



MEDICINE MOUNTAIN
SCOUT RANCH & ADVENTURE BASE

2019 PROGRAM SECTION

SUPPORT & HELP

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2019 PROGRAM SECTION

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2019 PROGRAM SECTION

PROGRAM: WHERE THE FUN IS AT

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

Jennifer Hauf
Vice President of Program

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

2019 PROGRAM SECTION

CAMP MERIT BADGE MATRIX

Summer Camp 2019 Merit Badge Sessions							
	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
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**
	Wheels & Gears **		Wheels & Gears **		ZipLine**	ZipLine**	Flying Squirrel**
	Paha Sapa **		Paha Sapa **				
	New Heights **		New Heights **				
	Spelunking **		Spelunking **				
Centennial Trail Trek **							
Shooting Sports	Shotgun	Shotgun	Shotgun	Shotgun	Open Shotgun**		Open Shotgun**
	Rifle	Rifle	Rifle	Rifle		Open Rifle**	Open Rifle**
	Archery	Archery	Archery	Archery	Open Archery	Open Archery	
Handicraft	Photography	Game Design	Game Design	Photography	Fingerprinting	Fingerprinting	Patch Trading***
	Art	Wood Carving	Wood Carving	Wood Carving	Chess	Chess	Chess
	Leatherwork	Leatherwork	Leatherwork	Basketry	Duct Tape MB	Duct Tape MB	Duct Tape MB
Outdoorskills	Backpacking	Hiking	Hiking	Backpacking	Paul Bunyon Woodsman Award	Paul Bunyon Woodsman Award	Paul Bunyon Woodsman Award
	Geocaching	Orienteering	Orienteering	Geocaching			
	Camping	Wilderness Survival	Wilderness Survival	Camping	Dutch Oven Cooking	Dutch Oven Cooking	Dutch Oven Cooking
	Pioneering	Indian Lore	Indian Lore	Pioneering			
HAWK	Flight (A & C)	Glide (B & D)	Flight (A & C)	Glide (B & D)	Firem'n Chit	Medicine Mountain Hike	Firem'n Chit
	Glide (A & C)	Soar (B & D)	Glide (A & C)	Soar (B & D)	Totin' Chip		Totin' Chip
Nature	Bird Study	Mammal Study	Insect Study	Archaeology	Open Fishing	Open Fishing	Open Fishing
	Fishing	Fishing	Fishing	Fishing			
	Environmental Science	Forestry	Forestry	Environmental Science	Energy	Energy	Energy
	Weather	Geology	Geology	Weather	Nature (will take all 3 extra sessions)		
	Plant Science	Soil & Water	Soil & Water	Plant Science	Astronomy (will take all 3 extra sessions)		
Aquatics	Lifesaving		Lifesaving		Open Swimming	Open Swimming	Open Swimming
	Swimming	Swimming	Swimming	Swimming			
	Canoeing	Canoeing	Canoeing	Canoeing	Open Boating	Open Boating	Open Boating
	Kayaking	Small Boat Sailing	Small Boat Sailing	Kayaking			
APEX	Space Exploration	Signs, Signals & Codes	Signs, Signals & Codes	Space Exploration	American Heritage	American Heritage	American Heritage
	Communication	Citizenship In The Nation	Citizenship In The Nation	Communication	Scouting Heritage	Scouting Heritage	Scouting Heritage
	First Aid	First Aid	First Aid	First Aid	Deadwood Gulch	Deadwood Gulch	Deadwood Gulch
	E-Prep	E-Prep	E-Prep	E-Prep	Paintball**	Paintball**	Paintball**
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.						** These programs cost extra and are not included in the Summer Camp Registration Fee	ATV Trail Rides SESSIONS 1 & 3 leave camp at 6:00pm & Return at 7:00pm SESSIONS 2 & 4 leave camp at 7:30pm & Return at 8:30pm
NOTE: Due to certain merit badge pre-requisite requirements you may not register to take Swimming and Life Saving during the same week at summer camp. This also applies for First Aid and Emergency Preparedness merit badges which can not be earned during the same week at							
*** Patch Trading will occur at the Picnic Pavilion from 7pm - 9pm on Thursday. Sign-up to guarantee a place in the pavillion.							



2019 PROGRAM SECTION

PROGRAM SELECTIONS

Block A Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers Blocks A & B	BSA Swimmer
	Kayaking	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Environmental Science	4b & 5
	Bird Study	5, 6 & 8
	Fishing	
	Plant Science	6, 8 option 3d & 3e
	Weather	
Handicraft	Photography	6 & 7. Must Bring Camera
	Leatherwork	
	Art	6
Apex	First Aid	Make Personal 1 st Aid Kit
	Communication	4, 5, 7, & 8
	Emergency Preparedness	1, 2b, 2c, 6c, 8b & 9a
	Space Exploration	7
Outdoor Skills	Backpacking	8c, 8d, 9, 10, & 11
	Geocaching	7, 8, & 9
	Camping	3, 4b, 5e, 7b, 9a & 9b
	Pioneering	
Shooting Sports	Rifle	
	Shotgun	
	Archery	

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

Paha Sapa	Covers block A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
New Heights	Covers blocks A & B. Limited to 12. \$50.00 fee.
Wheels & Gears	Covers blocks A & B. Limited to 8. \$50.00 fee.
Spelunking	Covers blocks A & B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
ATV Program	Monday & Tuesday 9:00AM to 12:PM. Limited to 7. \$50.00 fee. Must sign release form. Sack lunch is provided.
Centennial Trail	Monday - Friday Week Long Backpack Trek. \$100 fee.

2019 PROGRAM SECTION

PROGRAM SELECTIONS

Block B Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers Blocks A & B	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Fishing	
	Mammal Study	
	Geology	
	Forestry	8
	Soil & Water Conservation	
Handicraft	Leatherwork	
	Wood Carving	2a Totin Chip
	Game Design	6, 7
Apex	Emergency Preparedness	1, 2b, 2c, 6c, 8b & 9a
	Citizenship in the Nation	3 & 8
	Signs, Signals & Codes	5 & 7
	First Aid	Make Personal 1 st Aid Kit
Outdoor Skills	Wilderness Survival	5
	Indian Lore	
	Orienteering	7, 8 & 9
	Hiking	4, 5, & 6
Shooting Sports	Archery	
	Shotgun	
	Rifle	

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

Paha Sapa	Covers block A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
New Heights	Covers blocks A & B. Limited to 12. \$50.00 fee.
Wheels & Gears	Covers blocks A & B. Limited to 8. \$50.00 fee.
Spelunking	Covers blocks A & B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
ATV Program	Monday & Tuesday 9:00AM to 12:PM. Limited to 7. \$50.00 fee. Must sign release form. Sack lunch is provided.
Centennial Trail	Monday - Friday Week Long Backpack Trek. \$100 fee.

2019 PROGRAM SECTION

PROGRAM SELECTIONS

Block C Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers Blocks C & D	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Insect Study	5, 6, & 9
	Fishing	
	Geology	
	Forestry	8
	Soil & Water Conservation	
Handicraft	Game Design	6 & 7
	Leatherwork	
	Wood Carving	2a Totin Chip
Apex	Emergency Preparedness	1, 2b, 2c, 6c, 8b & 9a
	Citizenship in the Nation	3 & 8
	First Aid	
	Signs, Signals & Codes	5 & 7
Outdoor Skills	Wilderness Survival	5
	Indian Lore	
	Orienteering	7, 8 & 9
	Hiking	4, 5, & 6
	Archery	
Shooting Sports	Shotgun	
	Rifle	

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

Paha Sapa	Covers block A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
New Heights	Covers blocks A & B. Limited to 12. \$50.00 fee.
Wheels & Gears	Covers blocks A & B. Limited to 8. \$50.00 fee.
Spelunking	Covers blocks A & B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
ATV Program	Monday & Tuesday 9:00AM to 12:PM. Limited to 7. \$50.00 fee. Must sign release form. Sack lunch is provided.
Centennial Trail	Monday - Friday Week Long Backpack Trek. \$100 fee.

2019 PROGRAM SECTION

PROGRAM SELECTIONS

Block D Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers Blocks C & D	BSA Swimmer
	Kayaking	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Environmental Science	4b & 5
	Fishing	
	Archaeology	4, 5, & 9
	Plant Science	6, 8 option 3d & 3e
	Weather	
Handicraft	Basketry	
	Wood Carving	2a Totin Chip
	Photography	6 & 7. Must Bring Camera
Apex	First Aid	
	Emergency Preparedness	1, 2b, 2c, 6c, 8b & 9a
	Communication	4, 5, 7 & 8
	Space Exploration	7
Outdoor Skills	Camping	3, 4b, 5e, 7b, 9a, & 9b
	Geocaching	7, 8, & 9
	Pioneering	2a
	Backpacking	8c, 8d, 9, 10, & 11
Shooting Sports	Rifle	
	Shotgun	
	Archery	

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

Paha Sapa	Covers block A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
New Heights	Covers blocks A & B. Limited to 12. \$50.00 fee.
Wheels & Gears	Covers blocks A & B. Limited to 8. \$50.00 fee.
Spelunking	Covers blocks A & B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
ATV Program	Monday & Tuesday 9:00AM to 12:PM. Limited to 7. \$50.00 fee. Must sign release form. Sack lunch is provided.
Centennial Trail	Monday - Friday Week Long Backpack Trek. \$100 fee.



2019 PROGRAM SECTION

PROGRAM SELECTIONS

Block E Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	Energy	4, 5, & 6
	Astronomy Covers blocks E, F, & G	5b & 6b
	Nature Covers blocks E, F, & G	
Handicraft	Fingerprinting	
	Chess	
	Duct Tape (Spoof Merit Badge)	
APEX	American Heritage	2 & 3
	Scouting Heritage	4, 5 & 6

High Adventure

ACTIVITY	REQUIREMENTS	COST
Zipline	Limited to 12	\$7.50

Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Shotgun	Scouts in shooting sports merit badges are prioritized.
	Open Archery	
Ecology	Open Fishing	
HAWK	Firem'n Chit	
	Totin' Chip	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Paul Bunyan Woodsman Award	Must have Totin Chip
	Dutch Oven Cooking	
APEX	Deadwood Gulch Paintball	\$5.00 Fee



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PROGRAM SELECTIONS

Block F Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	Energy	4, 5, & 6
	Astronomy Covers blocks E, F, & G	5b & 6b
	Nature Covers blocks E, F, & G	
Handicraft	Fingerprinting	
	Chess	
	Duct Tape (Spoof Merit Badge)	
APEX	American Heritage	2 & 3c
	Scouting Heritage	4, 5 & 6

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.	\$20
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.	\$20
Zipline	Limited to 12	\$7.50

Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Rifle	Scouts in shooting sports merit badges are prioritized.
	Open Archery	Scouts in shooting sports merit badges are prioritized.
Ecology	Open Fishing	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Paul Bunyan Woodsman Award	Must have Totin Chip
	Dutch Oven Cooking	
APEX	Deadwood Gulch Paintball	\$5.00 Fee
	Flag Retirement Ceremony	
HAWK	Medicine Mountain Hike	



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Block G Program Selections

Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Ecology Conservation	Energy	4, 5, & 6
	Nature Covers blocks E, F, & G	
	Astronomy Covers blocks E, F, & G	5b & 6b
Handicraft	Duct Tape (Spoof Merit Badge)	
	Chess	
APEX	American Heritage	2 & 3
	Scouting Heritage	4, 5 & 6

High Adventure

ACTIVITY	REQUIREMENTS	COST
ATV Trail Ride 3 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.	\$20
ATV Trail Ride 4 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.	\$20
Flying Squirrel	Limited to 15	\$7.50

Open Programs

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Shotgun	Scouts in shooting sports merit badges are prioritized.
	Open Rifle	Scouts in shooting sports merit badges are prioritized.
Ecology	Open Fishing	
Handicraft	Patch Trading	

Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Paul Bunyan Woodsman Award	Must have Totin Chip
	Wilderness Survival Overnight	
	Dutch Oven Cooking	
APEX	Deadwood Gulch Paintball	\$5.00 Fee
HAWK	Firem'n Chit	
	Totin' Chip	



2019 PROGRAM SECTION

PROGRAM INFO

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.

American Heritage ~ location APEX AREA

Every Scout swears to an oath that includes the duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.

Prerequisites: Requirements 2 & 3c

Offered During: E, F, & G

Archaeology ~ location NATURE LODGE

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Prerequisites: Requirements 4, 5, and 9

Offered During: D

Archery ~ location SHOOTING SPORTS RANGES

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



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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: E, F, & G (Scouts must attend all 3 blocks)

Backpacking ~ location OUTDOOR SKILLS AREA

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Prerequisites: Requirements 8c, 8d, 9, 10 & 11

Offered During: A & D

Basketry – location HANDICRAFT

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: D

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

Offered During: A



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PROGRAM INFO

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.

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, B, C, & D

Chess ~ location HANDICRAFT

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

Offered During: E, F & G

Citizenship in the Nation ~ location APEX AREA

As Scouts fulfill the requirements for this merit badge, they will 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: Requirement 3 & 8

Offered During: B & C

Communications ~ location APEX AREA

This clear and concise definition comes from the U.S. Department of Education: "Communication 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: Requirements 4, 5, 7, & 8

Offered During: A & D

Emergency Preparedness ~ location APEX AREA

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 situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

Prerequisites: Must have already earned First Aid merit badge and can not be taken at camp the same week as E-Prep. Requirements 1, 2b, 2c, 6c, 8b & 9a. Scouts must bring paperwork from prerequisites for the instructor to sign off.

Offered During: A, B, C, & D

Energy ~ location NATURE LODGE

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

Prerequisites: Requirement 4, 5, & 6

Offered During: E, F, & G

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 & D

Fingerprinting ~ location HANDICRAFT

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

Offered During: E & F

First Aid ~ location APEX 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.

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, B, C, & D

Forestry ~ location NATURE LODGE

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Prerequisites: 8

Offered During: B & C

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 & C



2019 PROGRAM SECTION

PROGRAM INFO

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.

Offered During: B & C

Hiking ~ location OUTDOOR SKILLS AREA

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

Prerequisites: Requirements 4, 5, & 6

Offered During: B & C

Indian Lore ~ location OUTDOOR SKILLS AREA

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



2019 PROGRAM SECTION

PROGRAM INFO

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 & D

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

Offered During: C

Leatherwork ~ location HANDICRAFT

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

Lifesaving ~ location AQUATICS AREA

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. 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.

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 OR C & D



2019 PROGRAM SECTION

PROGRAM INFO

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.

Offered During: B

Nature ~ location NATURE LODGE

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 on it is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

Offered During: E, F, & G (Scouts must attend all 3 blocks)

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: B & C

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



2019 PROGRAM SECTION

PROGRAM INFO

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: A & D

Plant Science ~ location NATURE LODGE

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

Prerequisites: Requirement 6, 8 options 3d & 3e

Offered During: A & D

Rifle Shooting ~ location SHOOTING SPORTS RANGES

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

Scouting Heritage ~ location APEX AREA

The history of the Scouting program has a long a treasured history that is just waiting to be explored. Discover new information about the beginnings of the Scouting program and how that program was brought to the United States. Scouts will even be tasked to learn the history of the Unit to which they belong.

Offered During: E, F & G



2019 PROGRAM SECTION

PROGRAM INFO

Shotgun Shooting ~ location SHOOTING SPORTS RANGES

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 APEX AREA

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

Prerequisites: 7

Offered During: B & C

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: B & C

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: B & C

Space Exploration ~ location APEX AREA

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: 7

Offered During: A & D



2019 PROGRAM SECTION

PROGRAM INFO

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: A, B, C, & 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: A & D

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

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



2019 PROGRAM SECTION

PROGRAM INFO

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



2019 PROGRAM SECTION

PROGRAM INFO

Specialty Programs Information

For our 2018 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 HANDICRAFT

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, & G

Firem’n Chit ~ location HAWK AREA

This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Offered During: E & G

Paul Bunyan Woodsman ~ location OUTDOOR SKILLS AREA

Scouts have an amazing opportunity to take their skills beyond the totin’ chip. Scouts will learn how to split logs and how to trim a downed tree properly and safely using hand tools.

Prerequisites: Must have totin’ chip

Offered During: E, F, & G

Totin’ Chip ~ location HAWK AREA

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Offered During: E & 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: F



2019 PROGRAM SECTION

PROGRAM INFO

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.

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.

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 \$5.00 will be required to participate in this program.

Zipline ~ location COPE AREA (meet at COPE Sign on Road)

Youth and adults have an awesome opportunity to go down our 100 yard Zipline on Monday & Tuesday evenings. The Zipline is limited to the first 15 people to register. Please be aware that participants will be required to climb a telephone pole and can weigh no more than 250 pounds. An additional fee of \$7.50 will be required to participate in this program. Individuals will be able to sign up for the Zipline when merit badge registration opens.

Flying Squirrel ~ location COPE AREA (meet at COPE Sign on Road)

Want to go rocketing up into the air? We know you do! The Flying Squirrel will slingshot participants up into air 30 feet. The Flying Squirrel is limited to the first 25 people to register. Please be aware that participants can weight no more than 250 pounds. An additional fee of \$7.50 will be required to participate in this program. Individuals will be able to sign up for the Flying Squirrel when merit badge registration opens.



2019 PROGRAM SECTION

PROGRAM INFO

Expedition: Black Hills

Our local team of experts will plan a week long (Monday – Friday) 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	South Dakota Air & Space	Devil's Tower
Historical Site	Museum	
Harney Peak	Sylvan Lake	Custer State Park
Hill City, SD	Keystone, SD	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
- Transportation for the week
- 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 expect this program to be 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

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.

- Youth Protection Training
- Weather Hazards
- Scoutmaster / Asst. Scoutmaster Specifics
- Safe Swim Defense
- Safety Afloat
- Bullying Prevention
- Climb on Safety
- Trek Safely
- Leave No Trace
- Troop Committee Challenge

Life to Eagle Seminar

Our Life to Eagle Seminar is on Friday after Mountain Fest. 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, a trading post deck party, and potentially some live music. Program areas will also give out their awards during Mountain Fest.



2019 PROGRAM SECTION

PROGRAM SIGNUP

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 15, 2018.

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 15, 2019, 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.



2019 PROGRAM SECTION

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.



Legend

	Building
	Marsh
	Streams
	Perennial
	Intermittent
	Roads
	Gravel
	Dirt
	Primitive
	Fire break &
	Bike path
	Trail

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

