



**MEDICINE MOUNTAIN**  
SCOUT RANCH & ADVENTURE BASE

## **2020 PROGRAM SECTION**

### **SUPPORT & HELP**

(605) 342-2824

[reservations@blackhillsbsa.org](mailto:reservations@blackhillsbsa.org)

[www.camp.blackhillsbsa.org](http://www.camp.blackhillsbsa.org)



# 2020 PROGRAM SECTION

## TABLE OF CONTENTS

### Contents

Camp Program Schedule .....	6
Program Blocks .....	6
Block A Program Selections .....	8
Merit Badges .....	8
Specialty Programs.....	8
High Adventure Programs (14 and older) Open to Adults .....	8
Block B Program Selections.....	9
Merit Badges .....	9
Specialty Programs.....	9
High Adventure Programs (14 and older) Open to Adults .....	9
Block C Program Selections .....	10
Merit Badges .....	10
Specialty Programs.....	10
High Adventure Programs (14 and older) Open to Adults .....	10
Block D Program Selections .....	11
Merit Badges .....	11
Specialty Programs.....	11
High Adventure Programs (14 and older) Open to Adults .....	11
Block E Program Selections .....	12
Merit Badges & Classes.....	12
High Adventure.....	12
Open Programs .....	12
Specialty Programs.....	12
Block F Program Selections .....	13
Merit Badges .....	13
High Adventure.....	13
Open Programs .....	13
Specialty Programs.....	13
Block G Program Selections.....	14
Merit Badges .....	14

High Adventure.....	14
Open Programs.....	14
Specialty Programs.....	14
Merit Badge Descriptions & Info.....	15
Archery ~ location SHOOTING RANGES (additional fee \$5) .....	15
Art ~ location HANDICRAFT .....	15
Astronomy ~ location NATURE LODGE .....	15
Basketry – location HANDICRAFT (additional fee \$10).....	15
Bird Study ~ location NATURE LODGE.....	16
Camping ~ location OUTDOOR SKILLS AREA.....	16
Canoeing ~ location AQUATICS AREA .....	16
Chess ~ location HANDICRAFT .....	16
Chemistry ~ location NATURE LODGE.....	16
Electricity ~ location HANDICRAFT (additional fee \$5) .....	17
Energy ~ location NATURE LODGE.....	17
Environmental Science ~ location NATURE LODGE.....	17
First Aid ~ location AQUATICS AREA .....	17
Fishing ~ location NATURE LODGE .....	17
Game Design ~ location HANDICRAFT .....	18
Geocaching ~ location OUTDOOR SKILLS AREA .....	18
Geology ~ location NATURE LODGE .....	18
Hiking ~ location OUTDOOR SKILLS AREA.....	18
Indian Lore ~ location OUTDOOR SKILLS AREA (additional fee \$10) .....	19
Kayaking ~ location AQUATICS AREA.....	19
Insect Study ~ location NATURE LODGE .....	19
Leatherwork ~ location HANDICRAFT (additional fee \$10).....	19
Mammal Study ~ location NATURE LODGE .....	19
Mining in Society ~ location NATURE LODGE.....	20
Orienteering ~ location OUTDOOR SKILLS AREA.....	20
Pioneering ~ location OUTDOOR SKILLS AREA.....	20
Photography ~ location HANDICRAFT.....	20
Reptile & Amphibian Study ~ location NATURE LODGE.....	20
Rifle Shooting ~ location SHOOTING RANGES (additional fee \$5).....	21
Scouting Heritage ~ location OUTDOOR SKILLS AREA.....	21

Shotgun Shooting ~ location SHOOTING RANGES (additional fee \$15).....	21
Signs, Signals & Codes ~ location OUTDOOR SKILLS AREA.....	21
Small Boat Sailing ~ location AQUATICS AREA .....	21
Soil and Water Conservation ~ location NATURE LODGE.....	22
Space Exploration ~ location NATURE LODGE (additional fee \$10).....	22
Swimming ~ location AQUATICS AREA .....	22
Weather ~ location NATURE LODGE.....	22
Wilderness Survival ~ location OUTDOOR SKILLS AREA .....	22
Wood Carving ~ location HANDICRAFT.....	23
HAWK Area – Flight, Glide, & Soar Programs.....	23
HAWK Programs – What Requirements Are Completed?.....	23
Specialty Programs Information .....	24
Duct Tape Merit Badge ~ location HANDICRAFT.....	24
Chit & Chips Class ~ location OUTDOOR SKILLS AREA.....	24
One Match Fire Building ~ location OUTDOOR SKILLS AREA .....	24
Patch Trading ~ location PICNIC SHELTER.....	24
Medicine Mountain Hike ~ meet at PICNIC SHELTER.....	24
Flag Retirement Ceremony ~ location AMPHITHEATER.....	25
Dutch Oven Cooking ~ location OUTDOOR SKILLS AREA .....	25
Deadwood Gulch Paintball ~ location DEADWOOD GULCH.....	25
Zipline ~ location COPE AREA (meet at COPE Sign on Road).....	25
Flying Squirrel ~ location COPE AREA (meet at COPE Sign on Road).....	25
Expedition: Black Hills.....	26
Adult Training.....	27
Knot Masters ~ location OUTDOOR SKILLS AREA.....	27
Leave No Trace ~ location NATURE LODGE.....	27
Swimming & Water Rescue ~ location AQUATICS AREA .....	27
Paddle Craft Safety ~ location AQUATICS AREA .....	27
Life to Eagle Seminar.....	28
Mountain Fest .....	28
Daily Camp Schedule .....	29
Signing Up for Program .....	30
Program Capacities.....	30
Switching Merit Badges .....	30

Blue Cards..... 31



## 2020 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 &  
MMSR Camp Director

Doug Whitcomb  
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

# 2020 PROGRAM SECTION

## CAMP MERIT BADGE MATRIX

Summer Camp 2020 Merit Badge Sessions							
	<b>Block A</b> Mon. & Tues. 9am -11am	<b>Block B</b> Mon. & Tues. 1:00pm -3:00pm	<b>Block C</b> Thurs. & Fri. 9am -11am	<b>Block D</b> Thurs. & Fri. 1:00pm -3:00pm	<b>Block E</b> Monday 7pm - 9pm	<b>Block F</b> Tuesday 7pm - 9pm	<b>Block G</b> Thursday 7pm - 9pm
<b>Expedition Black Hills</b>	<b>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.</b>						
<b>High Adventure</b>	ATV **	ATV **	ATV **	ATV **		ATV Trail Ride 1 & ATV Trail Ride 2**	ATV Trail Ride 3 & ATV Trail Ride 4**
	Wheels & Gears**		Wheels & Gears**		Flying Squirrel**	ZipLine**	Flying Squirrel**
	New Heights **		New Heights **				
	Spelunking **		Spelunking **				
	<b>Centennial Trail ( PAHA SAPA ) Trek **</b>						
<b>Shooting Sports</b>	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
<b>Handicraft</b>	Photography	Game Design	Game Design	Photography	Duct Tape MB	Duct Tape MB	Patch Trading***
	Basketry*	Wood Carving*	Wood Carving*	Wood Carving*	Chess	Art	Chess
	Leatherwork*	Leatherwork*	Leatherwork*	Basketry*	Electricity*	Electricity*	Art
<b>Outdoorskills &amp; HAWK</b>	Camping	Hiking	Hiking	Camping	Scouting Heritage	Scouting Heritage	Scouting Heritage
	Geocaching	Adult Training KNOT MASTERS	Adult Training KNOT MASTERS	Geocaching	Chit & Chips Class	Chit & Chips Class	Chit & Chips Class
	Signs, Signals & Codes	Wilderness Survival	Wilderness Survival	Orienteering	Dutch Oven Cooking	Dutch Oven Cooking	Dutch Oven Cooking
	Pioneering	Indian Lore*	Indian Lore*	Pioneering	One Match Fire MB	One Match Fire MB	One Match Fire MB
	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 )			
<b>Nature</b>	Bird Study	Mammal Study	Insect Study	Reptile & Amphibian	Deadwood Gulch Paintball**	Deadwood Gulch Paintball**	Deadwood Gulch Paintball**
	Fishing	Fishing	Fishing	Fishing	Open Fishing	Open Fishing	Open Fishing
	Environmental Science	Environmental Science	Environmental Science	Environmental Science	Energy	Energy	Energy
	Mining in Society	Leave No Trace	Soil & Water Conservation	Chemistry	Geology*	Geology*	Geology*
	Space Exploration*	Weather	Weather	Space Exploration*	Astronomy (must attend Star Party to complete)	Astronomy (must attend Star Party to complete)	Astronomy (must attend Star Party to complete)
<b>Aquatics</b>	Canoeing	Swimming	Canoeing	Swimming			
	Swimming & Water Rescue	Paddle Craft Safety	Paddle Craft Safety	Swimming & Water Rescue	Open Swimming	Open Swimming	Open Swimming
	First Aid	First Aid	First Aid	First Aid			
	Kayaking	Kayaking	Kayaking	Kayaking	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 purchase in the trading post or from the camp office.</p> <p>Merit badges and other classes in Block E, F &amp; 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 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 Rifle &amp; Shotgun can be paid in the Trading Post (will give you a token to turn in) or paid at the range in cash with exact change. Rifle open shooting fee is \$5. Shotgun open shooting fee is \$15</p>						<p>** These programs cost extra and are not included in the 2020 MMSR Summer Camp Registration Fee</p>	<p>ATV Trail Rides SESSIONS 1 &amp; 3 leave camp at 6:00pm &amp; Return at 7:00pm SESSIONS 2 &amp; 4 leave camp at 7:30pm &amp; Return at 8:30pm</p>
<p>*** Patch Trading will occur at the Picnic Pavilion from 7pm - 9pm on Thursday. Sign-up to guarantee a place in the pavillion.</p>							



# 2020 PROGRAM SECTION

## PROGRAM SELECTIONS

### Block A Program Selections

#### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	First Aid	1 <sup>st</sup> class, 5a & 5b
	Kayaking	BSA Swimmer
	Swimming	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	Photography	6 & 7. Must Bring Camera
	Leatherwork	
	Basketry	
Outdoor Skills	Geocaching	7, 8 & 9
	Signs, Signals & Codes	7
	Camping	3, 4b, 5e, 7b, 9a, 9b & 9c
	Pioneering	
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. <b>Covers blocks A &amp; C.</b>
Glide Program	First Year Camper program for scouts working towards the Second Class rank. <b>Covers blocks A &amp; C.</b>

#### High Adventure Programs (14 and older) Open to Adults

Paha Sapa	<b>Option 1</b> Covers block A, B & E. Overnight Mon <b>\$75.00 fee.</b> <b>Option 2</b> Monday - Friday Week Long Backpack Trek. <b>\$125 fee.</b>
New Heights	<b>Covers blocks A &amp; B.</b> Limited to 12. \$75.00 fee.
Wheels & Gears	<b>Covers blocks A &amp; B.</b> Limited to 8. \$75.00 fee.
Spelunking	<b>Covers blocks A &amp; B.</b> Limited to 10. Must fit through 8"x20" opening. \$75.00 fee
ATV Program	<b>Monday &amp; Tuesday 9:00AM to 12PM.</b> Limited to 7. \$75.00 fee. Must sign release form.



## 2020 PROGRAM SECTION

### PROGRAM SELECTIONS

#### Block B Program Selections

##### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Kayaking	BSA Swimmer
	First Aid	1 <sup>st</sup> class, 5a & 5B
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Nature	Fishing	
	Mammal Study	5
	Environmental Science	4b & 5
	Weather	
Handicraft	Leatherwork	
	Wood Carving	2a Totin' Chip
	Game Design	6, 7
Outdoor Skills	Wilderness Survival	5
	Indian Lore	
	Hiking	4, 5, & 6
Shooting Sports	Archery	
	Shotgun	13 years old
	Rifle	
<b>ADULT LEADER CLASSES OFFERED DURING BLOCK B</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. <b>Covers blocks B &amp; D.</b>
Soar Program	First Year Camper program for scouts working towards the First Class rank. <b>Covers blocks B &amp; D.</b>

##### High Adventure Programs (14 and older) Open to Adults

Paha Sapa	<b>Option 1</b> Covers block A, B & E. Overnight Mon <b>\$75.00 fee.</b> <b>Option 2</b> Monday - Friday <b>Week Long Backpack Trek. \$125 fee.</b>
New Heights	<b>Covers blocks A &amp; B.</b> Limited to 12. \$75.00 fee.
Wheels & Gears	<b>Covers blocks A &amp; B.</b> Limited to 8. \$75.00 fee.
Spelunking	<b>Covers blocks A &amp; B.</b> Limited to 10. Must fit through 8"x20" opening. \$75.00 fee
ATV Program	<b>Monday &amp; Tuesday 9:00AM to 12:PM.</b> Limited to 7. \$75.00 fee. Must sign release form.

## 2020 PROGRAM SECTION

### PROGRAM SELECTIONS

### Block C Program Selections

#### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	First Aid	1 <sup>st</sup> 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	
	Soil & Water Conservation	
Handicraft	Game Design	6 & 7
	Leatherwork	
	Wood Carving	2a Totin Chip
Outdoor Skills	Wilderness Survival	5
	Indian Lore	
	Hiking	4, 5, & 6
Shooting Sports	Archery	
	Shotgun	13 years old
	Rifle	
ADULT LEADER CLASSES OFFERED DURING BLOCK C		
Outdoor Skills	KNOT MASTERS PROGRAM	Knowledge of Basic Knots
Aquatics	PADDLE CRAFT SAFETY	BSA Swim Test

#### Specialty Programs

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

#### High Adventure Programs (14 and older) Open to Adults

Paha Sapa	<b>Option 1</b> Covers block A, B & E. Overnight Mon <b>\$75.00 fee.</b> <b>Option 2</b> Monday - Friday Week Long Backpack Trek. <b>\$125 fee.</b>
New Heights	<b>Covers blocks A &amp; B.</b> Limited to 12. \$75.00 fee.
Wheels & Gears	<b>Covers blocks A &amp; B.</b> Limited to 8. \$75.00 fee.
Spelunking	<b>Covers blocks A &amp; B.</b> Limited to 10. Must fit through 8"x20" opening. \$75.00 fee
ATV Program	<b>Monday &amp; Tuesday 9:00AM to 12PM.</b> Limited to 7. \$75.00 fee. Must sign release form.

## 2020 PROGRAM SECTION

### PROGRAM SELECTIONS

## Block D Program Selections

### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Swimming	BSA Swimmer
	First Aid	1 <sup>st</sup> class, 5a & 5B
	Kayaking	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
Nature	Environmental Science	4b & 5
	Fishing	
	Chemistry	4a & 7a, b, c or d
	Reptile & Amphibian	8a or b, 9a or b
	Space Exploration	5b & 7
Handicraft	Basketry	
	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	
<b>ADULT LEADER CLASSES OFFERED DURING BLOCK D</b>		
Aquatics	SWIMMING & WATER RESCUE	BSA Swim Test

### Specialty Programs

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

### High Adventure Programs (14 and older) Open to Adults

Paha Sapa	<b>Option 1</b> Covers block A, B & E. Overnight Mon <b>\$75.00 fee.</b> <b>Option 2</b> Monday - Friday Week Long Backpack Trek. <b>\$125 fee.</b>
New Heights	<b>Covers blocks A &amp; B.</b> Limited to 12. \$75.00 fee.
Wheels & Gears	<b>Covers blocks A &amp; B.</b> Limited to 8. \$75.00 fee.
Spelunking	<b>Covers blocks A &amp; B.</b> Limited to 10. Must fit through 8"x20" opening. \$75.00 fee
ATV Program	<b>Monday &amp; Tuesday 9:00AM to 12PM.</b> Limited to 7. \$75.00 fee. Must sign release form.

# 2020 PROGRAM SECTION

## PROGRAM SELECTIONS

### Block E Program Selections

#### Merit Badges & Classes

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	Energy	4, 5, & 6
	Astronomy	5b & 6b
	<i>Must attend Star Party to complete</i>	
	Geology	5c.3a, b or c
Handicraft <i>*Spoof Merit Badge</i>	Electricity	2, 8, 9a, 9b
	Chess	
	Duct Tape*	
	Chit & Chips Class	
Outdoor Skills <i>*Spoof Merit Badge</i>	One Match Fire Building*	Firem'n Chit
	Scouting Heritage	4, 5 & 6

#### High Adventure

ACTIVITY	REQUIREMENTS	COST
Flying Squirrel	Limited to 20	\$10

#### 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*	Scouts in shooting sports merit badges are prioritized.
	Open Rifle*	Scouts in shooting sports merit badges are prioritized.
	Open Archery	
Nature	Open Fishing	

#### Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Dutch Oven Cooking	
Nature	Deadwood Gulch Paintball	\$7.50 Fee
HAWK	Medicine Mountain Hike	
	International Scouting Presentation	In the HUB starting at 9:15pm



# 2020 PROGRAM SECTION

## PROGRAM SELECTIONS

### Block F Program Selections

#### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Nature	Energy	4, 5, & 6
	Astronomy <i>Must attend Star Party to complete</i>	5b & 6b
	Geology	5c.3a, b or c
Handicraft <i>*Spoof Merit Badge</i>	Art	
	Electricity	2, 8, 9a, 9b
	Duct Tape*	
Outdoor Skills <i>*Spoof Merit Badge</i>	Chit & Chips Class	
	One Match Fire Building*	Firem'n Chit
	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.	\$25
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.	\$25
Zipline	Limited to 15	\$10

#### 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*	Scouts in shooting sports merit badges are prioritized.
	Open Shotgun*	Scouts in shooting sports merit badges are prioritized.
	Open Archery	
Ecology	Open Fishing	

#### Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Dutch Oven Cooking	
	Wilderness Survival (Block B) Overnight	
Nature	Deadwood Gulch Paintball	\$7.50 Fee
HAWK	Medicine Mountain Hike	
	Flag Retirement Ceremony	In Amphitheater starting at 9:15pm



# 2020 PROGRAM SECTION

## PROGRAM SELECTIONS

### Block G Program Selections

#### Merit Badges

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Ecology Conservation	Energy	4, 5, & 6
	Geology	5c.3a, b or c
	Astronomy	5b & 6b
	<i>Must attend Star Party to complete</i>	
Handicraft	Art	6
	Chess	
Outdoor Skills <i>*Spoof Merit Badge</i>	Chit & Chips Class	
	One Match Fire Building*	Firem'n Chit
	Scouting Heritage	4, 5 & 6

#### High Adventure

ACTIVITY	REQUIREMENTS	COST
<b>ATV Trail Ride 3</b> <b>6:00PM – 7:00PM</b>	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.	\$25
<b>ATV Trail Ride 4</b> <b>7:30PM – 8:30PM</b>	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.	\$25
<b>Flying Squirrel</b>	Limited to 20	\$10

#### 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*	Scouts in shooting sports merit badges are prioritized.
	Open Rifle*	Scouts in shooting sports merit badges are prioritized.
	Open Archery	
Ecology	Open Fishing	
Handicraft	Patch Trading	

#### Specialty Programs

PROGRAM AREA	ACTIVITY	NOTES
Outdoor Skills	Wilderness Survival (Block C) Overnight	
	Dutch Oven Cooking	
Nature	Deadwood Gulch Paintball	\$7.50 Fee
HAWK	Medicine Mountain Hike	
	Life to Eagle Seminar	In HUB starting at 9:15pm



## 2020 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/](http://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:** F & G

#### 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 the Star Party in to complete the badge)

#### Basketry – location HANDICRAFT (additional fee \$10)

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:** A & D



## 2020 PROGRAM SECTION

### PROGRAM INFO

#### **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

#### **Chess ~ location HANDICRAFT**

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

**Offered During:** E & G

#### **Chemistry ~ location NATURE LODGE**

Chemistry is the study of matter, its properties, how and why substances combine or separate to form other substances, and how substances interact with energy.

**Prerequisites:** Requirement 4a, 7a, b, c or d

**Offered During:** D





# 2020 PROGRAM SECTION

## PROGRAM INFO

### **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:** E & G

### **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, B, C & D

### **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, B, C, & D



## 2020 PROGRAM SECTION

### PROGRAM INFO

#### **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

#### **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:** E, F & G

#### **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



# 2020 PROGRAM SECTION

## PROGRAM INFO

### **Indian Lore ~ location OUTDOOR SKILLS AREA (additional fee \$10)**

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 & 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, 10, 13

**Offered During:** C

### **Leatherwork ~ location HANDICRAFT (additional fee \$10)**

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



# 2020 PROGRAM SECTION

## PROGRAM INFO

### **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:** A & D

### **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



## 2020 PROGRAM SECTION

### PROGRAM INFO

#### **Rifle Shooting ~ location SHOOTING RANGES (additional fee \$5)**

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 OUTDOOR SKILLS 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.

**Prerequisites:** 4, 5, 6

**Offered During:** E, F & G

#### **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

#### **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



# 2020 PROGRAM SECTION

## PROGRAM INFO

### **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

### **Space Exploration ~ location NATURE LODGE (additional fee \$10)**

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

### **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



# 2020 PROGRAM SECTION

## PROGRAM INFO

### 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

### 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
<b>Complete Requirements:</b>	<b>Completed Requirements:</b>	<b>Completed Requirements:</b>
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



## 2020 PROGRAM SECTION

### PROGRAM INFO

#### Specialty Programs Information

For our 2020 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 & G

##### **Chit & Chips Class ~ location OUTDOOR SKILLS AREA**

This class will cover both the Firemn’ 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:** E, F & G

##### **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:** E, F, & G

##### **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





## 2020 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.

**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 \$7.50 will be required to participate in this program.

**Offered During:** E, F & G

#### **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 \$10 will be required to participate in this program. Individuals will be able to sign up for the Zipline when merit badge registration opens.

**Offered During:** F

#### **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 20 people to register. Please be aware that participants can weight no more than 250 pounds. An additional fee of \$10 will be required to participate in this program. Individuals will be able to sign up for the Flying Squirrel when merit badge registration opens.

**Offered During:** E & G



## 2020 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:

<b>Mammoth Site</b>	<b>Wind Cave</b>	<b>Evan's Plunge</b>
<b>Crazy Horse Memorial &amp; Light Show</b>	<b>Mount Rushmore</b>	<b>Evening Lighting of Mount Rushmore</b>
<b>Minuteman Missile Silo</b>	<b>South Dakota Air &amp; Space Museum</b>	<b>Devil's Tower</b>
<b>Harney Peak</b>	<b>Sylvan Lake</b>	<b>Custer State Park</b>
<b>Hill City, SD</b>	<b>Keystone, SD</b>	<b>1880's Train</b>

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 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](mailto: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.

### 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 D

**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 C

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

### 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.





## 2020 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 31, 2020.**

#### 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, 2020, 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.



## 2020 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      |

