double-bladed paddle. Scouts will learn the techniques and skills needed to be successful in this rapidly growing watersport.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored. ***Must have completed first class requirements 9a-9c.***

Offered During: A, B, C

Insect Study ~ location **NATURE LODGE**

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Prerequisites: 5, 6, 9, 10, 13

Offered During: C

Leatherwork ~ location **HANDICRAFT** (additional fee \$15)

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.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Offered During: A, B & C

Mammal Study ~ location **NATURE LODGE**

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.

Prerequisites: 5

Offered During: B



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Metalwork ~ location **HANDICRAFT (additional fee \$15)**

Mastering the metalworker’s craft cannot happen overnight. Learning the skills and techniques of a metalworker requires knowledge of the basics – and lots of practice. (under requirement 5 option 1 will be what is done at camp)

Prerequisites: Requirements 4

Offered During: A & C

Mining in Society ~ location **NATURE LODGE**

Mining is the extraction of valuable minerals or other geological materials from the Earth, usually from an ore body, lode, vein, seam, reef or placer deposit.

Prerequisites: Requirements 2 & 8a, b or c

Offered During: A

Orienteering ~ location **OUTDOOR SKILLS AREA**

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. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Prerequisites: Requirement 7, 8 & 9

Offered During: D

Pioneering ~ location **OUTDOOR SKILLS AREA**

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

Offered During: A & D

Photography ~ location **HANDICRAFT**

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.

Prerequisites: Participants must bring their own camera. Requirements 6 & 7

Offered During: D



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Pulp & Paper ~ location **HANDICRAFT**

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

Offered During: UNIT ACTIVITY

Reptile & Amphibian Study ~ location **NATURE LODGE**

Those keeping reptiles or amphibians are affectionately called 'herpers.' The name is derived from herpetology which is a branch of zoology that studies reptiles and amphibians.

Prerequisites: Requirement 8a or b, 9a or B (9c will be competed at camp)

Offered During: D

Rifle Shooting ~ location **SHOOTING RANGES (additional fee \$7)**

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and 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.

Offered During: A, B, C, & D

Shotgun Shooting ~ location **SHOOTING RANGES (additional fee \$15)**

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. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

Prerequisites: Must be 13 or older to participate

Offered During: A, B, C, & D

Signs, Signals & Codes ~ location **OUTDOOR SKILLS AREA**

Explore different ways people communicate with each other. How are these communication styles similar, different, unique?

Prerequisites: 7

Offered During: A



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Small Boat Sailing ~ location **AQUATICS AREA**

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: A, B, C, & D

Soil and Water Conservation ~ location **NATURE LODGE**

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.

Offered During: C & D

Space Exploration ~ location **NATURE LODGE (additional fee \$12)**

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

Prerequisites: 5b & 7 (5b Bring scrapbook to camp and 7 bring inhabited base design to camp)

Offered During: A & D

Swimming ~ location **AQUATICS AREA**

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 some basic competitive swimming skills.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: B & D

Weather ~ location **NATURE LODGE**

Weather Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, the 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.

Offered During: B & C



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Merit Badges

Wilderness Survival ~ location OUTDOOR SKILLS AREA

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. When things go wrong, the skills of wilderness survival can help make everything right again.

Prerequisites: Requirement 5

Offered During: B & C

Wood Carving ~ location HANDICRAFT (additional fee \$20)

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 and that can become a lifetime activity.

Prerequisites: Must have totin chip and present it to the instructor.

Offered During: B, C & D

HAWK Area – Flight, Glide, & Soar Programs

In our HAWK Program, Scouts will have the chance to work on basic Scout skills and requirements for the first four ranks of Scouting. Scouts should choose the appropriate program based upon what rank they will be working on during summer camp. Participants in our HAWK program area will have opportunities to enroll in merit badges courses in their open block program slots.

HAWK meets in a location near our Outdoor Skills area. A top-notch staff and plentiful training equipment will excite your Scouts. Please note that because of National BSA policy, our staff cannot sign-off requirements in handbooks. Rather, Scouts will learn the skills under the supervision of our staff and then can demonstrate the skill to an approved person from their troop who can sign them off. Our HAWK Program is ready to facilitate the advancement needs of your troop.

HAWK Programs – What Requirements Are Completed?

FLIGHT PROGRAM	GLIDE PROGRAM	SOAR PROGRAM
For Scouts working on the Scout & Tenderfoot Rank	For Scouts working on the Second Class Rank	For Scouts working on the First Class Rank
Complete Requirements:	Completed Requirements:	Completed Requirements:
Scout Rank: 1d, 2a, 2b, 2c, 2d, 4a, 4b Tenderfoot Rank: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 7A, 7b, 8	Second Class Rank: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b	First Class Rank: 1b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7d, 7f



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Evening Block Activities

Specialty Programs Information

For our 2024 season, Medicine Mountain is offering a variety of specialty programs during the evening on Monday, Tuesday, and Thursday. Please see the descriptions of each specialty program below.

Duct Tape Merit Badge ~ location HANDICARFT

While this may not be a “real” merit badge, Scouts will have a blast learning about the exciting things they can do with a roll of duct tape. Scouts who sign up will receive enough duct tape to build a project. Different color duct tape and duct tape with patterns will be sold in the Trading Post. Alternatively, Scouts can bring their own roll of duct tape.

Offered During: E & F

Chit & Chips Class ~ location OUTDOOR SKILLS AREA

This class will cover both the Firem’n Chit and the Totin’ Chip requirements each session. You must be registered to attend this session for it to show up on the unit advancement detail report.

Offered During: UNIT ACTIVITY

One Match Fire Building ~ location OUTDOOR SKILLS AREA

Getting a fire going with one match is a classic Boy Scout challenge. The real skill needed to get a campfire going is not how you light it, but what type of fuel you gather and how you place the fuel in the fire pit.

Prerequisites: Must have Firemn’ chit

Offered During: UNIT ACTIVITY

Patch Trading ~ location PICNIC SHELTER

Patch trading started as a way to show friendship even across state or country lines, with Scouts exchanging patches with those they positively interacted with. It has evolved into a frenzy of young bodies rapidly surrounding blankets set out on the ground and scanning the area for the perfect patch set.

Offered During: G

Medicine Mountain Hike ~ meet at PICNIC SHELTER

This three-hour roundtrip to the top of Medicine Mountain is one for all Scouts and Scouters. Lace up your boots and pack a water bottle for the adventurous hike up Medicine Mountain.

Offered During: E, F & G



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Evening Block Activities

Flag Retirement Ceremony ~ location AMPHITHEATER

All youth and adults are invited to take part in a special Flag Retirement Ceremony at our amphitheater while at camp. If your unit is interested in being a part of this ceremony please let our Camp Program Director know prior to the ceremony.

Offered During: F

Dutch Oven Cooking ~ location OUTDOOR SKILLS AREA

Youth and adults are invited down to our Outdoor Skills Area on Monday, Tuesday, or Thursday evening to learn about Dutch Oven Cooking. Participants will learn about proper techniques while cooking up a scrumptious desert! This program has no extra charge.

Offered During: E, F & G

Deadwood Gulch Paintball ~ location DEADWOOD GULCH

Who doesn't like paintball? Both youth and adults can participate in our walk-through paintball range, which is modeled after the western town of Deadwood. As you walk along the trail, participants will take aim at buildings, interactive targets, and various other items. There is no limit on the amount of people that can participate. An additional fee of \$10.00 will be required to participate in this program.

Offered During: E, F & G



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Expedition Program

Expedition: Black Hills

Our local team of experts will plan a 3 day (Mon – Wed or Wed – Friday) or 5 (Mon – Fri) day adventure for your unit where you visit the sights and sounds on the Black Hills. This program is entirely customized to your unit. Our pilot group visited the following sights:

Mammoth Site	Wind Cave	Evan’s Plunge
Crazy Horse Memorial & Light Show	Mount Rushmore	Evening Lighting of Mount Rushmore
Minuteman Missile Silo Historical Site	South Dakota Air & Space Museum	Devil’s Tower
Adams Museum Hill City, SD	Sylvan Lake Keystone, SD	Custer State Park 1880’s Train

Since this program is customized, our team will produce a free custom itinerary based upon what your unit is interested in with a quote. The quote will include:

- 17 Meals
- 6 Nights at Medicine Mountain
- A Personal Tour Guide
- Admission to all Attractions & Locations
- Insurance
- Trip Planning Support
- Camp Patch

If your unit is interested in the Black Hills Expedition program, please let us know ASAP as we this program is very popular and will have limited tour guides.

Please note that the Expedition: Black Hills program must be booked through our reservation team and cannot be booked solely through the online registration system. Give our team a call at 605-342-2824 or send an email to reservations@blackhillsbsa.org



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Adult Training

Adult Training

The camp is just not for the kids; adults are going to have plenty of opportunities to have fun in the Black Hills as well. From participating in our high adventure programs to some of our evening activities, there are a plethora of options out there to take advantage of during their stay at camp. However, many adults participate in our training program. We hire a dedicated Training Director to help train the adult leaders attending camp. We want your unit to leave camp stronger and more prepared than when they arrived.

Adults will utilize the online registration system to enroll in training sessions. Below is a list of training offered at camp. Please note that we may add additional training throughout the year if resources become available.

Knot Masters ~ location OUTDOOR SKILLS AREA

Knots are a skill taught at every level of scouting. The Knot Master Program is designed to provide each scout an opportunity to learn fun & useful knots that they can use for the rest of their lives.

Offered During: B or C

Leave No Trace ~ location NATURE LODGE

The Seven Principles of Leave No Trace provide an easily understood framework of minimum impact practices for anyone visiting the outdoors.

Offered During: B

Swimming & Water Rescue ~ location AQUATICS AREA

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities.

Offered During: A or C

Prerequisites: BSA Swim Test, Completed SAFE SWIM DEFENSE Training & complete Reading material links posted with the course

Paddle Craft Safety ~ location AQUATICS AREA

BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

Offered During: B or D

Prerequisites: BSA Swim Test, Completed SAFETY AFLOAT Training & complete Reading material links posted with the course



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Other Programs

Life to Eagle Seminar

Our Life to Eagle Seminar is on Thursday evening in the HUB at 9:15PM. This seminar will walk Scouts through the process of planning their Eagle Scout project. From planning all the way through the Eagle Court of Honor. It's guaranteed to help your life Scouts get off on the right foot and for them to plan for success.

Mountain Fest

On Friday night, troops will select a premium meal to prepare in their campsite. Premium meal options can be viewed in our Food Services section. After eating a hearty meal, there will be numerous activities for Scouts and Scouters to participate in. This includes; a variety of field games, branding station on the trading post patio, and the closing campfire. Program areas will also give out their awards during closing campfire program.

Theme Days At MMSR

On the 4 main program days at summer camp there will be a theme that Scouts, Leaders & Staff can participate.

MONDAY – Crazy Sock Day

TUESDAY – Tie Dye Day

THURSDAY – Wacky Hat Day

FRIDAY – Order of the Arrow / Scout Spirit Day



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Leader Award

The Black Hills Area Council presents the ANNUAL SUMMER CAMP SCOUT LEADER AWARD



General Requirements:

- ▶ Stay one full session of camp.
- ▶ Assist in Troop activities.
- ▶ Meet staff
- ▶ Participate in a variety of camp programs and events while at camp.

Who is eligible:

- ▶ Any adult, parent or registered leader.

This form is available to all ADULTS in camp. A total of 500 points, including at least 50 points from each of the four categories, are needed to earn the award. The appropriate staffer, adult leader or Scout may sign off on the requirements. Turn in form to the Program Director by lunch on Friday. GOOD LUCK!

Meet the Staff!	Have Fun with the Scouts!	Challenge Yourself!	Make a Difference at Camp!
<p>20 ____ Meet the staffer that has worked at Camp the most years</p> <p>30 ____ Tell Camp Director a funny joke (keep it clean!)</p> <p>10 ____ Find out the Camp Staff Cooks favorite meal to cook for staff</p> <p>20 ____ What is the favorite Program of the Program Director</p> <p>10 ____ Find out how many years the commissioner has been on camp staff</p> <p>10 ____ Find a staffer who shares a hobby with you</p> <p>20 ____ Find a staffer who has earned the Arrow of Light</p> <p>20 ____ Find a Staffer who has earned the Silver Beaver</p> <p>20 ____ Find the youngest staffer</p> <p>20 ____ Find the oldest staffer</p> <p>30 ____ Swap "most embarrassing camp moment" stories with your Camp Director</p> <p>10 ____ Find out the Trading Post Managers favorite candy</p> <p>20 ____ Find the staffer that grew up (or is growing up) closest to MMSR</p> <p>20 ____ and the farthest away</p> <p>____ Total Points Earned (260 points possible)</p>	<p>40 ____ Take the Medicine Mountain Hike with your Scouts</p> <p>10 ____ Fly a kite in the parade field with a scout</p> <p>25 ____ Participate in a song or skit</p> <p>10 ____ Join a patrol from your Troop in an Evening Program</p> <p>10 ____ Throw a frisbee with a Scout or Scouts</p> <p>20 ____ Attend Chapel service with your Scouts</p> <p>20 ____ Help a Scout carve a neckerchief slide</p> <p>10 ____ Participate in the field sports game with your patrol</p> <p>50 ____ Let the Scouts cook you a tin foil dinner</p> <p>10 ____ Help a scout with his woodcraft project.</p> <p>25 ____ Take your Scouts on a night hike.</p> <p>15 ____ Help your Scouts identify three constellations.</p> <p>20 ____ Make dessert in your campsite</p> <p>10 ____ Build a sandcastle at Waterfront with the Aquatics Director permission</p> <p>25 ____ Take your Scouts on a nature hike</p> <p>____ Total Points Earned (300 points possible)</p>	<p>50 ____ Learn all the verses to "Big Fat Hen"</p> <p>50 ____ Learn all of the verses to "It's a Lie"</p> <p>20 ____ Know the names of all the Scouts in your campsite</p> <p>10 ____ Shoot and hit the target at the Archery Range</p> <p>15 ____ Meet one adult from each of the campsites</p> <p>10 ____ Shoot and hit a target at the Rifle range</p> <p>25 ____ Memorize and recite the Scout Oath and Law</p> <p>10 ____ Carve a neckerchief slide for yourself</p> <p>30 ____ Learn to tie a new knot</p> <p>15 ____ Identify three different plants for the Nature Instructor</p> <p>25 ____ Spend at least three days with your Scouts at camp</p> <p>10 ____ Find the time to take a nap</p> <p>50 ____ Complete a team building activity or game with your Troop</p> <p>____ Total Points Earned (270 points possible)</p>	<p>25 ____ Teach a group of Campers a skill needed for an merit badge</p> <p>30 ____ Participate in a camp service project with your group</p> <p>10 ____ Encourage a scout to try a new scout activity</p> <p>10 ____ Volunteer to offer grace before a meal in your campsite</p> <p>10 ____ Name the BSA- "S.A.F.E." Rules and help enforce them at camp</p> <p>25 ____ Complete & Turn in a camp evaluation with input from the scouts</p> <p>15 ____ Lead a song in the at campfire or at flag assembly</p> <p>15 ____ Make sure recyclables and trash are properly separated in your campsite</p> <p>30 ____ Ensure your campsite is free of trash by leading a police line on the trails & in the campsite.</p> <p>10 ____ Send a postcard home</p> <p>50 ____ Teach a freetime merit badge at camp to enhance the program</p> <p>____ Total Points Earned (230 points possible)</p>



2024 PROGRAM SECTION

PROGRAM SELECTIONS – White Buffalo

White Buffalo Requirements

Medicine Mountain Scout Ranch

- _____ (10 pts) Have an adult leader participant in the Big Splash.
- _____ (10 pts) Have at least one patrol participate in Polar Bear Plunge (minimum 8)
- _____ (10 pts) Lead the Flag Ceremony or a Song at Flags
- _____ (10 pts) As a Troop attend the Flag Retirement ceremony
- _____ (10 pts) Have a Troop Team in Rumble in the Mountains
- _____ (10 pts) Get your first year campers to attend the First Year Camper Cracker Barrel
- _____ (10 pts) Help with the MMSR Recycling Program
- _____ (10 pts) As a Troop complete a camp conservation project, to last at least 1 hour
- _____ (10 pts) Have your Troop play a team Sports activity
- _____ (10 pts) As a Troop create a camp spirit item and bring it to flags
- _____ (20 pts) Have an adult from your troop volunteer to be on the campsite inspection team
- _____ (20 pts) SPL attend the daily SPL meeting
- _____ (20 pts) Scoutmaster / Adult leader attends daily meeting with Camp Commissioners
- _____ (10 pts) As a Troop meet the International Camp Staff member
- _____ (10 pts) Teach your troop and post the BSA“ S.A.F.E - Rules” from the leader guide in your camp site
- _____ (10 pts) Attend the OA Call-out ceremony
- _____ (10 pts) Have at least one camp-site cracker barrel for your troop
- _____ (10 pts) Troop Choice (Troop decides on a requirement that they would like to accomplish while at camp) Please describe activity
- _____
- _____
- _____
- _____

**TOTAL POINTS
AVAILABLE TO
EARN ON THIS
FORM 200**



**Turn in this
completed form
to the camp
office by 4pm
on Friday
of your troops
week at camp.**


Council	Scoutmaster	SPL	Troop #



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Camp Schedule

Daily Camp Schedule

2024 Medicine Mountain Scout Ranch Daily Camp Schedule - UPDATED 9/1/2023							Saturday
Sunday	Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	6:15 AM		"Rise & Shine" - Get Ready for Breakfast		Breakfast	Breakfast	Breakfast & Campsite Clean-Up
	6:30 - 8:15 am	Breakfast	Breakfast	These Troop activities are for Troops that don't want to be gone from camp for the full day. 9:00 am - 10:00 am Troop Activities	Morning Flag Raising (dismissed to merit Badge classes)	Morning Flag Raising (dismissed to merit Badge classes)	
	8:30 AM	Morning Flag Raising (dismissed to merit Badge classes)	Morning Flag Raising (dismissed to merit Badge classes)	10:00 am - 11:00 am Troop Activities	9:00 am - 10:00 am Troop Activities	Block C	Block C
	9:00 - 11:00 am	Block A	Block A	11:00 am - 12:00 pm Troop Activities	10:00 am - 11:00 am Troop Activities	Lunch Pick-Up 11:15 SPL Meeting	Lunch Pick-Up 11:15 SPL Meeting
	11 - 11:30 am	Lunch Pick-Up 11:15 SPL Meeting	Lunch Pick-Up 11:15 SPL Meeting	11:15 am - 1:00 pm	11:00 am - 12:00 pm Troop Activities	Lunch	Lunch
	11:15 - 11:30 am	Lunch	Lunch	12:45 PM	Commissioners Meeting with Troop Leaders	Commissioners Meeting with Troop Leaders	Commissioners Meeting with Troop Leaders
	1:00 - 1:15 pm	Block B	Block B	1 - 3 pm	Commissioners Meeting with Troop Leaders	Block D	Block D
	3:30 - 4 pm	Dinner Pick-Up Starts at 3:15 Rumble in The Mountains	Dinner Pick-Up Starts at 3:15 Rumble in The Mountains	3:30 - 4 pm	Commissioners Meeting with Troop Leaders	Leader Big Splash	Leader Big Splash
	4:15 - 6:15 pm	Dinner	Dinner	4:15 - 6:15 pm	Troop Site Seeing - Day Out Of Camp	Dinner	Dinner
	6:00 - 7 pm	Troop Activities	Troop Activities	6:00 - 7 pm	Troop Site Seeing - Day Out Of Camp	Troop Activities	Troop Activities
	7:00 PM	Medicine Mountain Hike Departs	Medicine Mountain Hike Departs	7:00 PM	Troop Site Seeing - Day Out Of Camp	Medicine Mountain Hike Departs	Parade Field Games With Staff Ultimate Frisbee ~ Kickball ~ Etc
	7 - 9 pm	Block E	Block F	7 - 9 pm	Troop Site Seeing - Day Out Of Camp	Block G	Evening Flag Assembly At 7:30 Closing Campfire Begins Immediately After Evening Flags
	7 - 9 pm	Program Area's Open	Program Area's Open	7 - 9 pm	Troop Site Seeing - Day Out Of Camp	Program Area's Open	Program Area's Open
	9:15 - 9:45 pm	1st Year Camper Cracker Barrel (Hawk Program) Located in the Townley Training Center Pavilion	Flag Retirement Ceremony Located in the Amphitheater NYLT / Woodbadge Cracker Barrel Located in the Townley Training Center Pavilion at 9:15 pm	9:15 - 9:45 pm	If you do not pick up your Thursday B-fast on Tuesday - it will be available for pick up early Thursday Morning at 6:15 am to 7:00 am	Eagle Scout Cracker Barrel & Life to Eagle Seminar Located in the Hub / Adult Leader Lounge	OA Cracker Barrel Located in the Townley Training Center Pavilion (After Campfire)
10:30 PM	Taps / Lights Out	Taps / Lights Out	10:30 PM	Taps / Lights Out Please Respect Quiet Time	Taps / Lights Out	Taps / Lights Out	

Other Stuff Happening At Camp

White Buffalo Honor Troop Award - Dutch Oven Cooking Competition - Adult Leader Merit Badge - Polar Bear Plunge - Mile Swim - Scout Leader Big Splash - Patch Trading



2024 PROGRAM SECTION

PROGRAM SELECTIONS

Signing Up for Program

Scouts and Scouters can sign up for programs (merit badges, specialty programs, HAWK, etc.) as soon as they are paid in full for camp. Soon as payment is made in full for the Scout, go to the “attendees” tab of your unit’s online registration and click on the individual that has paid in full. A schedule will drop down where you can schedule the scout’s program for the week.

Please be aware that only the registration contact for your unit will be able to access the online registration system. However, if parent portal is enabled, a parent of a Scout would be able to log in and sign up their Scout for program.

Merit badge and program signup are locked after May 24, 2024.

Program Capacities

Each merit badge and program has a capacity per class. Slots will be reserved on a first come, first serve basis. Capacities are determined based on equipment, staff, and program demands and limitations. Under no circumstance will Medicine Mountain authorize the expansion of capacities. If capacities are expanded, it will negatively affect the program quality for other Scouts. Please “be prepared” and plan to ensure your unit does not end up in a “last minute” situation.

Switching Merit Badges

Before May 24, 2024, Scouts can switch merit badges, space permitting, as much as they want.

After arriving at camp, Scoutmasters may come to the Camp Office to switch merit badges for their Scouts after the opening campfire on Sunday night. Typically, we see this from Scouts that were originally signed up for aquatic related merit badges due to our cold-water temperature. Please be aware that merit badge availability is limited due to capacities, staffing requirements, supplies, and other variables. It is for this reason, that Scouts will have a limited choice on what merit badges they may switch to.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Troop Activities

Troop Activities

WHAT IS A TROOP ACTIVITY?

These are activities you sign up for as a whole troop. The goal for these activities is to promote troop development and for your group to have fun!

There are three main times for troop activities.

Monday / Tuesday / Thursday from 6:00pm – 7:00pm

Troops that do not wish to be out of camp the entire day on Wednesday for the sight-seeing have the option to sign up for three additional troop activity times.

Wednesday from 9:00am – 10:00am / 10:00am – 11:00 am / 11:00am – 12:00pm

How does our unit sign-up for Troop Activities?

STEP 1: At a unit meeting, Scouts review available activities.

STEP 2: Have your Patrol Leaders work with their patrol to determine which unit activities they'd like to do during their camp week.

STEP 3: Have the Patrol Leaders Council meet and determine your unit's top 10-15 programs to do at Medicine Mountain.

STEP 4: The unit camping coordinator goes to the unit registration to fill out the "Unit Activity Request" form. Once your preferences have been submitted, camp staff will review all the requests from your unit and build your schedule. Your schedule will be given to you at camp by your Troop Guide. You will have an opportunity to adjust your program schedule when you receive it Monday!



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Troop Activities

What Troop Activities are available?

Free Time / Campsite Time: Give Scouts the opportunity to work on merit badge requirements, catch up on rest, visit the trading post or just hang out together.

Field Games: Scouts can participate in a variety of field games, such as Football, Soccer, frisbee, etc.

Survivor Scout: Learn the skills you need to know in order to survive in the wild such as fire starting, water filtration, shelter building and much more.

Archery: Scouts have the chance to test out their marksmanship using bows and arrows. 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 activity has a flat fee of \$20 per troop.***

Shotgun (additional fee \$5 per participant): 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. Whether it's your first time shooting or you're a Seasoned pro, shotgun is sure to be a blast!

.22 Rifle: A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. Scouts can develop their shooting skills while learning safe practices. ***This activity has a fee of \$2 per person not to exceed a total of \$50***

Troop Boating: Sailing, Canoeing, Kayaking and Rowing all can be done on lake alexander.

Troop Swim: A truly flexible time for scouts to enjoy the lake, by swimming laps, working on your swim strokes whatever your unit would like to do.

Nature Hike: Head off on a beautiful hike through the wilderness at Medicine Mountain. The trail is a short out and back so units will have the ability to choose how long they'd like to go.

Fishing: Enjoy fishing on lake alexander and try your luck at catching the three different trout in our lake. Every Scout should be able to fish in order to get food for themselves.

Hemp Crafts: Put your creativity to work by making a whole range of crafts from friendship bracelets to luggage tags using hemp rope.

Tie Dye: Turn any plain old piece of clothing into a real fashion statement! This does work best with white clothing. ***We do not provide clothes for Tie Dye.***

Knots and Lashings: An important skill for any scout is how to use a rope effectively. Learn to tie several knots and lashings and then put those skills to work to make a nifty camp gadget.

Dutch Oven: Youth and adults are invited down to our Outdoor Skills Area to learn about Dutch Oven Cooking. Participants will learn about proper techniques while cooking up a scrumptious desert! This program has no extra charge

One Match Fire: Getting a fire going with one match is a classic Boy Scout challenge. The real skill needed to get a campfire going is not how you light it, but what type of fuel you gather and how you place the fuel in the fire pit.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Troop Activities

Deadwood Gulch Paintball (additional fee \$10 per participant): Who doesn't like paintball? Both youth and adults can participate in our paintball range, which is modeled after the western town of Deadwood. Participants will take aim at buildings, interactive targets, and various other items. There is no limit on the amount of people that can participate.

Basketry MB (additional fee \$15 per participant): 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. Baskets and basket-weaving projects also make great gifts for family and friends. ***This merit badge is not tracked by MMSR, it is up to the unit.***

Pulp and Paper MB: Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper. ***This merit badge is not tracked by MMSR, it is up to the unit.***

Electricity MB (additional fee \$20 per unit covers cost of batteries): Electricity is at the heart of many modern technologies. So, what is Electricity. . . It is the set of physical phenomena associated with the presence and motion of matter that has a property of electric charge. This is one of the original merit badges from 1911. Over 728,000 scouts earned the Electricity MB between 1911 and 2007. ***This merit badge is not tracked by MMSR, it is up to the unit.***

Geology MB: Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. ***This merit badge is not tracked by MMSR, it is up to the unit.***

Gaga Ball / Giant Chess: A fast paced high energy game where scouts put their dodging, striking, running, and jumping skills to use! Your unit can also play chess. . . Just like regular chess but GIANT!

FIREM'N CHIT AND TOTIN' CHIP: The perfect chance for scouts to learn or brush up on how to use knives, axes, saws, and fire safely. Our staff will instruct / guide the group in the skills required to earn their Firem'n Chit and Totin' Chips. Adult leader help is required to test the skills of each scout. After completing this program Scouts will have earned their Firem'n Chit and Totin' Chips. **Camp does not supply Totin' Chip or Firem'n Chit cards.**

What's Cooking: Are you new to the patrol style cooking world? In what's cooking we will teach you a few simple recipes for patrol cooking and you will even get to make some delicious snacks!

Branding: Do you like collecting brands from every camp you visit? Well, you are in luck! We not only have our very own Medicine Mountain brand we also have a wide variety of other brands such as a bear claw, pine tree, buffalo and many more!

Service / Conservation Project: Looking to do some service that makes a significant impact? Help MMSR out with a service or conservation project with your troop! Such projects could be building picnic tables, planting / clearing trees, painting, making stairs etc.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Blue Cards

Blue Cards

Medicine Mountain is a 100% electronic blue card camp. This means that there is no reason to bring blue cards to camp. Our staff will keep track of requirements completed at camp and they will be uploaded nightly to our registration system. Leaders then can log onto the registration system the next morning and view completed requirements throughout the week. Leaders can keep track of their Scouts and ask questions if they have any.

After the unit's week of adventure at Medicine Mountain, the registration contact can go to their online registration and print off the blue cards from the "reports" tab.



2024 PROGRAM SECTION

PROGRAM SELECTIONS – Camp Map



Legend

- Building: Red square
- Marsh: Green wavy pattern
- Streams: Blue line
- Perennial: Solid blue line
- Intermittent: Dashed blue line
- Roads: Solid brown line
- Gravel: Dashed brown line
- Dirt: Solid brown line
- Primitive: Dashed brown line
- Fire break & Bike path: Dashed brown line
- Trail: Dotted brown line

- Shower House
- Kybo
- Pavillion
- Latrine
- Climbing Tower
- 1 Shop / Ranger Office
- 2 First Aid
- 3 Townley Training Center
- 4 Commissary
- 5 Trading Post / Camp Office
- 6 STEM Center
- 7 Nature Lodge
- 8 Handicraft
- 9 Chapel
- 10 Parking Lot
- 11 Bike Barn
- 12 Amphitheater
- 13 APEX Area
- A - Ranger House
- B - Garage
- C - Pole Barn

