



# BASE CAMP PROGRAM

## ADVANCEMENT

Summer camp has traditionally been viewed as a convenient place where Scouts can earn lots of merit badges in a short amount of time. However, the Blue Ridge Mountains Scout Reservation offers much more than merit badges and recognition. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, fishing, campfires, and sports. Though advancement is an integral part of the summer camp experience, make sure that your Scouts have time to relax, interact with their friends, and enjoy the natural beauty of their surroundings.

### Merit Badges

Requirements are taken from the 2003 Boy Scout Requirement Book. Check to make sure your merit badge pamphlets contain the same requirements. Each camper seeking to earn a merit badge must preregister for the class. We set up a schedule of classes that enables the camper to not only earn advancement but also participate in the camp's many special programs.

It is the responsibility of each Scout, with the help of his Scoutmaster, to determine in advance the merit badges he wishes to complete at camp. Prior preparation is required for many merit badges. In order to prevent partials, please make sure that your Scouts have both completed these requirements and have a signed note from the Scoutmaster stating that the prerequisites have been completed. In addition, some merit badges, such as those offered by the Handicraft Area, require the Scout to purchase or provide additional materials. Most of these materials may be purchased at the Camp Trading Post.

If a Scout is leaving camp for a day long activity such as white water rafting or white water canoeing, he needs to be prepared to complete his other merit badges in four days. If he studies the merit badge book before coming to camp, and prepares any reports and projects before camp, then he has the best chance of completing all of his merit badges at camp.

To ensure quality instruction, our merit badge classes are limited in size according to the number of available instructors, equipment, and various other factors. Those troops who return the merit badge sign up information, and who first complete their final fees, will have preference in the merit badge placement.

### Merit Badge Levels of Difficulty Scale

**Advanced Badge:** Merit Badges in this category are the most difficult to earn at summer camp due to the course content and number of prerequisites that must be completed before the Scout arrives at camp. For these reasons, advanced badges are recommended for more mature youth, First Class Rank and above.

**Moderate Badge:** Merit Badges in this category can easily be earned at camp by an experienced Scout. There are few prerequisites to complete at home.

**Basic Badge:** Merit Badges in this category have few, if any, prerequisites. These courses are excellent for younger Scouts or older Scouts who need to balance their schedule.

**Program Areas:** Each program area offers a variety of activities that enable each boy to get the most out of summer camp. Camp Commissioners will be on hand to help your troop plan their week's activities.

### Partially completed Merit Badges

Merit Badges not completed in full will result in a partial for the Scout. The merit badge application (blue card) will be returned to the Scoutmaster on Friday, with the requirements not completed listed on the form. Afterwards, it is the unit leader's responsibility to see that the Scout completes the merit badge.



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## AQUATICS

Troop free swims, open boating and special activities are available in the afternoon and evening. Adults should plan on participating in the Safe Swim Defense and Safety Afloat program.



**Canoeing**  
(Moderate)

**Canoeing.** Physical strength and stamina required. This is a good merit badge to introduce boating and is less difficult than rowing.

**Prerequisites: Prior CPR training is helpful, and completion of swimmer's test.**



**Swimming**  
(Moderate)

**Swimming.** This program is physically demanding. **Scouts must be able to pass the swimmer's test.** Bring a long sleeve button down shirt, long pants, and shoes that can get wet!



**Rowing**  
(Moderate)

**Rowing.** This is a physically demanding program. Rowing skills are more difficult to master than Canoeing.

**Prerequisites: Prior CPR training is helpful, and completion of swimmer's test.**



**White Water**  
(Moderate)

**White Water.** This class is offered only at Powhatan. The Scout must preregister and prepay a \$50 fee to go on the white water trip. Only 12 Scouts may participate.

**Prerequisite: Swimming & Canoeing Merit Badges, participants must pass the swimmer's test.**



**Lifesaving**  
(Advanced)  
(Eagle)

**Lifesaving.** This challenging program is conducted for two hours each day. Participants should bring a long sleeve button down shirt, long pants, and shoes that can get wet!

**Prerequisites: Swimming MB, Prior CPR training is helpful, and completion of swimmer's test.**



**Small Boat Sailing**  
(Moderate)

**Small Boat Sailing.** Offered only at Camp Ottari. This is a two hour program that will require additional free time to master the skills. Participants must be 13 years old. Class size is limited to 11 participants.

**Prerequisites: Requirement 10 may be completed before camp. Prior CPR training is helpful, and completion of swimmer's test.**



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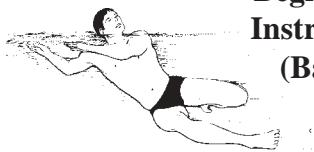
## AQUATICS



### BSA Lifeguard (Advanced)

**BSA Lifeguard.** This course is recommended for older boys only. Participants will spend the majority of their day on the waterfront. BSA lifeguard requires 30 hours of instruction! Bring a long sleeve button down shirt, long pants, and shoes that can get wet!

**Prerequisites:** Participants must have swimming MB and be enrolled in or have earned Rowing MB, and Canoeing MB. All candidates must sign up for Lifesaving MB. Prior CPR training is helpful.



### Beginner's Instruction (Basic)

**Beginner's Instruction.** This session is devoted to helping Scouts master the skills required to pass the swimmer's test.

Participants will complete requirement 7 for Second Class, while the swimmer's test satisfies requirement 9 for First Class.



### Non-Swimmer (Basic)

**Non-Swimmer.** This program is designed to help kids overcome their fear of water and master the basic skills needed to pass the swimmer's test.



### Kayaking (Moderate)

**Kayaking.** Participants in this program will learn the basic skills of kayaking and have the opportunity to earn the kayaking award.

Cost: The kayaking patch is produced by the Blue Ridge Mountains Council as a recognition award and it may be purchased in the Camp Trading Post.



### Mile Swim

**Mile Swim.** This badge is recommended only for strong swimmers and involves 5 one hour sessions.



### BSA Snorkeling

**BSA Snorkeling.** This program will instruct Scouts in the skills necessary to safely snorkel in open water. Meets once per day.



# BASE CAMP PROGRAM

## HANDICRAFT

The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness. The handicraft staff will organize special programs such as a Pow Wow or dream catcher seminar and will conduct open merit badge sessions for Leatherworking, Woodworking, and Basketry.



### **Art** **(Basic)**

**Art.** Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. Participants are encouraged to bring completed art projects from home.



### **Basketry** **(Basic)**

**Basketry.** This is an excellent badge for young Scouts. Scouts will use weaving skills to make a basket and a wooden stool. It may be possible to complete this badge in your spare time.

Cost: \$15-20



### **Indian Lore** **(Basic)**

**Indian Lore.** Scouts will learn about Native American life, games, and crafts. All participants will be required to take part in the Pow Wow. In addition to making Indian Crafts, this badge requires some in depth study and reports.

Cost: \$5-15



### **Leatherwork** **(Basic)**

**Leatherwork.** This is a good badge for younger Scouts. It may be possible for older Scouts to complete this badge in their spare time. Bulk leather is available for some of the projects; however, plan on purchasing kits from the Trading Post to complete all requirements.

Cost: \$5-15



### **Woodcarving** **(Moderate)**

**Woodcarving.** This badge is not recommended for first year Scouts due to safety concerns. Participants should bring a **sharp** knife.

**Prerequisites: Totin' Chip.**

Cost: \$5-15



# BASE CAMP PROGRAM

## NATURE/ECOLOGY

The Nature-Ecology department offers a wide variety of program features that are generally adaptable to the individual Scout's needs. In addition to merit badge offerings, activities include a nature trail, day and night hikes, and evening programs such as the snake show. Adult leaders should consider participating in the Leave No Trace program.



### **Astronomy (Advanced)**

**Astronomy.** Scouts will explore the night sky and learn about the celestial bodies of our universe. This badge is considered advanced and recommended only for older Scouts due to the complexity of the requirements. Scouts should plan on spending several evenings observing the night sky.



### **Bird Study (Moderate)**

**Bird Study.** This class will be held daily before breakfast when Scouts will have the greatest chance to observe the Reservation's bird population. Scouts should bring a pair of binoculars and a field notebook. Offered at Ottari only.

**Prerequisites: Requirement 8, certified by SM.**



### **Environmental Science (Advanced)**

**Environmental Science.** This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing, and experimenting.

**Prerequisites: Must be First Class.** If possible bring your "ecosystem" to camp to share.



### **Fish & Wildlife Management (Moderate)**

**Fish and Wildlife Management.** This badge requires some written work and conservation project.

**Prerequisites: Requirements 5 and 7, certified by SM.**



### **Fishing (Basic)**

**Fishing.** Bring your rod, reel, and tackle. Completion of this badge requires both patience and a little luck.



### **Forestry (Moderate)**

**Forestry.** This badge requires mature levels of concentration, plus charts and plans. Scouts should bring a notebook in which to mount leaves for their collection.



### **Geology (Moderate)**

**Geology.** This badge requires mature levels of concentration, plus charts and plans.

**Prerequisites: Requirement 2.** If possible, please bring your rock collection to camp. It is always interesting to view collections from around the nation.



### **Mammal Study (Basic)**

**Mammal Study.** This is a good introductory badge for younger Scouts. Participants will be required to complete a report and conservation project.



# BASE CAMP PROGRAM

## NATURE/ECOLOGY



### Nature (Basic)

**Nature.** This is an excellent introductory badge to all badges offered in the nature-ecology area. This badge requires participants to go on both day and night hikes.

**Prerequisite: Requirement 5, certified by the Scoutmaster.**



### Reptile & Amphibian Study (Moderate)

**Reptile and Amphibian Study.** Scouts will be required to make drawings and participate in some night observation (Frog hunt). Though this program is not recommended for Scouts afraid of snakes, past participants have lessened their fears by learning about reptile behavior.

**Prerequisite: Requirement 8, (month long project) certified by SM.**



### Soil & Water Conservation (Moderate)

**Soil & Water Conservation.** This badge requires drawings and a conservation project. This program covers a lot of material and is not recommended for younger Scouts.



### Space Exploration (Moderate)

**Space Exploration.** This is an exciting badge that explores mankind's development of rocketry and subsequent exploration of outer space. Scouts will be required to build a model rocket. Scouts are welcome to bring rockets from home but need to realize our terrain, forests and potential fire hazards will determine whether or not they can launch.

Cost: \$10



### Weather (Moderate)

**Weather.** This program covers a lot of material.

**Prerequisite: Requirement 8.**



### Leave No Trace

**Leave No Trace.** This course is designed to train leaders in the principles of Leave No Trace. It is our hope that each adult participant will carry this training back to his or her troop.





# BASE CAMP PROGRAM

## SCOUT CRAFT

The Scoutcraft area focuses on traditional Scout skills. In addition to merit badges, this area offers weekly cooking demonstrations, Totin' Chip, Firem'n Chit, Paul Bunyan Woodsman, and an overnight trip into the back country.



### Camping (Moderate)

**Camping.** This program requires lots of written work, cooking, and planning for the overnight hike. Bring your backpack, sleeping bag, and a backpacking tent.

**Prerequisites: Requirements 8c and 9, both certified by Scoutmaster.**



### Climbing (Advanced)

**Climbing.** Offered only at Camp Powhatan. This course is limited to 10 participants and recommended for older Scouts. This program is physically challenging and requires a strong knowledge of knots, first aid, safety, and care of equipment.

**Prerequisite: First Aid Merit Badge. First Class Rank**

Cost: \$15 paid prior to arrival at camp.



### Cooking (Advanced)

**Cooking.** The Scouts will prepare and eat their evening meals in the program area. Cooking experience is highly recommended.

**Prerequisites: Requirements 2, 3a, and as much of 4 as possible.**



### Emergency Preparedness (Moderate)

**Emergency Preparedness.** This program requires Scouts to complete written material and master many skills. A strong knowledge of knots is particularly important. Scouts must have First Aid and Merit Badge.

**Prerequisites: Requirements 1 (First Aid Merit Badge) and 8 (Personal "Emergency Pack").**



### First Aid (Advanced)

**First Aid.** This program covers a great deal of material. Scouts should bring a triangular bandage and roll of gauze.

**Prerequisites: First Class Rank and Requirements 1 and 2b.**

**Reading the pamphlet in advance is extremely helpful.**



### Horsemanship (Moderate)

**Horsemanship.** This is a fun but time consuming badge. Transportation to the horse pens needs to be arranged/provided by the troop's adults (approximately a 30 minute drive).

Cost: \$20 paid prior to camp to reserve your spot.



# BASE CAMP PROGRAM

## SCOUT CRAFT



### Orienteering (Advanced)

**Orienteering.** Participants in this program set up and run an orienteering course for their troop. Thus, cooperation of the troop members will be required. It is essential that Scouts wishing to take this badge have a basic knowledge of map and compass. Bring a compass!



### Pioneering (Moderate)

**Pioneering.** The Scout must have a basic knowledge of knots and lashings. In addition to the two hours of class each day, participants will need extra time to complete the project and splittings outside of class. Please bring a pocketknife and gloves.



### Wilderness Survival (Moderate)

**Wilderness Survival.** This program requires an overnight trip. Scouts should bring a backpack, sleeping bag, and ground cloth.

**Prerequisite: Requirement 5 (Survival kit).**


**This may also be purchased from the Trading Post for around \$20.**


**FIREM'N CHIT**


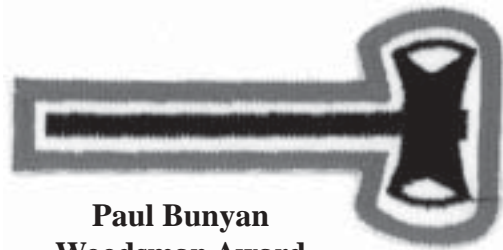
This is to certify that \_\_\_\_\_

can carry matches and build a campfire.

He has read the fire use and safety section in the *Boy Scout Handbook*. He knows that handling matches and building fires means responsibility, and he accepts it. In consideration of the above, he is hereby granted "Firem'n Rights".

Signed \_\_\_\_\_ Smokey 

**BOY SCOUTS  OF AMERICA**

### Paul Bunyan Woodsman Award





**TOTIN' CHIP**

This is to certify that the bearer \_\_\_\_\_

has read the woods tools use and safety rules from the "Second Class Scout" chapter of the *Boy Scout Handbook*. He knows that the ownership or use of woods tools means responsibility, and he accepts it. In consideration of the above, he is hereby granted "Totin' Rights".

Scout leader \_\_\_\_\_

**BOY SCOUTS  OF AMERICA**





# BASE CAMP PROGRAM

## SHOOTING SPORTS

The Shooting Sports department offers instruction in rifle, shotgun, and archery. Free shoots will be held in the evening for extra practice. Black Powder Rifle activities are also available.



### Archery (Advanced)

**Archery.** This is a very difficult badge to master; thus, it is recommended that participants have prior experience. Scouts should plan on spending a large portion of their free time at the range trying to qualify. You may bring your own bow if it is locked in the range house for the week.

Cost: \$5



### Rifle Shooting (Advanced)

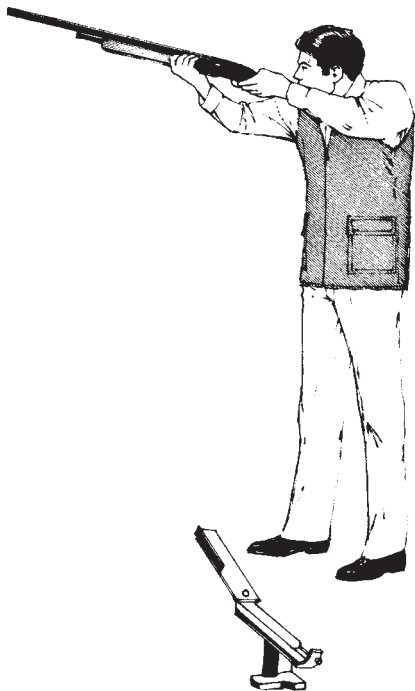
**Rifle Shooting.** Challenging and time consuming. A two hour per day class, plus extra time to shoot qualifying targets is required to earn the badge. A Scout may bring and use his own rifle only if it is a .22 caliber single shot, bolt action rifle with at least a 3 pound trigger pull. All firearms must be locked in the range house throughout the week. Do not bring ammunition!



### Shotgun Shooting (Advanced)

**Shotgun Shooting.** Challenging and time consuming. A two hour per day class, plus extra time to shoot qualifying targets is required to earn the badge. There is a 25¢ per shot fee—the absolute minimum cost to earn the badge (shoot 2 qualifying rounds) is \$12.50. Do not bring ammunition!

Cost: Most Scouts spend around \$15.





# BASE CAMP PROGRAM

## PROGRAM NOTES

### Commissioners

During your stay in camp, you will be served by a Camp Commissioner. Your commissioner is a valuable staff resource, helping you coordinate your program to get the most out of your stay at summer camp. During campsite inspections, the commissioner will meet with the unit leader to discuss upcoming programs and answer any questions the leader may have. Make good use of his services to ensure a successful week at the camp.

### Conservation Principles

The Blue Ridge Mountains Council Conservation Committee is diligently working to preserve and restore the Reservation to its natural state. As Scouts, we have pledged ourselves to obey the Outdoor Code and our Wilderness Pledge which calls for us to "Be clean in our outdoor manners." Please help us protect our fragile environment by following these basic Conservation Principles:

1. Live the Outdoor Code and LEAVE NO TRACE.
2. No trenches, ditches, or holes are to be dug.
3. Keep all campsite equipment in established areas.
4. Build fires only in established fire pits. Never leave your fire unattended!
5. No cutting of live trees or brush.
6. Stay on existing walking trails. Do not cut switchbacks!
7. Keep vehicles out of campsites, drain fields, and off of in-camp roads.
8. Observe wildlife from a distance. Do not attempt to capture or harass the animals!
9. Ask camp staff for conservation projects.

### Hound's Tooth Award

**To qualify as an Honor Troop, a troop must complete all of the following:**

- Score a minimum of 500 points on your troop inspection form.
- Fly your troop flag or post a sign identifying your campsite.
- The Scout Fireguard Plan is reviewed by the SPL with the entire troop and posted.
- A Troop Health Officer is elected and he reviews the information provided at check in with the troop.
- The Troop Roster is posted along with each Scout's Merit Badge Schedule.
- The troop has reviewed the camp's Plan for Black Bear Management and the campsite is maintained in accordance with the policies.
- There is clear evidence of Scout Spirit throughout the week. (Perform a troop yell at flags, enter troop competitions, etc.)
- Conduct a PLC Meeting at camp.

**And at least seven of the following:**

- Plan and conduct an inter-troop activity.
- Perform a conservation project for the camp (80% or more of the troop must participate for at least 2 hours). See Ecology Director.
- Perform a camp service project (80% or more of the troop must participate for at least 2 hours). See Camp Commissioner.
- Construct and maintain a safe woods tool area in your troop campsite throughout the week.
- All patrols have and display a Patrol Flag.
- SPL attends all camp PLC meetings.
- All Scouts and leaders wear their complete Class A Uniform to evening meals (Jeans are not part of the official uniform).
- At least 30% of the troop members take the mile swim course.
- The entire troop participates in the Polar Bear Swim.
- Troop performs a Flag Ceremony and Grace before a meal.
- Help the dining hall by serving a meal.



# BASE CAMP PROGRAM

## TROOP INSPECTION SHEET

Campsite: \_\_\_\_\_ Unit: \_\_\_\_\_ SPL: \_\_\_\_\_

### General Appearance:

- Troop and American flag properly displayed 5
- Flammable materials properly stored 5
- No safety hazards in camp 5
- No vehicles in campsites 5
- All clotheslines and tarp lines clearly marked & do not pose risk 5

M	T	W	Th	F

### Uniformity/Neatness:

- All tent flaps same (i.e. up or down) 5
- Towels, wet clothing, swim trunks on clothes line 5
- Personal clothing neatly stored 5
- Tent ropes secure and properly tied 5
- Troop roster and schedule posted for all boys 5
- Fireguard chart filled out and displayed 5

M	T	W	Th	F

### Cleanliness:

- Grounds clear of all litter and food 10
- Trails to and from campsite free of litter 5
- Latrine washed down and lids closed 5
- Latrine sink in clean condition 5
- No food in tents, all other foods secured from animals 5

M	T	W	Th	F

### Camp Improvements:

- Impact on campsite at a minimum 5
- All improvement projects approved 5
- No new fire rings constructed 5

M	T	W	Th	F

### Commissioner's Corner:

- Reward points \*
- Pre-camp and post-camp inspections completed \*

M	T	W	Th	F

**Total Points** (100 possible per day): \_\_\_\_\_

### NOTES:

1. Troops will be scored individually when sharing a campsite or latrine.
2. Latrines will be the shared responsibility of all troops in that site.
3. The commissioner will help units work out a cleaning rotation for showers.
4. Campsite scores will be posted daily on the commissioner's board.
5. Awards will be presented at the Friday Night Campfire.



# BASE CAMP PROGRAM

## ORDER OF THE ARROW AND ADULT PROGRAMS

### Friday Night Tap Out

The Order of the Arrow plays a vital role in the camping program of our council. Scouts who have demonstrated their ability as honored campers are recognized through their election in the OA. Troops wishing to have Scouts tapped during the Friday night campfire should hold elections prior to camp.



### Brotherhood Induction—Seal Your Membership

Ordeal members of the Tutelo Lodge eligible to seal their membership in the OA as Brotherhood members can take part in the Brotherhood induction process while at camp with their troop. The Brotherhood ceremony will take place on Wednesday night. All Brotherhood and Vigil Honor members are encouraged to attend the ceremony. Transportation may be arranged upon request for those with physical limitations. The fee for taking your Brotherhood is \$10; this fee will be collected at camp.

### Order of the Arrow Social

Join us before the Brotherhood Ceremony for food, drink, patch trading, and fellowship.

### ADULT PROGRAMS

Camp is no longer just a place for kids to have fun and earn merit badges, adults are also encouraged to get down and dirty, have a great time, and participate in our many training opportunities. Hey, it's your vacation, too. The following are typical training courses and activities offered at Powhatan and Ottari:

- Youth Protection Training for Boy Scout Leaders
- Youth Protection Training for Venture Leaders
- Scouting Games & Program Ideas
- Scouting Roundtable
- Adult Leader Appreciation Dinner
- Horseshoe Competition
- Powhatan Downs Golf Tournament  
(bring your funny pants and homemade clubs)
- Scoutmaster Challenge  
(knots, shooting sports, volleyball, etc)
- Health and Safety Training
- Dutch Oven Chile Cook-off
- Reservation Tour
- Climb on Safely
- Leave No Trace
- Safe Swim Defense
- Safety Afloat
- Training Junior Leaders
- Trek Leader
- BSA Lifeguard