

## Troop 23 Summer Camp Merit Badge Planning Worksheet

Name \_\_\_\_\_ Rank \_\_\_\_\_ Age \_\_\_\_\_

This will be my \_\_\_\_\_ year at Camp.

Circle the Merit Badges that you would like to earn at Napowan this summer.

Then request a card for each badge that you have circled. Complete it with your name, address, city, state, zip and Troop 23. Your District is **Blackhawk** and your Council is **NWSC**. Put the name of the badge on the backside of each card for each badge you plan to work on. You will get your cards back on the first night of camp.

### What Badges Should I Plan to Work On?

During the day, the program areas are centered on merit badges. All campers must go to program areas during the day. In the evenings and at scheduled times during the day, you will have special activities, including campfires, volleyball tournaments, special dinners, Pirate Night, etc.

It is strongly recommended that all first year campers plan to earn most or all of the following:

**Swimming (an Eagle required badge), Canoeing, Basketry, and Leatherwork.** These are fun and easier for first year campers.

Some good second week merit badges include, **Wilderness Survival, Small Boat Sailing, Pottery, Indian Lore, Pioneering, Orienteering, Astronomy, and Space Exploration.** It is easier if you make a Rocket ahead of time at home and bring it to camp with you for Space Exploration. (Pack it well so it doesn't break in your duffel bag). Indian Lore can be accomplished easily if you make some of the crafts ahead of time at home and bring them to show your counselor.

**Environmental Science (Eagle Required) and Lifesaving (Eagle required)** can be more difficult to earn, and you may want to wait until your second year. But, it is much easier to earn these two badges at summer camp.

Scouts should not plan on working on any of the **Shooting Sports** until their second or third year at camp. **Motorboating** will be allowed for the third or fourth year campers only. They only have 8 spots available for the entire camp making it very difficult to earn. The **Shooting Sports** require strength and accuracy to successfully complete the badge and can be frustrating to younger campers. The Scouts will be able to shoot during free time (not earning the merit badge). **Fishing** is another great badge, but it takes a lot of time (and luck) to catch fish.

If you're a third year camper or beyond, go for whatever badges you have a strong interest in. They have an all new Older Boy Program this year. Also work on special activities such as Project COPE, Mile swim, Paul Bunyan Woodsman, Triathlon Etc. But don't stop earning Merit Badges. Try to earn at least 3 - 5 Merit Badges each week.

## **Where to work on the Merit Badges?**

Try to work out your schedule so that you are not traveling a lot back and forth across camp too much. Plan your days so that you can accomplish several badges in the same general area before leaving to go to another. You will be proud with what you have earned and accomplished if you come home with the merit badges you planned on. It is frustrating and disappointing to run out of time to get everything done that you wanted. Don't be afraid to ask the adults in camp to help you plan so you can get the most out of your summer camp experience. They are there to help you with your schedules.

### **MERIT BADGES AT CAMP NAPOWAN**

\* Indicates an Eagle required Merit Badge

++ Indicates a NEW Merit Badge this year

## **Aquatics**



### ***Sunny Skies and Sandy Shores***

Located on two separate lakes, the Aquatics area is always a popular choice for scouts and leaders of all ages! The Swimming Area on Big Hills Lake teaches Swimming, Lifesaving, Motorboating Merit Badges and holds an open swim in the afternoon and the swim test on your first day. The Boating Area on Lake Napowan is a great opportunity to try out all kinds of different boats and explore all of Lake Napowan! Boating teaches Canoeing, Rowing, Kayaking and Small Boat Sailing Merit Badges and holds open boating in the afternoons.

Other special programs offered at Aquatics include (but are not limited to): learn to swim classes, Mile Swim, BSA Lifeguard, BSA Snorkeling, volleyball competitions, toilet toss and a tiki party!

### **Canoeing**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. This badge will aid the novice in perfecting the basic strokes and developing a knowledge of canoeing safety. Scouts will also be introduced to water rescue techniques. Recommended for all campers.

### **Kayaking**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. Scouts will learn basic kayaking strokes and techniques along with proper safety and rescue methods. Recommended for all campers.

### **\*Lifesaving**

Prerequisites: Requirement 1 and completion of the BSA swimmer test at Napowan. Scouts will need a long sleeve shirt, long pants, shoes, and a belt, all of which must be able to get wet. This badge focuses on advanced water rescue skills, with an emphasis on swimming rescues. Recommended for second year campers or older.

### **Motorboating**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. This badge will aid the novice scout in perfecting the basic operating skills for a motorboat and developing knowledge of motorboat safety. Recommended for second year campers or older.

## **Rowing**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. In rowing, scouts learn basic strokes and boat safety. Scouts are also introduced to boating rescue techniques. Allow time for practice. Recommended for second year campers and older.

## **Small Boat Sailing**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. Scouts learn the knots and techniques necessary for successful maintenance of a sailboat and for safe sailing. This is the most physically demanding boating merit badge. Recommended for second year campers and older.

## **\*Swimming**

Prerequisite: Pass the BSA Swimmers test upon arrival at Camp Napowan. The badge requires a long sleeve shirt, long pants, shoes, and a belt, all of which must be able to get wet. This badge teaches scouts advanced swimming and survival skills and improves swimming endurance while perfecting swimming strokes. Recommended for all campers.

## Flintlock Pioneer Village



### ***A Bridge to the Past***

The Flintlock Pioneer Village is what sets the Napowan Adventure Base apart from all other Boy Scout summer camps. Visiting Flintlock is like taking a step back in time. The blacksmith shop, which has a fully functional forge, and the old time printing press are enough to make the area special. However, the authentic log cabins and Native American Teepees also add to the special magic that make most Scouts return to describe it to their friends.

Scouts don't need the excuse of working on merit badges to just come out and make a leather or metal project to take home as a souvenir. Other activities include: tomahawk throwing, candle making and LEMON SHAKE UPS! As you can see the Flintlock area provides an opportunity unlike any other traditional Boy Scout Summer Camp program. Come down and see what's new at Flintlock. It's for this reason Scouts keep coming back year after year. We promise you won't be disappointed.

**Merit Badges:** **Downtown Flintlock:** Woodcarving, Metalwork, Leatherwork, Graphic Arts **Indian Village:** Pottery, Basketry, Indian Lore

### **Basketry**

No prerequisites. All activities can be completed at camp. This hands-on badge teaches scouts how to make two baskets and a stool. Recommended for all campers.

### **Graphic Arts**

No prerequisites. All requirements can be completed at camp. This badge incorporates past and present methods of printing and mass communications. Scouts get to use printing press machinery to create their own projects. Recommended for all campers.

### **Indian Lore**

No prerequisites. All requirements can be completed at camp. Scouts learn about the history of Native American tribes while participating in traditional games, learning about stories, and creating period-appropriate artifacts. Recommended for second year campers and above.

### **Leatherwork**

No prerequisites. All requirements can be completed at camp. Scouts learn about the leatherworking craft and use tools to make their own leather pouches and lanyards to take home with them. Recommended for all campers.

### **Metalwork**

No prerequisites. All requirements can be completed at camp. This badge gives scouts a historical perspective of metalworking and introduces them to modern forging terms and techniques. Scouts will be able to use the camp forge, extremely unique to Camp Napowan, to create their own projects which they can take home. Recommended for all campers.

### **Pottery**

No prerequisites. All requirements can be completed at camp. Scouts learn about pottery technique and terminology, draw pottery designs, and from them create their own works using a potter's wheel. Projects are open-ended. Recommended for all campers.

## Woodcarving

Prerequisite: Totin' Chip (class offered at Napowan). Scouts learn about knife safety and care and uses of other woodcarving tools before whittling their own projects that they can take home. Recommended for all campers.

## Nature



### *From the center of the Earth to the edges of space*

The Nature Lodge is located between Hills Lake and Lake Napowan on top of a hill overlooking Lake Napowan. In addition to offering merit badges, the Nature Staff will offer special programs throughout the week such as: a plant identification hike, soil conservation demonstrations, and much more. Come check out the Nature Lodge!

**Merit Badges:** Environmental Science, Fishing, Nature, Forestry, Mammal Study, Astronomy, Geology, Weather, and Space Exploration, Bird Study

## Astronomy

No prerequisites. All activities can be completed at camp. This badge introduces scouts to the tools used in astronomy and the stars and planets in the sky. Scouts will need to conduct nightly sky observations while at camp and will participate in a star hike. Recommended for second year campers and above.

## Bird Study

No prerequisites, but requirement 5 may be difficult to complete. Scouts are encouraged to pursue requirement 5 before coming to camp. This badge teaches scouts all about birds and how to identify them. Recommended for third year campers and above.

## \*Environmental Science

No prerequisites. All requirements can be completed at camp. Scouts discuss the history and importance of the discipline. This badge requires scouts to spend time in the field observing a study area, and report on what they saw in their area. A 100-word report on endangered species is also required. The Boy Scout Fieldbook is helpful. Recommended for all campers.

## Fishing

No prerequisites. All requirements can be completed at camp. We suggest you bring your own fishing gear, although some gear is available for check out at the Nature lodge. Single hooks only, no multi-hooks permitted at camp. The scout learns about different kinds of fish, how to catch and prepare them for eating, and how to use of different types of fishing gear. Recommended for all campers.

## Forestry

No prerequisites. All requirements can be completed at camp. Scouts study all about trees and the management of forests. Scouts are required to identify local trees and prepare a book of pressed leaves. Recommended for second year campers and above.

## **Geology**

No prerequisites. All requirements can be completed at camp. This badge studies rocks and rock formations. Scouts must build a rock collection from rocks found around camp. Recommended for second year campers and above.

## **Mammal Study**

No prerequisites. All requirements can be completed at camp. This badge teaches scouts about different mammals, their scientific classification, and their importance in the food chain and other natural processes. Scouts build a mammal habitat as part of the badge. Recommended for all campers.

## **Nature**

No prerequisites. All requirements can be completed at camp. This badge focuses on natural systems and how different parts of nature interact with each other. Identification of many different types of plants and animals is required, though scouts can focus on parts of nature that they find the most interesting. Recommended for second year campers or older.

## **Reptile & Amphibian Study**

Prerequisites: Requirement 8 states that the scout must keep a reptile or amphibian for at least one month and record observations. The rest of the work details the identification and general knowledge of reptiles and amphibians. Recommended for second year campers and older.

## **Space Exploration**

No prerequisites. All requirements can be completed at camp. Scouts learn all about space and build, launch, and recover their own model rockets. Scouts will also design their own Earth-orbiting space station. Recommended for second year campers and older.

## **Weather**

No prerequisites. All requirements can be completed at camp. Scouts learn about what causes various weather phenomena and how to be safe in severe weather. Scouts will need to measure and record weather conditions for the entire week while at camp. Scouts should bring an empty 1-liter bottle to camp in order to construct a rain gauge for requirement 9a. Recommended for all campers.

## Shooting Sports



### ***Lock on Target***

The Shooting Sports area is located on the East side of camp. It is made up of three ranges; Rifle, Archery and Shotgun. Last summer over 40,000 rounds of 22 caliber and over 10,000 shotgun shells were used. Some other activities available at shooting sports include: black powder shooting at Flintlock, and NRA qualification awards and shooting competitions for Scouts and Leaders

**Merit Badges:** Archery, Rifle, and Shotgun.

### **Archery**

No prerequisites. All activities can be completed at camp. Previous experience is helpful. This merit badge teaches scouts the proper and safe use of a bow and arrow. Scouts learn how to care for the bow and make bowstrings and arrows. Allow extra time for practice and qualifying. Recommended for second year campers and above.

### **Rifle Shooting**

No prerequisites. All requirements can be completed at camp. This merit badge offers instruction in the basic safety, handling, and care of firearms, and hunting safety using .22 rifles. Camp targets must be used. Allow extra time for practice and qualifying. Recommended for all campers.

### **Shotgun Shooting**

No prerequisites. All requirements can be completed at camp. This merit badge offers instruction in the basic safety, handling, and care of a shotgun. Younger scouts may not be physically able to complete the shooting requirement for the badge. Extensive practice during open shoot hours may be required. Recommended for third year campers and older.

## Sherwood



### *The Essentials of Scouting*

This program area is what Scouting is all about. Scout skills activities are intended to help Scouts develop basic camping, cooking, survival and other outdoor skills. It's a great place for a Troop to sharpen its skills in campsite enhancement projects and health and safety practices while camping. Additional opportunities in this program area include: Fireman Chit, Totin Chip, and Paul Bunyan Woodsman, as well as some awesome evening activities!

**Merit Badges:** Camping, Cooking, Orienteering, Pioneering, Geocaching, Wilderness Survival, and Hiking.

### **\*Camping**

Prerequisites: 5e, 7, 8c, 8d, 9. These requirements can be signed off at camp if a scoutmaster can verify that the prerequisites were completed on past troop outings. Scouts experiment in fire building, backpacking, tent pitching, and general camp craft. Recommended for all campers.

### **\*Cooking**

2014 requirements and prerequisites TBA

### **Geocaching**

No prerequisites. All requirements can be completed at camp. Scouts are introduced to the fun new camping activity that has recently become very popular. Scouts participate in a geocaching event and create their own for others to try. Recommended for all campers.

### **Orienteering**

No prerequisites. All requirements can be completed at camp. The badge requires scouts to be hiking and running, so scouts need to bring sturdy shoes and their own compass. Scouts will be introduced to orienteering conventions and proper use of a compass and pacing. Once ready, scouts will then embark on multiple challenging orienteering courses before creating their own. Recommended for third year campers or older.

### **Pioneering**

No prerequisites. All requirements can be completed at camp. Knowledge of knots and lashings is very helpful. Badge culminates with a major project, such as a two-posted tower, a monkey bridge, or an Adirondack shelter. Once the basic knots, splices, lashing, and rope making have been mastered, the scout may apply his ingenuity towards his own original design. Recommended for third year campers and older.

### **Scouting Heritage**

No prerequisites. All activities can be completed at camp. Scouts learn about the history of the International Scouting movement and of Scouting in the USA. Through interviews and research, scouts also learn about the history of their own units and of experiences from others impacted by the scouting program. Recommended for third year campers and older.

### **Wilderness Survival**

Prerequisite: Requirement 5. The scout should bring materials for a survival kit with him to camp to show the counselor. Scouts will learn about survival tips, edible plants, fire starting techniques, and will build a natural shelter that they will sleep in during the week. Recommended for second year campers and older.



## Project C.O.P.E.



### *Challenging Outdoor Personal Experience*

At the C.O.P.E. Area, scouts 13+ have many first-time opportunities including trust falls, using teamwork concepts to conquer various challenges, climbing and repelling our spectacular Climbing Tower and even flying through the pine canopy on the ZIPLINE! As part of the C.O.P.E., day-long experience, scouts and leaders participate in a interesting training course. We encourage all eligible participants to partake in this once-in-a-lifetime opportunity.

### **Climbing**

No prerequisites. All activities can be completed at camp. Scouts must have proper footwear and clothing. Scouts learn about knots and techniques before belaying, climbing, and repelling. Recommended for second year campers and above.

## **Older Scout Program**

### **++Automotive Maintenance**

Offered exclusively to scouts age 14 and older. No prerequisites. All activities can be completed at camp. Scouts will walk step by step through the operation of all of a car's systems and will learn how to check for problems and fix basic maintenance problems in a vehicle. Expect plenty of hands-on work with automobiles.

### **\*Emergency Preparedness**

Prerequisites: requirement 1- Earn the First Aid Merit Badge (can be done while at Camp) and requirement 2C- Meet with and teach your family how to get or build a kit, make a plan, and be informed for the situations on the chart you created for requirement 2b. Complete a family plan. Then meet with your counselor and report on your family meeting, discuss their responses, and share your family plan.

### **++Fire Safety**

Unknown at this time

### **++Search and Rescue**

Unknown at this time

## Verona



### *Performance and Design*

Overlooking the infamous “Boot Hill”, this up and coming area challenges the creative part of your mind. Verona will teach scouts to speak in front of a group, communicate effectively and create something out of nothing. We aim to sharpen a scout’s artistic abilities while pushing them to design bigger and better things. Verona just offers a handful of ways that scouts can find their calling at Camp Napowan

**Merit Badges:** Art, Communications, Game Design, Music, Painting, Photography, Public Speaking

### **Art**

No prerequisites. All activities can be completed at camp. This badge makes scouts aware of different ways of presenting ideas using a variety of artistic mediums and methods. Art supplies and paper supplied. Recommended for all campers.

### **\*Communications**

Unknown at this time

### **++Game Design**

Unknown at this time

### **Music**

No prerequisites, although some options for requirement 3 can be completed prior to camp and can count toward a scout earning the badge with proper scout leader verification. This badge invites scouts to learn about music either through an instrument or their own voice. Prior musical experience is welcome but not necessary. Recommended for all campers.

### **Painting**

No prerequisites. All requirements can be completed at camp. After learning painting basics and safety, scouts will have the opportunity to complete various painting projects around camp. Recommended for all campers.

### **Photography**

No prerequisites. All activities can be completed at camp. Scouts learn basic photography theory and technique before embarking on a photojournalism project around camp. Pictures are showcased in a campwide presentation at the end of the week. Recommended for all campers.

### **Public Speaking**

No prerequisites. All requirements can be completed at camp. Scouts are coached to develop speaking ability and poise before giving speeches of varying lengths and topics. The badge also focuses on parliamentary procedure. Recommended for third year campers and older.

## ++Skynet



### ***Bringing Tech to the Great Outdoors***

Skynet was new to camp in 2014. Located in the brand new computer lab overlooking scenic Lake Napowan is the home to the new Science Technology Engineering and Mathematics center, otherwise known as the S.T.E.M. Lab. This area will host 4 new merit badges; Cinematography, Fingerprinting, Chemistry and Architecture as well as the location of the NOVA program which will offer a different S.T.E.M. NOVA award each year!

**Merit Badges:** Architecture, Chemistry, Fingerprinting, Movie Making, Nova Award

### **Architecture**

No prerequisites. All activities can be completed at camp. Scouts will learn about architecture terms and techniques and will tour buildings around camp to get a sense of architecture in action. Afterward, scouts will use what they have learned to make a scale drawing of a camp building. Recommended for second year campers and above.

### **Chemistry**

No prerequisites. All activities can be completed at camp. Scouts will learn about chemistry, specifically how it is present in everyday life. Scouts will take part in multiple experiments and will construct artifacts that demonstrate chemical principles. Recommended for third year campers and older.

### **Fingerprinting**

No prerequisites. All activities can be completed at camp. Scouts will learn about the science of fingerprints and the use of fingerprinting in crime investigation. They will also have their own prints taken. Recommended for all campers.

### **Movie Making**

No prerequisites. All activities can be completed at camp. After learning basic techniques and terms common to movies and moviemaking, scouts will work in groups to create their own work using cameras and video editing software. Recommended for all campers.

### **Nova Award-SHOOT**

## Special Programs



Special Programs at Camp Napowan include a variety of challenges and experiences for all Scouts and Leaders. C.A.P. (Camper Activity Program) is an activity for first year Scouts and Leaders that involves the whole camp! Scouts pick up the C.A.P. form from the Camp Office (or print from home) on the first day and are then sent out to the camp to complete the requirements at every area on camp. A traditional ceremony for all that completed the challenge is held at the end of each week.

Scouts that are 14 and older will have to opportunity to sign up for activities, events, competitions and merit badges with our newly developed Older Scout Program. As Described under the C.O.P.E. area on this page. There is never a dull moment on camp after you have completed a bulk of the Merit Badges offered!

Other programs available are: S.T.E.M. Award and Online Leader Trainings at Skynet, and the blast from the past - Scoutmaster Merit Badge!

## Napowan Eagle Expedition



Have your scouts who are interested in rank advancements pick up their Eagle Expedition Passport (Troop 23 brings these along) at the beginning of the week! At 4:00 pm, a different Area will be holding a class on a requirement from tenderfoot and on each day! This is a great opportunity for new scouts to earn requirements to get them moving on the expedition to their Eagle rank!

## Other Merit Badges Available at Camp

### **\*First Aid**

Prerequisites: Requirement 1. (Having the requirements signed off but not having a current knowledge of the requirements for Tenderfoot, Second Class & First Class is not acceptable). Scouts gain a comprehensive knowledge of first aid techniques. Instruction focuses around hands-on learning and demonstrations. Recommended for second year campers.

### **\*Horsemanship**

No prerequisites. All requirements can be completed at camp. Scouts will need to sign an activity waiver upon arrival at camp. Horsemanship teaches scouts all about horses – their habits, diet, typical behaviors, and proper care. Scouts will also have the opportunity to ride horseback and will have to practice and successfully demonstrate seven different riding maneuvers. This Merit Badge is taught 1 mile off camp at Camp LuWiSoMo: Napowan does not provide transportation to the stables. A fantastic camp opportunity recommended for all campers!

### **Salesmanship**

No prerequisites. All activities can be completed at camp. Scouts learn about effective salesmanship and complete a sales project that includes marketing a product, planning for a sales event, and executing the plan. Recommended for third year campers and older.

## Special Awards Available to Earn

### **BSA Lifeguard**

Prerequisites: Must be 14 years old or completed eighth grade at the time of start, CPR certified, and be able to swim 400 yards, pass the swimmer test. BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim Defense and Safety Afloat Guidelines establishes the needs for qualified supervision. An adult currently certified as a BSA Lifeguard, or an adult leader assisted by a Scout holding this certification, meets this requirement. Adults who already hold BSA Lifeguard certification may qualify as BSA Lifeguard counselors. The camp aquatics director has more information. This program is recommended for third year campers and above with strong aquatic knowledge, skills and interest. This program is open to qualified adults. To be certified as a BSA Lifeguard, you must be certified in CPR. Participants in this program will spend substantially all their time at the waterfront.

### **BSA Snorkeling**

Prerequisites: Pass the Swimmer test. Recommended for all Scouts.