

# ***Winnebago Scout Reservation***

***OUR 69<sup>TH</sup> YEAR***

***Parent/Leader's Manual***

***2010***



**JULY 5-9, 2010**

**JULY 12-16, 2010**

**JULY 19-23, 2010**

**JULY 26-30, 2010**

***Boy Scout Day Camp***

***Patriots' Path Council, BSA***

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## **WHAT IS BOY SCOUT DAY CAMP?**

- ✿ Boy Scout Day Camp is open to Scouts between the ages of 10 ½ to 17 years old.
- ✿ Boy Scout Day Camp is for younger Scouts who recently crossed from Webelos into a Boy Scout Troop. Scouts who come to Boy Scout Day Camp either cannot come with their Troop to summer camp or are simply not interested in a resident camp experience yet.
- ✿ The 10 ½ to 11 year olds have the opportunity to advance through any of the initial ranks in Scouting – Scout, Tenderfoot, Second Class and First Class in the Dan Beard Area.
- ✿ It is a program that emphasizes rank advancement rather than Merit Badges.
- ✿ The Scouts 12 to 17 years old can use the program to come and work on Merit Badges, finish partials by coming for the week or half day.
- ✿ Participate in any program area for *FUN*.

## **WHAT IF MY SCOUT COMES UP FOR TWO OR MORE WEEKS OF BOY SCOUT DAY CAMP?**

Great! If a Scout wishes to participate in two weeks of Boy Scout Day Camp he will be able to spend another week in our Dan Beard area continuing to work on rank advancement. This program changes weekly depending on group dynamics for that week. Scouts who participate in multiple weeks of Boy Scout Camp show stronger proficiency in their basic skills when they go home to their Troops in the fall. Become more proficient at Shooting Sports, Ecology, Outdoor Skills, Handicraft or Aquatic skills.

## **WHAT SHOULD A SCOUT BRING TO BOY SCOUT DAY CAMP?**

- ✿ Rain coat or poncho (remember: Be Prepared!)
- ✿ Towel
- ✿ Water bottle or canteen
- ✿ Insect Repellent (Non-Aerosol)
- ✿ Sunscreen
- ✿ Pencil and Paper
- ✿ Swim Suit
- ✿ Merit Badge blue cards with Scoutmaster's signature
- ✿ **We recommend that Scouts do not bring their Handbooks to camp. At the end of the week they will receive a weekly report of the requirements they completed in Dan Beard which a Scout can then give to his Scoutmaster. We do not sign any Handbooks here in camp – no exceptions.**



**WHAT IS AN AVERAGE DAY LIKE IN BOY SCOUT DAY CAMP?**

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00	Optional Breakfast \$6.00 Preplanned & Prepaid <i>at Orientation</i>				
8:30-9:00	Arrival at Camp Winnebago				
9:00-10:00	Rank Advancements - Merit Badges – Have Fun				
10:00-11:00	Rank Advancements - Merit Badges – Have Fun				
11:00-12:00	Rank Advancements - Merit Badges – Have Fun				
12:00-12:45	Lunch at Camp Winnebago Dining Hall (Optional Lunch \$7.00 Preplanned & Prepaid <i>at Orientation</i> )				
12:45-2:00	“Game Time”				
2:00-3:00	Rank Advancements - Merit Badges – Have Fun				
3:00-4:00	Rank Advancements - Merit Badges – Have Fun				
4:00-5:00	Rank Advancements - Merit Badges – Have Fun				
5:00-5:30	Depart Camp Winnebago				
6:00	Optional Dinner \$8.00 Preplanned & Prepaid <i>at Orientation</i>				
7:00	Depart Camp Winnebago For Scouts Attending Dinner				

**WHAT WILL MY SCOUT COME HOME WITH AT THE END OF THE WEEK?**

At the end of the week, each Scout will return with his advancement report signifying his rank accomplishments and a Merit Badge Application also known as a “blue card.” All of this paperwork should go to your Scoutmaster. It is important to realize that attendance at camp for the week does not necessarily guarantee a completed Merit Badge. Counselors will work with Scouts throughout the week to earn a completed Merit Badge, however sometimes Scouts are not able to complete all requirements for a badge. If a Scout does come home with a partial Merit Badge Application he is able to continue working on the badge with a counselor outside of camp, or if he is one or two requirements shy of completing the badge he may come back to day camp while it is still in session to complete those requirements. It is important to note that a partial does not expire until a Scout’s 18<sup>th</sup> birthday when the Scout is ineligible to earn Merit Badges anymore.

**DOES MY SCOUT NEED A MEDICAL FORM FOR BOY SCOUT DAY CAMP?**

Absolutely! Each Scout in the Boy Scout program must have an Annual Health and Medical Record with Parts “A” and “C” completed. The Annual Health and Medical Record form is on the council website ([www.ppbsa.org](http://www.ppbsa.org)). A Scout may not remain in camp without this form.

As with all forms needed in the Boy Scout program it is good practice to keep the original for your records and make a copy for the camp.

**PLEASE DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE.**

### **WHAT IF A SCOUT NEEDS TO TAKE A MEDICATION WHILE AT CAMP?**

A Scout's medications for the week must be turned in upon arrival. All medications must be stored at the Health Lodge only. As part of the Monday morning check in process Scouts will stop at the Health Lodge to meet the Health Officer and turn in all medications. If a Scout does need to take medications while at camp he should turn in his medicine with a filled out "Medication Record" section of the Annual Health and Medical Record completed and signed. The Medication will not be dispensed without this form.

### **IS THERE ANY OTHER PAPERWORK CAMP WINNEBAGO NEEDS FOR MY SCOUT TO ATTEND BOY SCOUT DAY CAMP?**

In addition to the Talent Release Form, Medical Form and possibly a Medication Record, a Scout should also bring his signed "Three Strikes Rule" sheet and the "Emergency Contact Names" forms, all of which are contained in the confirmation packet on the council website. These forms are also necessary for a Scout to remain in camp. Merit Badge Blue Cards signed by Scoutmaster and any partial Merit Badge Blue Cards the Scout wishes to complete or work on.

### **DON'T FORGET YOUR MERIT BADGE BOOKS**

### **WHAT IF I WANT TO VOLUNTEER MY TIME WITH THE BOY SCOUT DAY CAMP PROGRAM?**

That's great! Assisting with a Scout's first experience at summer camp is a worthwhile experience even if it's just for a day! Adult volunteers help supplement the paid staff at Camp. To be considered, the following criteria must be met:

- Registered member of the B.S.A.
- Current Youth Protection Training
- Completed Adult Staff Application
- Medical & Medication Forms
- Personal Interview

There are always openings for Adult Volunteers each week at Camp. If you are interested, complete an application and mail it with your son's registration form. You will be contacted for an interview.

## **WHAT IF MY SCOUT CANNOT ATTEND CAMP ON A PARTICULAR DAY?**

If your Scout will be absent from camp please call the camp at 9:00a.m. The camp telephone number is 973-983-9075. Please note the resident camp is at flags and meals between 7:45-8:30am, 12:30-1:00pm, and 5:35-7:00pm.

## **WHAT ABOUT ORIENTATION?**

There are four orientation dates for the Boy Scout Day Camp. All Scouts and their parents should plan on attending one of the nights.

*Tuesday June 29, 2010 at 7:00 pm in the Camp Winnebago Office*

*Tuesday July 6, 2010 at 7:00 pm in the Camp Winnebago Office*

*Tuesday July 13, 2010 at 7:00 pm in the Camp Winnebago Office*

*Tuesday July 20, 2010 at 7:00 pm in the Camp Winnebago Office*

All paperwork can be turned in at this time. Please note that Scouts who bring their completed Medical Forms to orientation will have the opportunity to take their swim test (Scout should wear swim suit and bring towel) after the orientation information session.

## **HOW DO I GET TO CAMP?**

Camp Address:

102 Timberbrook Road  
Rockaway, New Jersey 07866

Directions:

The easiest way to get here from where you live is for you to go to Mapquest, enter your address and the address of camp – 102 Timberbrook Road, Rockaway, New Jersey 07866 or go to our web site [http://camps.ppbsa.org/files/Directions to Winnebago.pdf](http://camps.ppbsa.org/files/Directions%20to%20Winnebago.pdf).

## **CONTACT PHONE NUMBERS**

Registration Related Questions – Contact the Council Office at 973-765-9322

All Other Camp Related Questions – Contact the Reservation Director at 973-983-9075

## **BOY SCOUT DAY CAMP TERMINOLOGY**

- Dan Beard - Dan Beard is Camp Winnebago's camper program for both day and resident campers. Dan Beard works with Scouts on requirements for Tenderfoot, Second Class, and First Class.
- Merit Badge - A merit badge is an invitation to explore an exciting subject. With more than a hundred to choose from, some merit badges encourage you to increase your skill in subjects you already like, while others challenge you to learn about new areas.
- Blue Card - A blue card is a Scout's tri-fold application for a merit badge. When it is returned a Scout may receive either a partial or a complete. A partial will show what requirements a Scout still needs to fulfill; while a complete will state "complete" on the grid side of the blue card.
- Advancement Report - At the end of a week of Dan Beard each Scout will receive a report that states what requirements were completed throughout the week.
- Confirmation Packet - Once a Scout has registered for Boy Scout Day Camp he will receive a confirmation letter with instructions to download all the necessary paperwork as well as any other information for the Boy Scout Program.
- Medical Form - A Medical Form informs the camp what (if any) medical conditions each individual Scout has. It is imperative that this is updated annually as medical conditions may change from year to year.
- Medication Form - A Medication Form informs the camp what (if any) medications each individual Scout may be taking. It is imperative that this is updated annually as medical conditions may change from year to year.

## Wristbands:

All Scouts, leaders and guests must wear camp wristbands at all times. One is provided to each person upon check-in. Each replacement wristband will cost \$.50.

## Emergency Calls:

In case of an emergency, the Winnebago Scout Reservation telephone number is 973-983-9075. A message will be taken and delivered to the individual concerned as quickly as possible. ***Do not expect to talk to the person immediately.***

## Emergency Horn:

1. General emergency: Two blasts, pause, two blasts, pause, two blasts.
2. Lost bather emergency: Three blasts, pause, three blasts, pause, three blasts.
3. A single long blast signals all clear (This will only happen after you hear either general emergency signal or Lost bather signal and the emergency is resolved prior to everyone arriving at dining hall)

## Camp Winnebago Emergency Procedures:

Camp Winnebago Emergency Procedures will be posted on site bulletin boards. There will be an emergency drill each Monday prior to lunch.

## Visitors:

A week of camp goes by very quickly due to the myriad of projects and activities with which a boy gets involved. For this reason, the boy has little time for much else. Certainly, parents and friends are interested in what he is doing, and he is encouraged to send postcards and letters telling of his experiences. Winnebago Scout Reservation does not offer a specific Visitors Night. Your Scout is in program from 9 to 12 and 2 to 5 – a very busy and rewarding experience.

Check with the Reservation Director for Troop/Parent visitation procedures.

**Note: All visitors must follow signs and check in at the Camp Office and receive wristbands. All visitors must wear camp wristbands at all times. All visitors must pay at Camp Office for any meals they will be sharing with their Scout (\$6.00 for breakfast, \$7.00 for lunch, and \$8.00 for dinner) Use meal receipt for presentation to Steward at Dining Hall.**

## Trading Post:

The Trading Post operates as a service to the camp community. Items that can be found in the Trading Post include handicraft kits for merit badge projects, official BSA uniform parts, snacks, soft drinks, ice cream, stamps, **Merit Badge pamphlets (Limited Quantity)** and other Scouting literature, T-shirts, souvenirs, and various items from the BSA Supply Catalog. The hours of operation will be posted on the Trading Post.

## Buddy System:

**The Buddy System must be used by all Scouts at all times.** This means that **any time a Scout is going anywhere, he must have a buddy** with him. Remember – safety first!

## Uniforms:

The Official Scout Uniform includes tan shirt, pants or shorts, belt, and Scout socks. Hats and neckerchiefs are optional. All leaders and Scouts are encouraged to be in correct uniform at retreat, vespers and special ceremonies. OA sashes are worn on Thursday with the Official Uniform. All other clothing should be Scout appropriate. Be proud to say you are a member of the Boy Scouts of America.

## Insurance

The Council Health and Accident Insurance Policy currently in effect covers all currently registered Patriots' Path Council Scouts and Scouters for all camp activities at the time of camp. **All out-of-council units attending our camps must provide proof of unit health and accident insurance prior to arrival at camp. Out-of-Council units must file Incident Report(s) directly to their Council.**

### Coverage Limits

Accident Medical Expense*	\$15,000
Illness Expense*	\$ 7,500

This coverage is secondary to a participant's personal Health insurance with a reimbursement of up to \$300.00 of out of pocket expense.

\* If there is no other valid and collectible insurance available from any other source, this coverage may pay the covered expenses up to the amount of benefit shown above. A notarized statement will be required.

For details on this policy, call the Council Service Center (973-765-9322).

## Lost & Found

All Patriots' Path Council camps will hold any items that are found in camp for a period not to exceed two weeks.

**Exception:** food/perishables-will be destroyed immediately.

Articles may be retrieved by claiming the item in person at the applicable camp during the camp season. Any item not claimed within that period will be discarded.

## Merit Badges

In order to have a successful experience in the merit badge program, **Scouts must begin their preparations at home**, continue at camp on Monday, and stick with it. Some merit badges can be completed during the camp period. Others have requirements for observations, tests, or record keeping over a prolonged period. In these cases, Scouts should complete all prerequisites before coming to camp, bringing certification of completion from their counselor (or Scoutmaster in the case of the Camping merit badge). To help Scouts in earning merit badges, we offer the following suggestions that you may wish to include in your camp planning, perhaps enabling a larger number of merit badge completions.

**Do not over-schedule.** We set no limit on the number of badges a boy can attempt, but sometimes their desires are bigger than their time limit or abilities allow. Experience tells us that for the first year camper, no more than two merit badges should be encouraged. For the older, more experienced camper, a normal maximum of three to four merit badges per week is recommended. Scouts are in camp for many things other than merit badges, and they should not miss out on other opportunities strictly to work on merit badges. Please do not allow your Scouts to plan for failure. Advise them when they make their selections and encourage them to stick to the guidelines provided above.

**Scheduling conflicts should not discourage a Scout from taking a merit badge.** All times are flexible, and most conflicts can be worked out with a counselor. If a Scout comes to camp **prepared** to pass the merit badge, he may ask a counselor for a review without waiting until the end of the week. This year's Merit Badge Scheduling Program will cause fewer scheduling conflicts because instruction sessions are listed as scheduled. Your Scout should be able to plan his day based on classes offered.

**Each Scout should thoroughly review the requirements of his planned merit badges and prepare himself before leaving for camp by reading the merit badge book(s) for the badge(s) being attempted.** Unfortunately, we cannot instruct those areas listed as prerequisites during merit badge instruction periods. Please be sure that items marked as prerequisites are completed prior to your Scout's arrival at camp. Scouts will be able to earn partial merit badges if they arrive without prerequisite work. This "partial" is good until the Scout's 18<sup>th</sup> birthday.

**Each Scout** should have a merit badge application form (blue card) for each merit badge being attempted\*. Please see that all the required information has been provided – legibly – in ink - and make sure that it has been signed by the Scoutmaster on the front section only so that it will be ready to present to the Merit Badge Counselor at camp. Please bring sufficient blue cards for your Scouts. Extras will be available for purchase in the Trading Post.

Remember that **several merit badges have requirements that must be completed before attending camp.** Evidence must be provided that these requirements have been met. On these and all requirements where work was completed prior to the Scout arriving in camp, a note from the Scoutmaster is not always sufficient evidence. When a requirement states "make, demonstrate, show, do, etc." then that is what is necessary. Photographs of the completed project(s), charts, reports, etc., would be helpful. If there are any questions about a merit badge's requirements, call the Florham Park Service Center or camp.

**Remember to check the current requirements for all merit badges your Scouts will be working on in camp. Many of the optional requirements cannot be completed in camp.**

**THERE WILL BE A LIMITED QUANTITY OF MB PAMPHLETS IN THE TRADING POST. BE SURE TO BRING ALL MERIT BADGE PAMPHLETS NEEDED WITH YOU TO CAMP.**

\* Swimming and Lifesaving Merit Badge – Can not be attempted until 2<sup>nd</sup> and 1<sup>st</sup> class swimming requirements are met.

# Winnebago Merit Badge Program

**SEE PAGES 12-14 FOR LIST OF MERIT BADGES.**

In the last column after each Merit Badge is a number 1, 2, or 3. These numbers indicate one of the three ways a Scout can approach that Merit Badge.

There are three ways to approach Merit Badges you are interested in:

1. Traditional camp Merit Badges. See following pages for listing, class schedules and requirements that may need to be completed prior to camp.
2. By appointment – See following pages for list of Merit Badges and requirements that may need to be completed prior to camp. The staff Merit Badge Counselor will work with you by appointment. There are no set classes for these Merit Badges.
3. All other Merit Badges the Patriots' Path Council has an active counselor. See following pages for a list of these Merit Badges. Our staff will work with you and your Scoutmaster by appointment through all the steps for you to complete any of these Merit Badges.

**THERE WILL BE A LIMITED QUANTITY OF MB PAMPHLETS IN THE TRADING POST.  
BE SURE TO BRING ALL MERIT BADGE PAMPHLETS NEEDED WITH YOU TO CAMP.**

For details on how each of these processes work, call Carl Moritz, Winnebago Reservation Director, at (973) 945-7404 or email [carl.moritz@scouting.org](mailto:carl.moritz@scouting.org).


<b>Merit Badge</b>	<b>Prerequisites</b>	<b>Camp Program</b> See Code list on Page 11
American Business	2A, 3, 5, 6	2
American Cultures	1, 5	2
American Heritage	1, 2, 3A, 3C, 4, 5, 6	2
American Labor	2, 5, 7, 9	2
Animal Science	6, 7	3
Archaeology	4, 5, 8, 9, 10, 11	1
Archery	1C	1
Architecture	1, 2, 3, 4, 5	2
Art	2, 4, 5	1
Astronomy	4C, 5B, 6, 7B, 9, 10	2
Athletics	3, 5, 6B	2
Auto Mechanics	3E, 4A, 4B, 5D, 6B, 10C	2
Aviation	2, 3, 4, 5	3
Backpacking	6B, 8C, 10, 11	1
Basketry	None	1
Bird study	5, 6, 7, 8	1
Bugling	6	1
Camping	4B, 5E, 7, 8C, 8D, 9A, 9B	1
Canoeing	3	1
Chemistry	3, 7	2
Cinematography	2D	2
Citizenship in the Community	2, 3, 4, 5, 7, 8	2
Citizenship in the Nation	2, 3, 6, 8	2
Citizenship in the World	3, 4B, 7	2
Climbing	None	3
Coin Collecting	6B, 7, 8, 9, 10 Must bring collection	2
Collections	1, 5B Must bring collection	2
Communications	4, 5, 6, 7, 8, 9	2
Composite Material	4, 5, 6	3
Computers	6, 7, 10	2
Cooking	3, 4, 5, 6, 7, 8	1
Crime Prevention	2, 4, 5, 6, 7, 9D	2
Cycling	6B, 8, 9 Must bring own bike (3)	1
Dentistry	3, 4, 6, 7	3
Disabilities Awareness	2, 3, 4, 5, 7	2
Dog Care	4, 8, 9	3
Drafting	None if camp has equipment	2
Electricity	2, 8, 9	2
Electronics	6	3
Emergency Prep.	1, 2C, 6B, 6B, 7, 8, 9	1
Energy	1A, 4, 5, 6, 8	3
Engineering	1, 2, 4, 7, 9	3
Entrepreneurship	2, 3, 4, 5, 6	3
Environmental Science	3D, 3E, 3F, 6	1
Family Life	3, 4, 5, 6	2
Farm Mechanics	5, 6, 7, 8	3
Fingerprinting	None	1
Fire Safety	6, 11, 12	2
First Aid	2D	1

<b>Merit Badge</b>	<b>Prerequisites</b>	<b>Camp Program</b> See Code list on Page 11
Fish & Wildlife Mgt.	5, 6, 8	1
Fishing	7, 9	1
Fly-Fishing	8, 10	1
Forestry	1, 3B, 5, 7	1
Gardening	1, 2, 3, 4, 6	2
Genealogy	2, 3, 4B, 5, 6, 7	3
Geology	4	1
Golf	8	1
Graphic Arts	3, 4, 7	2
Hiking	5, 6, 7	1
Home Repairs	None	2
Horsemanship	None if camp has a horse	3
Indian Lore	1, 4	1
Insect Study	3, 7	1
Journalism	2, 3, 4, 5	2
Landscape Architecture	2, 3, 4, 5, 6	3
Law	4, 6, 7, 8	2
Leatherwork	None	1
Lifesaving	1A	1
Mammal Study	None	1
Medicine	7, 10	2
Metalwork	4	2
Model Design & Building	3, 4, 5, 6	1
Motorboating	3, 4A, 5 Camp must have motor boat	2
Music	3, 4	1
Nature	None	1
Nuclear Science	3, 5, 7	3
Oceanography	8	1
Orienteering	10	1
Painting	3, 4	2
Personal Fitness	1, 6, 7, 8, 9	1
Personal Management	1, 2, 8, 9, 10	2
Pets	1, 2, 3, 4	2
Photography	4, 5	2
Pioneering	2A	1
Plant Science	4, 6, 7	3
Plumbing	None	2
Pottery	7 Camp must have a kiln	2
Public Health	5, 7, 8	2
Public speaking	4	2
Pulp & Paper	6, 7, 8	3
Radio	8	1
Railroading	8	2
Reading	1, 2, 4	3
Reptile & Amphibian	8	1
Rifle Shooting	None	1
Rowing	3	1
Safety	1, 2, 3B, 4, 5, 6, 7	2
Salesmanship	5, 6, 7	3
Scholarship	1, 2, 3, 4, 5	2
Sculpture	None	2


<b>Merit Badge</b>	<b>Prerequisites</b>	<b>Camp Program</b> <b>See Code list on Page 11</b>
Shotgun Shooting	None	1
Skating	None Roller skate or in-line skates	1
Small Boat Sailing	2	1
Snow sports	Not at summer camp	3
Soil & Water Conservation	None	1
Space Exploration	2, 3, 5, 8	1
Sports	4, 5	1
Stamp Collecting	6A, 7, 8	2
Surveying	6, 8	3
Swimming	3	1
Textile	2A, 2B, 3, 6	3
Theater	1, 2, 3	2
Traffic Safety	5	2
Truck Transportation	1, 4, 10	3
Veterinary Medicine	3, 4, 6	3
Water Sports	3, 6	3
Weather	10	2
Whitewater	3, 13	3
Wilderness Survival	5	1
Wood Carving	2A	1
Woodwork	1B, 4, 5, 6, 7	2

## Aquatics

The Waterfront on picturesque Durham Pond provides Scouts and leaders alike with the tools to be skillful and at home in the water, and relaxed and confident in their ability to swim well. Instruction is provided in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. Scouts will have fun in and out of the water, develop strong and coordinated bodies, and be provided with activities that will have recreational value later in life.

Merit Badge	Time	Prerequisites	Bring to Camp	Comment
Canoeing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
 Lifesaving	10:00 - 11:45	pass current Swimmers' Test; 1a	Long sleeve shirt, long pants, socks, foot wear to get wet, belt	3 <sup>rd</sup> year or more
Rowing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Small Boat Sailing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Swimming	10:00-11:00	pass current Swimmers' Test; 3, 10c	Long sleeve shirt, long pants	Older Scout Recommended

### Other Aquatics Programs

Program	Time	Prerequisites	Other Info	Comment
Instructional Swim	9:00 2 <sup>nd</sup> Class 10:00 1 <sup>st</sup> Class 11:00 All others			Any age Scout
Lifeguard, BSA	8am – 8pm M-F	See Below*	Current CPR card	14 and up; strong swimmer
Mile Swim	2:00 – 5:00		See Below**	Any age Scout
Sailing, Sail Boarding, Kayaking	2:00 – 5:00	Must be Swimmer and have sailing instruction		Any age Scout
Open Swim	2:00 – 5:00			Any age Scout
Open Boating	2:00 – 5:00 7:00 – 8:00			Any age Scout
Water Carnival	Friday 4:15 – 5:45	Troop Spirit!!		All Scouts

**NOTE: Swimming and Lifesaving Merit Badges CAN NOT be attempted until 2<sup>nd</sup> Class and 1<sup>st</sup> Class swimming requirements are completed.**

\* BSA Lifeguard is a very long course and requires extensive pre-camp work. Anyone interested in this certification (youth and adult alike) should obtain an application at the Florham Park Service Center as soon as possible and review the requirements.




Prerequisites: Scouts must be 14+ years old; show evidence of the ability to perform the skills and knowledge of basic first aid; show knowledge of the procedures for the universal precautions for Bloodborne pathogens; have current CPR certification; and be able to show proficiency in Rowing and Lifesaving skills.

Please note: **AT WSR THIS IS A 5 DAY COMMITMENT.**

\*\* Mile Swim – Participate in four hours of training and preparation for distance swimming (one hour a day maximum). Actual mile swim will be on Thursday or Friday.

## Shooting Sports

There is nothing more exciting to a Scout than to shoot a rifle, shotgun or bow and arrow for the first time. The only thing more exciting is actually hitting your target that first time. Our Shooting Sports program gives Scouts the opportunity to achieve that excitement. We have added more free and open shooting times for Scouts to shoot that are not in the badge. We hope to see you at the new open times at the range. See how well you can shoot in our three areas. Test your skill against your buddies, or even your Scoutmaster.

<b>Merit Badge</b>	<b>Time</b>	<b>Prerequisites</b>	<b>Bring to Camp</b>
Archery Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp 1c	 Merit Badge Book
Rifle Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp	 Merit Badge book
Shotgun Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp	 Merit Badge book





### Other Shooting Sports Programs

<b>Program</b>	<b>Time</b>	<b>Event</b>
Archery, Rifle & Shotgun	10:00-12:00; 3:00-5:00 Monday to Friday	Open Shoot
Archery	1:00–2:00 Wednesday	Robin Hood Challenge (must be 18 years old)

**NRA Rifle Classification, NRA/BSA Postal Match and special award shooting** will be provided at Rifle Open Shoot, and is open to all Scouts. **All special Programs are during Open Shoot Time.**

## Outdoor Skills

Winnebago's Outdoor Skills Area will bring you back to the Baden-Powell days of Scouting. Scoutcraft will help Scouts develop basic hiking and camping skills, teach them to appreciate and understand the outdoors by making the best use of their own faculties and their natural surroundings, and provide them with the knowledge of health and safety practices so they may develop healthy mental attitudes and physical fitness. The Outdoor Skills Area awaits all those who think they have what it takes to survive.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout Recommended
Backpacking	3:00 – 4:00 Monday to Friday	8, 9, 10, 11	Backpack & appropriate gear	2 <sup>nd</sup> year or more Scout with Troop camping experience
 Camping	9-10; 11-12; 4-5 Monday to Friday	Proof of 20 nights camping (9a)	<b>ALL</b> gear listed in MB pamphlet; Proof of 9a	2 <sup>nd</sup> year or more Scout with Troop camping experience
Cooking*	9-10; 11-12 Monday to Friday	3, 4, 5, 6, 7, 8	See Note	Any Scout
Emergency Preparedness *	3:00 – 4:00 Monday to Friday	1, 2b, 2c, 6, 8a, 8b, 8c, 9	See Note	Older Scout
First Aid** Classes at the Health Lodge	9:00 – 10:30 2:00 – 3:30 Monday to Friday	1 (Scout Handbook) 2b – <i>Home-made</i> First Aid Kit	Scout Handbook and <i>home-made</i> First Aid Kit	Older Scout (recommended)
Hiking	See Area Director if interested	 5, 6, 7	Scoutmaster note for prerequisites 5 & 6	2 <sup>nd</sup> year or more Scout with Troop camping experience
Orienteering *	11-12; 2-3 Monday to Friday	6a, 6b, 7, 8, 9, 10	See Note	2 <sup>nd</sup> year & more
Pioneering	10-11; 3-4 Monday to Friday	 2a	Knowledge of Scout skills	2 <sup>nd</sup> year & more
Wilderness Survival	10-11; 2-3 Monday to Friday	 5, Survival kit	Survival kit	2 <sup>nd</sup> year & more

**\*Cooking, Emergency Preparedness (Scouts strongly encouraged to have completed First Aid Merit Badge before attempting this badge), Orienteering Merit Badges – Scout should bring partial Merit Badge Blue Card with prerequisites completed as all requirements can not be done in camp.**

**\*\*First Aid Merit Badge:** All Scouts must have completed Tenderfoot, Second Class and First Class First Aid requirements prior to taking this Merit Badge. This Merit Badges requires a lot of preparation prior to camp and time devoted to practicing skills outside of class.

## Handicraft

Winnebago's Handicraft Area addresses the Scout's desire to make something with his hands. The projects available answer the creative urge in boys to make something, and to improve their environment by making things of beauty and usefulness from nature's materials. The Troop and Patrol can also benefit because skills learned and interests peaked can become part of the year-round program, giving the Scouts a foundation in handicraft materials to work with, tools, and how to improvise.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Art	4-5 PM Monday-Friday	None		Any Scout
Basketry	9-10 AM; 10-11AM; 2-3PM Monday to Friday	None	Money for kits	Any Scout
Indian Lore	See Area Director if interested	None	Essay; items from 1, 2a,b,d, 4a	Any Scout
Leatherwork	10-11AM; 11-12 noon; 2-3PM Monday to Friday	None	Money for Kits Cost \$7.00	Any Scout
Model Design & Building	3-4 PM Monday-Friday	None		2 <sup>nd</sup> year & more
Woodcarving	9-10; 11-12 ; 3-4PM Monday to Friday	None	Money for Kits	Any Scout
Open Handicraft	9-12; 2-5; 7-9 Mon, Tue, Thur	None	Project to work on	Any Scout

Handicraft kits of all sizes, types and skill levels can be purchased from the Trading Post. The prices are as follows and subject to change:

- Leatherwork Kits = \$7.00
- Basketry Kits = approximate cost \$15
- Woodcarving Kits = \$5.00

Indian Lore MB will be available by special request through our Camp Troop Scoutmaster. Please see Camp Troop Scoutmaster if you are interested in Indian Lore Merit Badge. Will require the purchase of a kit between \$3.50 to \$5.00

**Fingerprinting MB will be held on Monday night at 7:30pm in the Dining Hall. Bring your fingers!**

**Wink Dousa Wood Award – Submit your entries by 4:00 PM Friday**

**Troop Plaques** – One of many long standing traditions at WSR is making of a Troop Plaque. For years, troops have created plaques to commemorate their week at camp. Once completed, the plaques will be hung in the Dining Hall and become a part of camp history. One 12X16 inch piece of wood per troop, as well as paint and other materials, can be obtained from Handicraft.

**Totin' Chip** – In the interest of safety and BSA policy, all scouts must present their Totin' Chip card before being issued a knife, saw or other wood tool from the Handicraft staff. All scouts attempting the Woodcarving Merit Badge must present their cards to the counselor to satisfy one of their requirements and begin work on their projects.

**Merit Badge Books** – It is always recommended that Scouts obtain a copy of the current Merit Badge book and review the material prior to camp. **REMEMBER THERE IS ONLY A LIMITED NUMBER OF MERIT BADGE BOOKS AVAILABLE FROM THE TRADING POST. SO PLEASE GET YOUR BOOKS BEFORE CAMP.**

## Ecology

Winnebago's Ecology Area offers unique merit badges related to the fields of ecology and conservation. Scouts will be taught how to develop the right attitude regarding the importance and wise use of natural resources in such a way that they will always contribute to our well-being. Scouts will use various equipment related to these fields, as well as incorporating the management of living animals. Please check the schedule below carefully. Note that in the Ecology Area, the merit badge pamphlet is the Scout's most valuable resource. Please make sure all Scouts in the Ecology Area bring their merit badge pamphlets with them.

<b>Merit Badge</b>	<b>Time</b>	<b>Prerequisites</b>	<b>Items to Bring to Camp</b>	<b>Year of Scout</b>
Environmental Science	9-10 AM; 2-3 PM Monday – Friday		Notebook	2 <sup>nd</sup> year & more
Fish & Wildlife Management	11AM-12 noon Monday - Friday	5, 6b, 6c, 7c, 7d, 8	Completed prerequisites	2 <sup>nd</sup> year & more
Fishing	10-11AM; 11AM-12 noon Mon-Fri		Recommend you bring fishing equipment	Any scout
Fly Fishing	9 to 10 AM Monday - Friday		Fly Fishing equipment	Any Scout
Forestry	3-4 PM Mon-Fri	3b	Bring Completed 3b	2 <sup>nd</sup> year & more
Geology	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Mammal Study	9 to 10 AM M-F			Any Scout
Nature	10 to 11 AM; 2-3 PM Mon - Fri		Bring collections	Any Scout
Reptile & Amphibian Study	4-5 PM Monday-Friday	8	Notebook and completed #8	2 <sup>nd</sup> year & more
Soil & Water Conservation	11-12 noon Monday - Friday			2 <sup>nd</sup> year & more
Space Exploration	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Weather	2-3 PM Mon-Fri	8	Completed prerequisites	Any Scout


### **Additional Ecology Area Programs:**

The Winnebago Scout Reservation Ecology Area has so much to offer besides merit badges! Check out the schedule below and be sure to sample the fun!

<b>Event</b>	<b>Day/Time</b>	<b>Location</b>
Fish Fry	TBD – Required for Merit Badge	Ecology Area
Mud Hike	To Be Announced	Ecology Area

## Field Sports

### Field Sports Merit Badges

<b>Merit Badge</b>	<b>Time</b>	<b>Prerequisites</b>	<b>Items to Bring to Camp</b>	<b>Year of Scout</b>
Athletics	See Area Director if interested	3, 5, 6b	Partial Blue Card showing 3, 5, 6b complete	Any Scout
Cycling	See Area Director if interested	6b, 8, 9	Personal Helmet & Protective Equipment Partial Blue Card showing 6b, 8, 9 complete	Any Scout
Skating (in-line)	See Area Director if interested		Skates, Personal Helmet & Protective Equipment	Any Scout
Sports	See Area Director if interested	4, 5	Partial Blue Card showing 4,5 complete	Any Scout

## **Special Opportunities at Winnebago:**

Below is a list of workshops, demonstrations and fun events at Winnebago in which your Troop, its Patrols or individuals can participate. Registration (where necessary) can be accomplished through the Program Director. Demonstrations can be arranged at the Leaders' Meeting on Sunday, or through your Commissioner.

### **Aquatics**

BSA Lifeguard  
Boating (Canoes, funyaks, rowboats  
Paddleboats, sailboats, sailboards,  
Huck Finn raft & Miss Winnie)  
Instructional Swimming  
Mile Swim, BSA  
Recreational Swimming & Trampoline  
Safe Swim Defense/ Safety Afloat  
Troop Boating  
Water Carnival

### **Program Director**

Cooking Contest  
Leaders Only Dinner  
Flag Ceremony Participation  
Winnebago Historian

### **Handicraft**

Troop Plaque Project  
Indian Lore Presentation

### **Shooting Sports-Rifle Range**

Black Powder  
Old Man of the Mountain (Leader Shoot)  
NRA Marksman Program  
NRA/BSA Postal Match  
Card Cutting  
Reactive Target Shooting

### **Shooting Sports-Archery**

Action Archery  
Top Archer Award  
Robin Hood Challenge (Bow & Arrow)

### **Ecology**

Conservation Projects  
Mud Hike  
Nature Trail Tour  
Nature Trivia Contest  
Nature Trail Tour  
Stargazing

### **Order of the Arrow**

Cracker Barrel  
Service Project

### **Outdoor Skills**

Camp Cooking Demonstration  
Canoe Portages  
Gateway Competition  
Knot and Lashing Demonstration  
Map and Compass Instruction  
Orienteering Course  
Outpost Trips  
Paul Bunyan Award  
Low-Impact Camping Demonstration

### **Mountain Biking Outpost**

### **Field Sports**

Bouldering Wall  
Volleyball  
Basketball  
Tetherball  
Horseshoes  
Challenge Course  
Low COPE/Team Building

## **Camp-Wide Programs and Services:**

### **Vespers:**

A Scout is Reverent. Non-denominational services are held in the Chapel.

Tuesday morning 8:35 to 8:45 AM

Thursday after lunch 12:55 to 1:05 PM

### **Water Carnival:**

Wacky, wet and wild waterfront activities! Join us to find out more about this campwide Troop competition at Aquatics. See you Friday, at 4:15 PM, at the waterfront. Be prepared to get wet. Bring all your Scout Spirit!

### **Morning Colors:**

7:50 A.M. Daily

Please assemble on the Parade Field by Troop

### **Evening Retreat:**

5:45 P.M. Monday-Thursday 6:15 P.M. Friday

Please assemble on the Parade Field by Troop

# Dan Beard Program

The Dan Beard Program has been planned to supplement the Troop's regular program, not replace it. With that in mind the program has been developed from the perspective of the first year summer camper. However, it should be noted that the Winnebago Dan Beard program is structured to provide individual attention to each Scout regardless of where they are on the advancement trail. Simply put, the Winnebago Dan Beard program is tailored to meet the needs of each individual Scout. Using the model put forth by Lord Robert Baden-Powell at Brown Sea Island the Scouts involved with Dan Beard will be immersed in a day long scout-skills and team building environment. The Scouts of Dan Beard will have the opportunity to earn at least three merit badges however the principle emphasis will be on learning and applying the skills necessary for rank advancement through First Class. Each Scout will enjoy the camaraderie of their home Troop during meals and in the evening when they are not on outpost. Each Scout will have the chance to experience all that the Winnebago Scout Reservation has to offer. Early in the week the Scouts involved in the Dan Beard program will travel to the various camp program areas and be introduced to the assortment of Scouting opportunities contained in those areas.

Scoutmasters: Friday evening after the campfire you will be provided with an individual form for each of your Scouts involved in the Dan Beard program. This form will highlight the skills that the Scout has been introduced to, the skills he has demonstrated some proficiency in and the skills that he has mastered. The Dan Beard program encourages you to review these skills with your Scouts. It will be up to you based on your review and the information provided to fill in the Scout's handbook with the proper dates, etc. You can then use the information contained in this form to develop an advancement program specific to the individual Scout.

The key word of the Winnebago Dan Beard Program is *FUN!* If it is not fun then it is not Scouting. Utilizing the current Scout Handbook and a hands-on approach the program will draw on the past and the present as it strives to be on the cutting *e-d-g-e* of scout-skills and team development. Baden-Powell often said that "The patrol method is not one way to run a Scout program, it is the only way." The Scouts in Dan Beard will be formed into camp patrols enabling them to work on both team building and leadership skills. The day long program allows for a more comprehensive and time effective approach to explaining, demonstrating, guiding and enabling (*e-d-g-e*) the mastery of specific scout-skills. If you, as the unit leader, feel that your Scouts will not benefit from the entire session then we ask that an adult or SPL or buddy accompany the Scout when leaving the program area.

A specially designed patch is awarded to each participant in the Dan Beard Program in celebration of their efforts in advancing their Scout skills to a new level.

## Dan Beard at Camp Winnebago

<u>Time</u>	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
<b>9:00am – Noon</b>	<b>Wood Tools Flags &amp; Citizenship</b>  - Tenderfoot to 1 <sup>st</sup> Class - Totin' Chip	<b>Visit Program Areas</b>  Boating - <b>Indian Lore Merit Badge</b> - Shooting Sports	<b>Ecology</b>  - Tenderfoot to 1 <sup>st</sup> Class - Visit Ecology	<b>Camping &amp; Cooking</b>  - Tenderfoot to 1 <sup>st</sup> Class - Outpost Prep	<b>Follow-up</b>  -Visit Scoutcraft - Service Project - Make-up Work
<b>2:00pm – 5:00pm</b>	<b>Aquatics &amp; Handicraft</b>  - 2 <sup>nd</sup> to 1 <sup>st</sup> Class Aquatics Skills - Visit Handicraft - <b>Art Merit Badge</b>	<b>First Aid &amp; Knots</b>  - Tenderfoot to 1 <sup>st</sup> Class  <b>Evening</b> - <b>Fingerprinting Merit Badge</b>	<b>Orienteering</b>  - Tenderfoot to 1 <sup>st</sup> Class	<b>Camping &amp; Cooking</b>  - Tenderfoot to 1 <sup>st</sup> Class - Outpost Prep  <b>Evening</b> - Outpost - Flag Retirement	<b>Follow-up</b>  - Make-up Work

Thursday is the Dan Beard Overnight Outpost.