

Camp NoBeBoSco 2016 Merit Badge Registration

Name: _____

Rank: _____

9-10	10-11	11-12	2-3	3-4	4-5

Note any prerequisites:

Be sure all prerequisite forms are completed -- provide to Mr. Bell before June 24.

Prerequisite Verification form. (make copies as needed)

Please use this form to obtain Leader and parent/guardian signatures for requirements that require pre-camp verification. Examples would be camping requirements for Camping Merit Badge (list the trips), meal requirements for Cooking Merit Badge, hikes for Hiking Merit Badge, etc.

Name of Badge: _____

Scout's Name: _____

Troop #: _____

Community Name: _____

Council Name: _____

List which requirements were completed, what was done,—be specific:

Signature of Scout: _____

Signature of Leader: _____

Signature of Parent/Guardian: _____

Please be aware that the requirements are still reviewed by the camp counselors, and some portions may need to be demonstrated again at camp.

Merit Badge Schedule: **April Update**

Merit Badge	Area	Time
American Heritage	Office	2 to 3
Archery	Range	9 to 10, 3 to 4
Art	Handicraft	10 to 11, 3 to 4
Astronomy	Nature	9 to 10 plus night time observations
Backpacking	Scoutcraft	Schedule With Staff
Basketry	Handicraft	10 to 11, 11 to 12, 4 to 4:45
Bird Study	Nature	Schedule With Staff
Camping	Scoutcraft	9 to 10, 11 to 12, 2 to 3
Canoeing	Waterfront	10 to 11 or 2 to 3 plus practice time
Climbing	QM	10 to 11 or 11 to 12
Cooking	Scoutcraft	3 to 4 with optional cooking demos 4 to 5
Electricity	QM	10 to 11
Emergency Preparedness	Scoutcraft	10 to 11, 3 to 4
Energy	Nature	10 to 11
Environmental Science	Nature	9 to 10, 2 to 3, 3 to 4 plus observation time
First Aid	Health Lodge	10 to 11, 2 to 3
Fish and Wildlife Management	Nature	10 to 11
Fishing	Nature	2 to 3
Forestry	Nature	3 to 4
Geocaching	Scoutcraft	10 to 11, 4 to 5
Geology	Nature	3 to 4
Hiking	Scoutcraft	Schedule With Staff
Horsemanship	At the Farm	9 to 11 - 3 days during the week
Indian Lore	Handicraft	9 to 10, 2 to 3, 4 to 5
Insect Study	Nature	Schedule With Staff
Kayaking	Waterfront	9 to 10, 4 to 5
Leatherwork	Handicraft	10 to 11, 11 to 12, 2 to 3, 4 to 4:45
Lifesaving	Waterfront	(2 Hour Badge) 10 to 12 (Bring CPR Card)
Mammal Study	Nature	10 to 11, 4 to 5
Nature	Nature	11 to 12
Orienteering	Scoutcraft	9 to 10, 4 to 5
Pioneering	Scoutcraft	9 to 10, 2 to 3, plus a project hour 10-11 or 3-4
Photography	Outdoor Eng.	10 to 11, 4 to 5
Reptile Study	Nature	11 to 12, 4 to 5
Rifle Shooting	Range	11 to 12, 2 to 3
Robotics	Outdoor Eng.	(2 Hour Badge) 9 to 11
Rowing	Waterfront	9 to 10, 3 to 4
Search and Rescue	Scoutcraft	10 to 11, 3 to 4
Shotgun Shooting	Range	4 to 5
Signs, Signals and Codes	Outdoor Eng.	9 to 10, 2 to 3
Small Boat Sailing	Waterfront	11 to 12, 2 to 3, plus practice time
Soil and Water	Nature	11 to 12, 4 to 5
Space Exploration	Outdoor Eng.	11 to 12, 3 to 4
Swimming	Waterfront	(2 Hour Badge) 9 to 11, or 11 to 12 and 4 to 5
Weather	Nature	9 to 10
Welding	QM	9 to 10, 11 to 12, 4 to 5, plus some project time
Wilderness Survival	Scoutcraft	11 to 12, 2 to 3, plus shelter building time early on
Wood Carving	Handicraft	9 to 10, 11 to 12, 3 to 4, 4 to 4:45
Woodwork	QM	11 to 12, 2 to 3

Merit Badge Schedule By Time Period: April Update

Area	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront	Swimming*		FCA Swimming Part 1*	Canoeing*	Rowing*	FCA Swimming Part 2*
	Rowing* Kayaking*	Canoeing*	Lifesaving Sailing	Sailing*		Kayaking*
Shooting Sports	Archery*		Rifle Shooting*	Rifle Shooting*	Archery*	Shotgun Shooting
	Orienteering*	Search And Rescue*	Wilderness Survival*	Wilderness Survival*	Cooking	Cooking Demo
Scoutcraft	Camping*	Emergency Preparedness*	Camping*	Camping*	Emergency Preparedness*	Geocaching
	Pioneering*	Project Hour*	Camping*	Pioneering*	Project Hour*	Orienteering*
Nature	Environmental Science*	Fish and Wildlife Management	Reptile Study*	Environmental Science*	Environmental Science*	Reptile Study*
	Weather	Mammal Study*	Soil and Water Conservation*	Fishing	Geology	Soil and Water Conservation*
	Astronomy	Energy	Nature		Forestry	Mammal Study
	Indian Lore*			Indian Lore*		Indian Lore*
Handicraft	Basketry*	Basketry*	Basketry*			Basketry*
	Leatherwork*	Leatherwork*	Leatherwork*	Leatherwork*	Art*	Leatherwork*
Health Lodge	Woodcarving*	Art*	Woodcarving*		Woodcarving*	Woodcarving*
		First Aid*		First Aid*		
Outdoor Engineering	Robotics		Space Exploration*		Space Exploration*	
	Signs Signals and Codes	Photography		Signs, Signals and Codes		
QM	Welding*	Electricity	Welding*		Welding*	
			Woodwork*	Woodwork*		
Office Area		Climbing	Communications	Citizenship in the World	Citizenship in the Nation	Citizenship in the Community
		Climbing	Climbing	American Heritage		

* Designates choice of time.

Merit Badge Prerequisites: **February Printing**

Merit Badge	Prerequisites / Comments	Page 1 of 2
American Heritage	3c – be prepared to show / discuss family history	
Archery	Need archery skills to pass badge. Requires purchase of arrow kit	
Art	6 – Be prepared to discuss your museum visit	
Backpacking	All requirements should be completed in advance	
Basketry	Requires purchase of two basket kits and 1 stool skit ~\$15	
Bird Study	Req 8 best pre-camp. Requires extensive knowledge and interest in birds	
Camping	4B, 8D, 9 – a signature verifying completion is fine	
Canoeing	Must pass "red, white & blue" swim test at camp	
Citizenships	See Trail to Eagle page	
Communications	See Trail to Eagle page	
Cooking (2016 reqs)	All of 4, 5 and 6. Bring menus, shopping lists, proof of cooking. There is an optional cooking period following the badge.	
Electricity	2, 8, 9a	
Emergency Preparedness	1, 2c, 8c – a signature stating completion is fine, 2b, 6c, 8a, 9 – please bring these written out	
Energy	1 – please bring the article, 4A and B – please bring the log and results	
Environmental Science	Study the pamphlet prior to camp. Observation time required. Can be a difficult badge. Suggested for 2 nd year or above.	
First Aid	Needs to teach first aid skills to Scouts in troop – before or during camp. Must be finished with First Class First Aid Skills. Bring the first aid kit with you (Req 2d)	
Fishing	Bring favorite equipment for fishing, limited supply available in camp	
Forestry	Completing a field notebook is required	
Geocaching	Req 9 – a signature verifying completion.	
Geology	Parts of req 4 and 5 can be completed pre-camp	
Hiking	All requirements should be completed.	
Horsemanship	There is a \$45 fee. Takes both the 9 and 10AM slots. 13 years or older. Class size limited at 14 Scouts.	
Indian Lore	Helps to do research pre-camp.	
Insect Study	Requirements 3, 4a, 4b, 7, 9, 11 must be completed prior to camp.	
Kayaking	Must pass "red, white & blue" swim test at camp	
Leatherwork	Requires purchase of some leather supplies (~\$7)	
Lifesaving	Must be a very strong swimmer. (2 Hour Badge)	
Pioneering	All rope requirements for Tenderfoot and First Class ranks. Skill with rope recommended.	
Photography	You may bring a camera – but it is not necessary.	
Reptile / Amphibian Study	Requirement 8 must be completed prior to camp. A signature verifying completion is expected.	
Rifle Shooting	Requires shooting ability. Difficult for novices to complete in 1 week.	
Rowing	Must pass "red, white & blue" swim test.	
Search and Rescue	4 – be prepared to discuss results, 6 – bring proof of your interview	
Shotgun Shooting	Requires shooting ability. \$20 - \$25 cost. Difficult for novices	

Small Boat Sailing	Must pass "red, white & blue" swim test. Difficult for small Scouts.
Soil and Water	Some options in #7 require pre-camp work. Please bring report.
Swimming	Must pass "red, white & blue" swim test. (2 Hour Badge)
Weather	Requirement 9 should be completed during camp. Please bring the log.
Welding	~\$25 Cost. Age 15+, Class size is limited at 10. Pants and Boots required.
Wilderness Survival	Bring personal survival kit with you to camp. Shelter building time during siesta Monday and Tuesday. Overnight Tuesday night.
Wood Carving	Purchase of carving items (~\$5) Bring or purchase pocket knife, Totin' Chit required.
Wood Work	\$20 to keep your project – no fee if project is for the camp. Not recommended for first year scouts.

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General Information By Program Area

Aquatics

- For merit badge times, consult the merit badge schedule – must pass BSA swim test.
- Instructional Swim: Daily, 11am Mon-Fri. (except Weds.)
- Safe Swim Defense / Safety Afloat: Monday at 1:00pm at Waterfront for all leaders
- Open Swim/Open Boating: 3:00 - 4:45 pm (except Weds.)
- Troop-run Boating and Swims are available during Troop Activities Night.
- Waterfront badges require instruction AND practice time.
- Scouts may also work on their 2nd and 1st class swimming req. at camp during instructional swim or free swim. They do not need to be in the FCA program.
- Polar Bear Swim: 7:10 to 7:30 Tuesday, Thursday, Friday.
- **BSA Lifeguard**
 - People intending to take part in this, should plan to be at the waterfront all morning and some time in the afternoon.
 - Leaders / Scouts must be over 15 to participate in this program.
 - You must have Red Cross CPR, AED, First Aid for the professional rescuer prior to attending camp to complete the certification.
 - Successful completion of the program will result in a certification
- **Mile Swim**
 - Participants must complete practice laps prior to the swim.
 - Monday - 8 laps (16 lengths of the swimmers' section)
 - Tuesday - 16 laps (32 lengths of the swimmers section)
 - Weather permitting the swim will be Thursday during lunch.
- **BSA Paddle Boarding**
 - For Scout's 3+ years at a BSA camp you can earn the BSA paddle boarding award.
 - Offered 2-3 at the waterfront

Scoutcraft

- For merit badge times, consult the merit badge schedule.
- Additional project time is required for pioneering merit badge.
- An in-camp overnighter is required for Wilderness Survival – weather permitting

Tuesday Night

Nature

- For merit badge times, consult the merit badge schedule.
- Environmental Science is for advanced scouts. Several hours of observations outside of class.
- A self-guided nature trail is available from the Nature Lodge.
- Conservation projects are encouraged – please see commissioner / Nature Director
- Astronomy requires late night work. Weather obviously is a factor.

First Class Adventure

- Our new-Scout program, First Class Adventure, is designed to work on scouting skills, and 1 or 2 Merit Badges. The 11 to 12 and 4 to 5 merit badge periods are left open for badge. Swim instruction is offered 11 to 12 if they did not pass swim test. Swimming merit badge is not recommended unless scout is a strong swimmer already, as it is a 2 hour badge and can be difficult.
- Final Schedule will be released during camp.
- Scouts in the new scout program will be taking an afternoon hike of 5 miles on Thursday. Please bring a canteen or water bottles and appropriate shoes.
- Scouts do not need to be "first year" to take part in the program!

Handicraft

- Consult merit badge schedule for merit badge times.
- The lodge is available at any time during Program Times: 9:00-12:00, 2:00-4:45.
- Having the Scouts doing the badge is more important than looks-- It should NOT be done by adults!!!
- There are costs involved in purchasing baskets, stools, carving kits, etc.
- These prices change every year, and we can't guarantee anything in this regard.
- *Stool kits are typically \$10, Basket kits \$4, Woodcarving slides \$2 to \$4, Leatherwork kits \$7.*

Field Sports

- For merit badge times, consult the merit badge schedule.
- Camp Awards in Field Sports will be run during camp
- Troop Shoots during Troop Activities: Sign-up with office after Leaders Meeting.
- Free Shoots are available during the day for individuals (see program schedule)
- Field Sports badges are difficult to complete unless the scout is skilled.
 - These are really not the best choice for first year scouts.
- Scouts in First Class Adventure will get experience in rifle and archery.
- Shotgun and Archery Merit Badges have costs involved.

Outdoor Engineering

- Prior knowledge of programming is helpful for Robotics
- Space Exploration has a small fee for the rocket (~\$10), the rocket will probably get caught in a tree.

Program Area Activities By Time Period

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront			Instructional Swim	BSA Stand Up Paddle Boarding	Open Swim and Boating	
			Mile Swim 12 to 1 Thursday			
		BSA Lifeguard				
Shooting Sports	Open Rifle	FCA Rifle			Open Rifle	
		FCA Archery	Open Archery	Open Archery		Open Archery
First Class Adventure		New Scout Skill Sessions		New Scout Skill Sessions		
Nature		Open for nature hikes, camp historical trail, special sessions, schedule with the staff.				
Handicraft		Open instruction available all day.				
Climbing	Open Wall for Older Scouts and Adults					
QM		Service Projects / Leaders Projects can be scheduled with your Commissioner		Mountain Biking - All Day		

Trail to Eagle

Introduction

The Trail to Eagle program at NoBeBoSco is designed to give your older Scouts an opportunity to continue working on merit badges while at camp in order to encourage them on their "Trail to Eagle". Scouts participating in this program will not only work on merit badges, but will be recognized for their participation in the program.

Requirements

Trail to Eagle is designed for scouts who have attained the rank of Star (or have finished all requirements), and are attending a summer camp for at least the third summer. Scouts are required to attend the special Trail to Eagle training sessions. If they do not attend, they will not be able to work on the merit badges.

Trail to Eagle Orientation

There will be a meeting after dinner on Sunday night, to sign up for the Trail to Eagle program and collect merit badge prerequisites. The prerequisites should be completed before camp, and typed. All Scouts wishing to participate must attend this meeting.

Trail to Eagle Sessions (1:30 – 2:00 Monday, Tuesday and Thursday)

These sessions will inform Scouts on navigating the paperwork process, selecting meaningful projects, discussing the process with Eagle Scouts, and answering any questions. Participation in these sessions are mandatory for anyone taking the Trail to Eagle badges.

THIS IS A SPECIAL PROGRAM, AND TRAIL TO EAGLE RULES APPLY WHICH CAN BE DIFFERENT THAN THE REGULAR CAMP PROGRAMS.

Merit Badges

Some of the merit badges that are required for Eagle are already included in our regular camp program. They are: Camping, Cooking, Emergency Preparedness, Environmental Science, First Aid, Lifesaving, Hiking and Swimming.

The SPECIAL badges offered in the Trail To Eagle program, and outlined in the schedule that follows are: Communications, Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World.



Merit Badge	Area	Time
Camping	Scoutcraft	9 to 10, 11 to 12, 2 to 3
Cooking	Scoutcraft	3 to 4
Emergency Preparedness	Scoutcraft	10 to 11, 3 to 4
Environmental Science	Nature	9 to 10, 2 to 3, 3 to 4
First Aid	Health Lodge	10 to 11, 2 to 3
Lifesaving	Waterfront	10 to 12
Swimming	Waterfront	9 to 11, 11 to 12 and 4 to 5
Hiking	Scoutcraft	Schedule with Staff

Merit Badge	Area	Time
Citizenship In the Community	Office	4 to 5
Citizenship in the Nation	Office	3 to 4
Citizenship in the World	Office	2 to 3
Communications	Office	11 to 12

Trail to Eagle Prerequisites

These badges require more advance work than others, and we expect it to be completed at the proper level prior to coming to camp. All prerequisites for these badges will be turned in at the Trail to Eagle orientation after dinner on Sunday night. The counselor will review them to ensure they are done to the proper level. All prerequisites for these badges **MUST** be typed.

Merit Badge	Prerequisite
Citizenship in the Community	2a, 2b, 3a, 4a, 4b, 5, 7a, 7b, 7c
	Scouts should also bring a map of their town.
	Book not required but strongly recommended.
Citizenship in the Nation	2, 3, 6, 8
	Scouts should also bring the front page of newspapers they read, or notes from the evening news.
	Scouts should also bring the typed letter to their Senator or Congressman.
	Book not required but strongly recommended.
Citizenship in the World	3a, 3b, 7 Select and complete any two of the five options prior to reporting to camp.
	The merit badge pamphlet is required for this badge.
Communications	5, 7, 9 (typed / printed out)
	Req 1, 2, 9 are best done in advance.
	Book is not required, but helpful

All prerequisites must be typed for these badges!

Camp NoBeBoSco Older Scout Opportunities

Mountain Biking (age 12 or 2nd year): We have bikes in camp, as well as safety gear. Scouts may not bring their own bikes to camp. The bikes are available to sign out at the QM for use on our trails only. Safety Course and card required.

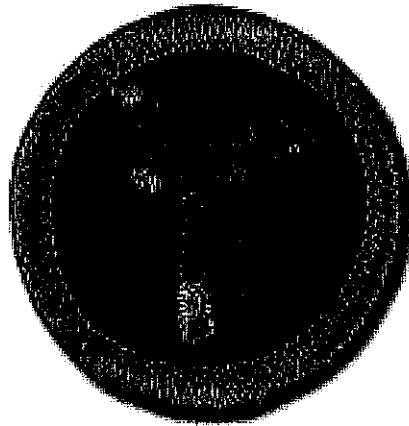
Climbing/Rappelling (age 12 or 2nd year just for open times, not merit badge): We will offer our wall during the week and will announce these times at camp. We will also offer Climbing MB (age 13) this year from 3-4 and 4-5, limited numbers, however.

OCSOBEBON Award (4th year at a summer camp or older) This is a self-guided program that will involve activities from all aspects of camp. Scouts will work on their own to complete the activities earning a neckerchief upon completion.

Kayaking Merit Badge (age 12 or 2nd year)

Welding Merit Badge (age 16 or older) - Based at QM, take the opportunity to learn the trade of welding and create a unique memento of your time at camp!

BSA Paddle Boarding (3rd year at a BSA Camp) - 2-3 at Waterfront - try your hand at paddle boarding with a chance to earn the BSA award.



Horsemanship 2016

The Horsemanship Merit Badge program is offered at a local farm in Blairstown. Scouts 13 and older are eligible to take part in this program.

Scouts should schedule the 9:00am to 11:00am sessions to participate. You can schedule an 11-12 merit badge.

Long pants and study shoes are necessary.

Sign-up will be immediately after dinner on Sunday. This program costs just \$45.00 per scout for a once in a lifetime opportunity!

We are limited in number of Scouts allowed.