

**CAMP MARRIOTT 2017
PROGRAM INFORMATION
WEEK 2**

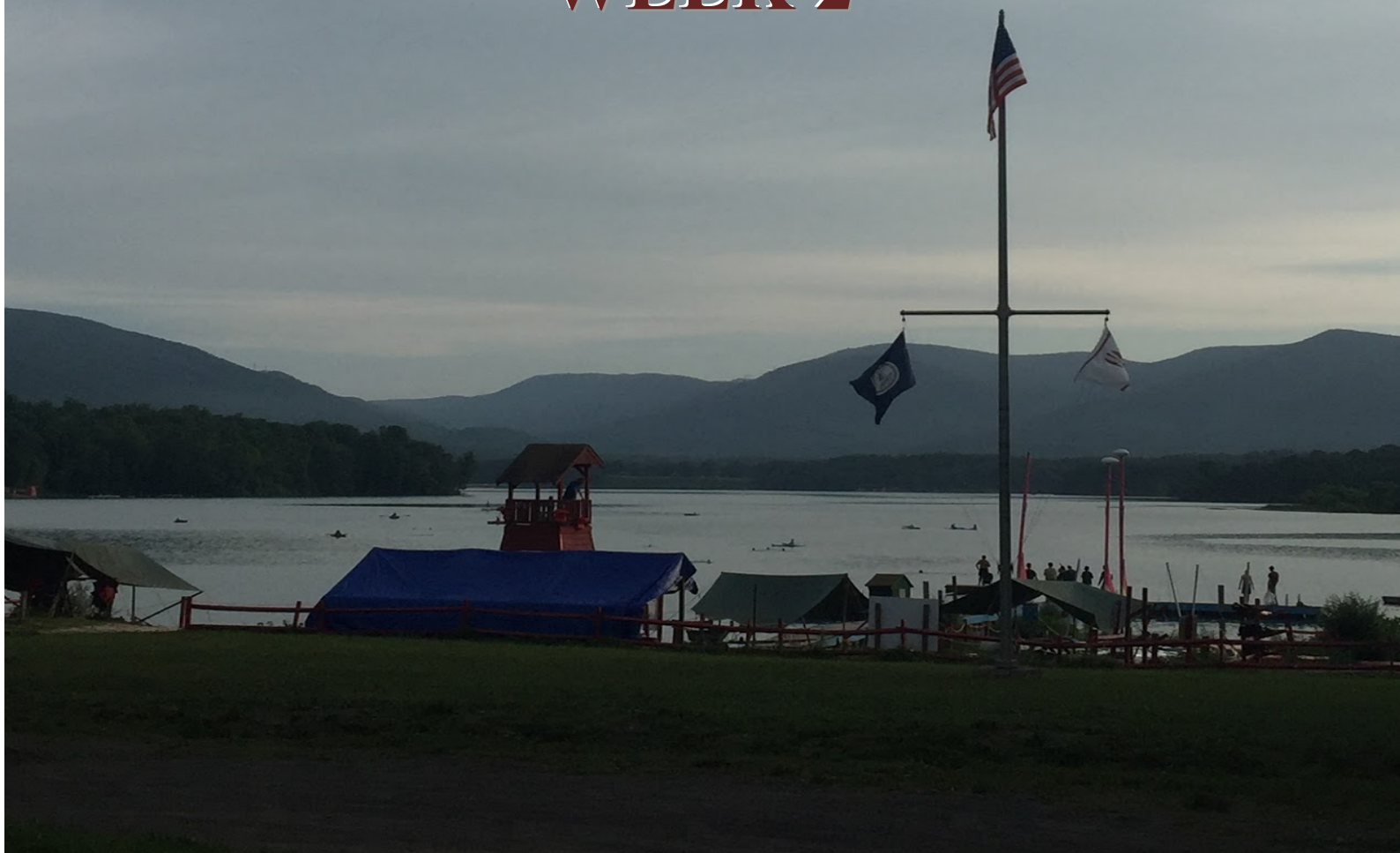


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Greetings Scoutmasters and Adult Leaders,

Welcome to the Camp Marriott 2017 Camping Season! We are very excited to bring you this year's Camp Marriott summer program. Our goal is to provide a high quality program for every participant by creating meaningful experiences to form a basis for personal growth, and for the Troop to grow and develop as a team through active involvement in the Patrol Method. We believe that the success of a participant at camp is not dependent on whether they complete badges, but rather on what they can learn from their time at camp as a whole experience.

The Camp Marriott leadership has developed another year of unique program based on critiques and feedback from units that came to camp in 2016, and well as from the Camp Marriott senior leadership team. We have added brand new merit badges; American Heritage, Law, Medicine, and Sustainability and have brought back BSA Lifeguard and Paul Bunyan Woodsman as options for older scouts. Our New Scout program has been enhanced to better reflect the advancement of new scouts, and our Adult Leader opportunities rejuvenated to give more opportunities to adult leaders around camp.

Our facilities are also being enhanced step by step to make Camp Marriott look even better. During the course of the off-season we are making plans to add more signs around camp, upgrade Aquatics, the Campfire Circle, and the OJ Coral area.

As you are going through this guide and have any questions about merit badges, schedule changes, or anything in general, we are always here to help. Please feel free to contact us via email (campmarriott@gmail.com) or on Facebook @CampMarriott. As always, we are here to go the Extra Mile for you and your unit.

Thank you for joining us this summer to help us celebrate our 50th summer of operation in style! We hope that you and your unit have a great experience and feel the passion that we have put into this summer's program.

Yours in Scouting,

Matthew Anderson

Matthew Anderson
Camp Director, Camp Marriott

Area	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	
Aquatics	Canoeing A	Canoeing B	Canoeing C	Small Boat Sailing		Free Swim & Open Boating	
	Kayaking A	Kayaking B	Kayaking C	Rowing A	Rowing B		
	Lifesaving A		Lifesaving B		Lifesaving A&B		Free Swim & Open Boating
	NSQ Swimming	Swimming B	Swimming C	--			
	Inst Swim A	Inst Swim B	Inst Swim C	Water Sports A			Water Sports B
	BSA Lifeguard			BSA Lifeguard			
Eagle's Eyrie	Cooking A	--	Cooking B	Law	Citizenship in the World C	Cooking C	
	Citizenship in the Nation A	Citizenship in the World A	Citizenship in the Nation B	Communications B	Personal Management B	Citizenship in the Nation C	
	Personal Management A	Communications A	Citizenship in the World B	--	--	American Heritage	
Ecology	Bird Study	Medicine	Forestry	Archeology	--	Astronomy	
	Geology	Soil & Water Conservation	Chemistry	Mammal Study & Weather	Environmental Science B	Oceanography	
	Environmental Science A	Fish and Wildlife Management A	Space Exploration	Fish and Wildlife Management B	--	Sustainability	
Handicraft	Leatherworking A	Leatherworking B	Pulp and Paper	Leatherwork C	Leatherwork D	Open Program (Art, Basketry, and Fingerprinting)	
	Wood Carving A	Wood Carving B	Open Program (Art, Basketry, and Fingerprinting)	Wood Carving C	Wood Carving D		
	Pottery A	Photography		Indian Lore	Pottery B		
New Scout Quest	Please see Separate NSQ Activity Schedule						
Scoutcraft	Camping A	Pioneering		Camping B	Geocaching B	Backpacking & Hiking	
	Emergency Preparedness		First Aid B	First Aid C	Fishing B	--	
	First Aid A	Fishing A	Wilderness Survival A	Search and Rescue		Orienteering	
	Geocaching A	Signs, Signals, and Codes	Fire Safety	Paul Bunyan Woodsman	Wilderness Survival B	Wilderness Survival C	
Shooting Sports	Archery A		Archery B	Archery C		Archery Merit Badge Shoot	
	Rifle A		Rifle B	Rifle C		Rifle Merit Badge Shoot	
	Shotgun A		Shotgun B	Shotgun Merit Badge Shoot			
Specialty	--		Welding	Welding B		--	

Evening Program Schedule

Area	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Canoeing Overnighter (W/Scoutcraft)	Free Swim	Mile Swim	Merit Badge Makeups	NO EVENING PROGRAM
	Safe Swim Defense/Safety Afloat Training				
Eagle's Eyrie	LDS Fireside Other Appropriate Camp Activities Will Be Announced By The Camp Director	American Heritage Movie Night	Cooking Time for Cooking Merit Badge	Merit Badge Makeups	
Ecology		Program Night	--	(Bird Hike)	
		Star Party		Rocket Launch	
Handicraft	Open Program	Open Program	Open Program		
Scoutcraft	Canoeing Overnighter (W/Aquatics)	Wilderness Survival Overnighter	Backpacking Overnighter	Merit Badge Makeups	
			Leave No Trace/Trek Safely Training		
	Open Program				
	Orienteering Event		Orienteering Event		
Shooting Sports	Other Appropriate Camp Activities Will Be Announced By The Camp Director	Open Shoot	Open Shoot	Merit Badge Makeups	

Other Programs

Area	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	Notes
ATV	--			ATV Session Begins. From 2PM-8PM Dinner Provided at Camp Post			Begins on Monday Afternoon
Climbing	Climbing A	Climbing B		Climbing C	Climbing D		Begins on Monday Morning
COPE	COPE Morning Section			COPE Afternoon Section			Begins on Monday Morning

Other Programs Evening Program

Area	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
ATV	NO PROGRAM	ATV Continued	ATV Continued	ATV Continued	ATV Continued	NO PROGRAM
Climbing		Open Climb	--	Open Climb	Merit Badge Makeup	
COPE		NO EVENING PROGRAM				

Merit Badge Sign-Ups

Most merit badges require online sign-up. To guarantee a spot in a course, sign up online through the registration system. Troop leaders can use the system to register Scouts, pay for each attending Scout and Adult, and register for programs.

What You Can't Sign Up For Online

A few very limited badges are signed up for at camp. This is to ensure that everyone has a fair chance to enroll in those badges. The following badges must be signed up for on the first day of camp:

- Water Sports
- Small Boat Sailing
- Welding

A sign-up sheet will be posted on the Administration building at 8:00 PM on Saturday evening. Scouts selected for those merit badges based will be posted on Sunday by 9:00 AM. **The Program Director will make selections for those classes based on Age, Rank, and Years at Camp.** This is to ensure that older scouts have the ability to take part in merit badges that are more challenging and offer different learning levels.

Also, all open program activities do not require pre-registration. All are welcome. These include:

- Open Program Sections (please bring a signed blue card)
- Free Swim
- Open Boating
- Instructional Swim

Last Minute Schedule Changes

We understand that in some cases, Scouts will need to make last-minute changes to their schedule. Most of our classes are flexible within reason, except for those with limited equipment, such as boating courses. Scouts who need to change their schedules should go to the course for which they wish to switch into and just let the instructor know they are switching in. As long as there is space, there should not be a problem. Should a problem arise, the Area Directors can be of assistance.

We do ask that any Scout(s) who is adding the Shotgun merit badge do so as soon as possible. There is a fee per scout who wishes to join this badge. That fee will need to be added to the troop's fee statement prior to financial reconciliation with the Camp Director or designee. Adding a scout to Shotgun will be cut off on Tuesday morning.

Program Descriptions

The following pages are the comprehensive list of all program opportunities that Camp Marriott is offering for the 2017 season. The merit badges are broken down by program area (Aquatics, Eagle's Eyrie, Ecology, etc..) and in alphabetical order. Prerequisites as of December 1, 2016 will be listed with the merit badges we are offering. Any changes in prerequisites will be listed online at the Camp Marriott website (<http://www.ncacbsa.org/outdoors/goshen-camps/camp-marriott/>) All merit badges except for Small Boat Sailing, Water Sports, and Welding can be signed up for online through the registration system. Some of the items listed will not be merit badges, instead they are program opportunities such as BSA Guard, Free Swim, Mile Swim, etc.

Key

(E) - Eagle Required

(S) - Requires Materials

Prerequisites*

Some Merit Badges have requirements which cannot (or should not) be completed at camp. These requirements may be completed before or after camp, but in order to complete the badges at camp, we will need evidence of completion of prerequisites. We require:

If it says to do something (such as cook a meal, meet with your family, etc....)

Bring a note from an adult who was there and can verify completion of that requirements (I.E. family member, scoutmaster, troop adult leader, etc....). Pictures are not required, but are awesome!

If it says to make something (such as prepare a survival kit, make an exercise plan, etc....)

Bring what you made to show your counselor! This includes written products such as personal fitness plans, and other documents.

*Prerequisites in this document are as of December 1, 2016 and could be subject to change in 2017 if Merit Badge requirements are changed by National Council. All changes will be listed on the Camp Marriott website (<http://www.ncacbsa.org/outdoors/goshen-camps/camp-marriott/>).

Aquatics

****Please Be Aware, Scouts Must Pass BSA Swimmer's Test to Take Aquatics Merit Badges****

BSA Lifeguard - A challenge for medium to advanced swimmers to train with the Camp Marriott Lifeguard Staff to earn their BSA Lifeguard certification. Scouts who wish to take this course MUST BE 15 YEARS OLD.

Prerequisites: 1

Canoeing Merit Badge - Learn skills necessary to canoe with confidence and style.

Prerequisites: NONE

Free Swim - Come cool off in the lake during the afternoons! Be sure to bring a buddy. All levels of swimming ability are welcome.

Instructional Swim – This is not a Merit Badge. Perfect for those who are learning to swim or are becoming accustomed to swimming in a lake. Focuses on basic swimming skills instruction with completing the BSA swimmer's test in mind.

Kayaking Merit Badge - Flat water kayaking with instruction dedicated to other types you may experience. A good sense of balance helps!

Prerequisites: NONE

Lifesaving Merit Badge (E) - A good challenge for older scouts with powerful swimming skills, teaching basic water rescue skills and knowledge. Love sleeve button down shirt, pants, belt, socks, and shoes need to be brought to camp for Requirement 9.

Prerequisites: 1a

Mile Swim - Takes place Wednesday night at Aquatics. Participants should line up at the Aquatics fence by 6:45 so all swimmers can get into the lake by 7:00 PM and everyone can finish by evening flag retreat.

Prerequisite: 3

Open Boating - Check out a boat and enjoy the serenity of the lake! Make sure you bring a buddy. Must be a swimmer to use a canoe or a kayak or pilot a rowboat. A beginner can be a passenger in a rowboat with an adult who is a swimmer and a buddy.

Paddlecraft Safety Certification - Must be 16 years or older. A good class for Adult Leaders who want to learn how to keep their troop safe, and secure on canoeing and kayaking trips. Useful skills and instruction for those wanted to lead their own water-based troop. Concludes with a written test!

Rowing Merit Badge - Instruction on how to pilot a rowboat and other rowing craft effectively. Good workout for those inclined to strengthen their arms.

Prerequisites: NONE

Small Boat Sailing Merit Badge – This badge is recommended for scouts 13 years or older. An especially fun merit badge that teaches sailing on a single multi-hulled vessel shorter than 25 feet in length. Requires a good observer with coordination to do well. Limited class size due to limited space!

Prerequisites: NONE

Swimming Merit Badge (E) - Intermediate swimming instruction on the finer points of in-water locomotion and safety. In addition to being Eagle-required, Swimming satisfies a number of Second and First Class Rank requirements!

Prerequisites: NONE

Swimming & Water Rescue Certification - Must be 16 years or older. A good class for Adult Leaders who are interested in learning basic water rescue skills and knowledge for troop swimming outings. Must have strong swimming skills to do well. Concludes with a written test.

Water Sports Merit Badge - Must be 14 years or older. A challenging course that uses balance and ability as well as arm strength to see if scouts can stand up on their own while water skiing around Lake Merriweather!

Prerequisites: NONE

Eagle's Eyrie

American Heritage Merit Badge- Scouts will learn about the rich culture and heritage of the United States of America from our founding in 1776 to present day, and what things in our past have developed our current traditions.

Prerequisites: 3c, 4

Citizenship in the Nation Merit Badge (E) - Scouts will learn about what it takes to be a good citizen in the United States of America. Be prepared to participate as well as write on multiple days.

Prerequisites: 2, 3

Citizenship in the World Merit Badge (E) - Scouts will learn about being good world citizens by learning about their responsibilities as such and the responsibilities of other people around the world. Be prepared to participate in class!

Prerequisites: NONE

Communication Merit Badge (E) - Scouts will learn the importance of good communication and how vital communication is to our everyday lives. Be prepared to write a 5-minute speech, an advertisement, and have discussions. Pencil and paper must be brought everyday!

Prerequisites: 8

Cooking Merit Badge (E) - Scouts will learn the skills to safely handle and prepare food, and develop the basic skills required to make a meal.

Prerequisites: 4, 6

Law Merit Badge- Learn about legal traditions from the dawn of civilization to our present legal codes, how our civil and criminal laws were developed, and the types of careers in the legal field. Be prepared to participate in a Mock Trial!

Prerequisites: 4, 7

Personal Management Merit Badge (E) - Learn the basic life skills of managing personal finance, making budgets, and managing your time.

Prerequisites: 1a, 1b, 2, 8

Ecology

Archeology Merit Badge - Before written history, we only have one way to discover our past and how we developed into our modern societies. This badge is recommended for Scouts 13 years or older.

Prerequisites: NONE

Astronomy Merit Badge - Addresses the allure of reaching beyond our own world into the uncharted frontier of space! Scouts must be available for several nights to participate in a star party on clear nights.

Prerequisites: 5b

Bird Study Merit Badge - Learn about the diversity and impact of birds in the environment. This is a time-consuming merit badge!

Prerequisites: 5

Chemistry Merit Badge - Explore and experiment with the behaviors and interactions of chemicals we use in our everyday lives. See how chemistry is used in the world.

Prerequisites: NONE

Environmental Science Merit Badge (E) - Learn about the relevance of the scientific view of Nature. This is a time-consuming merit badge. This badge is recommended for Scouts 13 years or older.

Prerequisites: 3e.1, 3e.2

Fish and Wildlife Management Merit Badge - Learn about the sport of fishing and how various fish and animal populations are managed.

Prerequisites: 5

Forestry Merit Badge - Learn about the importance of forests to humans and wildlife, and how they are managed.

Prerequisites: NONE

Geology Merit Badge - Even the rocks have a story to tell

Prerequisites: NONE

Mammal Study & Weather Merit Badges - Find out how mammals play in the ecosystem, and learn about the basics of predicting and tracking weather patterns. These merit badges are combined into an hour block since both can be completed in about half of the week. These are good merit badges for young and new scouts.

Prerequisites: 9 of Weather

Medicine Merit Badge - Learn about the men and women who shaped the medical field, how our modern medical system works and what kind of specialties there are in the medical field.

Prerequisites: 7a, 10

Oceanography Merit Badge - An opportunity to study the greater part of the Earth. Strongly not recommended for first year scouts.

Prerequisites: NONE

Soil and Water Conservation Merit Badge - Learn about the underlying reason for our survival.

Prerequisites: NONE

Space Exploration Merit Badge (\$) - How are we getting into space and what do we do once we're there? In addition to learning all about space, Scouts will build a model rocket and launch it on Thursday night as part of this merit badge. Cost of materials is about \$15.

Prerequisites: NONE

Sustainability Merit Badge (E) - Learn about all the ways to live a sustainable lifestyle and how we as humans impact our ecosystem.

Prerequisites: 2, 4, 5a

Handicraft

Art Merit Badge - Open Program - Get creative! A good merit badge for any Scout. Allows Scouts to produce creative work.

Prerequisites: 6

Basketry Merit Badge - Open Program (\$) - Learn about baskets and make woven souvenirs to take home! Projects include a round basket, a square basket, and a small stool. To avoid confusion, please wait and buy materials at camp. This badge can call for the Scouts to put in extra work. Cost of materials \$15 to \$25.

Prerequisites: NONE

Fingerprinting Merit Badge - Open Program - Learn about fingerprints and how we have come to use them today.

Prerequisites: NONE

Indian Lore Merit Badge (\$) - Good for any Scout with an interest in Native American History. Cost of materials \$7 to \$15

Prerequisites: NONE

Leatherwork Merit Badge (\$) - Learn about leather and make some souvenirs to take home! Projects include a knife pouch, and a segment of woven gimp. Cost of materials \$7 to \$15.

Prerequisites: NONE

Photography Merit Badge - Good for Scouts that like technology, and wish to learn the basics of photography. Scouts are encouraged to bring their own digital camera if possible. Bring a flash drive for photo sharing.

Prerequisites: NONE

Pulp and Paper Merit Badge - A giant industry that is often taken for granted. Learn about and try out the art of papermaking!

Prerequisites: NONE

Pottery Merit Badge - Learn about the art of pottery and ceramics. Use a pottery wheel, kiln, and sculpting tools to make art!

Prerequisites: NONE

Wood Carving Merit Badge (\$) - Learn about the hobby of carving and make carved souvenirs to take home! Projects include a relief carving and a neckerchief slide. Cost of materials \$5 to \$10.

Prerequisites: 2a

New Scout Program

The Camp Marriott New Scout Program is our program for Scouts who have recently crossed over from Cub Scouts or have just joined the Boy Scouts. This is a sampler plate of Scouting and Boy Scout Camp for those who want to experience all the basics or for those who are not sure what they want to do at camp.

As part of this program, Scouts will have the opportunity to earn their Totin' Chip, Firem'n Chit, and up to three merit badges. Scouts will also work on their skills and rank advancement requirements in the areas of first aid, knots & lashings, map & compass, and ecology. A 5-mile hike, overnighiter, 1-mile orienteering course, and bird hike are included as well.

The program schedule and options for the New Scout Program are located in a separate program information guide specifically for the New Scout Program.

To register for this program, select New Scout Program when registering online. All merit badges and skill sessions for this program will be signed up for at camp.

Scoutcraft

Camping Merit Badge (E) - Offers an introduction to many basic outdoor skills; including trip planning, packing, Leave No Trace, basic land navigation, and gear familiarization. Difficult to complete at camp, requirement 9b can be completed on the optional canoeing overnighter.

Prerequisites: 4b, 5e, 7, 8c, 8d, 9a, 9b*

Backpacking Merit Badge - Learn about the basics of backpacking; how to read a map, pack a backpack, shoulder a pack, and how to disperse and carry gear while on trek.

Prerequisites: 9, 10, 11

Emergency Preparedness Merit Badge (E) - Introduces Scouts to various aspects of emergency planning and response, including advanced first aid, search and rescue, backcountry emergency response, and emergency prevention and recovery. This class is 2 hours daily. Good for older Scouts. Need to have the First Aid Merit Badge, certification or skills prior to camp. Need to bring a personal emergency kit to camp.

Prerequisites: 1, 2b, 2e, 8b

Fire Safety Merit Badge - Teaches both skills in safe fire building in a camping environment and basic fire science and fire prevention. Good for any scout!

Prerequisites: 6a, 11

First Aid Merit Badge (E) - Teaches basic first aid for common injuries and medical emergencies that Scouts may face. Not recommended for first year Scouts.

Prerequisites: 2d

Fishing Merit Badge - Learn about the sport of fishing, what knots to tie while fishing, and even how to clean and cook a fish! Scouts need to spend time outside of class fishing to catch a fish for requirement 9

Prerequisites: NONE

Geocaching Merit Badge - Geocaching is kind of like treasure hunting with a GPS! Find and place geocaches while learning about geocaching culture and practices. It is a good idea to bring trinkets (like toy soldiers) so you can trade!

Prerequisites: NONE

Hiking Merit Badge (E) - Offered along with Backpacking Merit Badge. This section is for scouts who have completed the hiking prerequisites and need to meet with a counselor to complete the merit badge. Scouts must bring the prerequisite documents to earn badge.

Prerequisites: 4, 5, 6

Leave No Trace Awareness Training - For Adult Leaders who want to learn or review the basic Leave No Trace guidelines and learn new techniques for putting these guidelines into action on Troop campouts and events.

Orienteering Merit Badge - Teaches the sports of orienteering and the principles of land navigation. Requires 2 nights of evening program to complete orienteering courses. Compass recommended.

Prerequisites: NONE

Paul Bunyan Woodsman - An award offered to Scouts who want to learn advanced handling of axes, hatches, and bow saws. Recommended for older Scouts, must have the Totin' Chip to take course.

Prerequisites: Totin' Chip

Personal Fitness Merit Badge (E) - Offered during evening open program for Scouts who have already completed their prerequisite requirements and need to work with a counselor to earn badge. Must bring prerequisite document to camp.

Prerequisites: 6, 7, 8

Pioneering Merit Badge - Teaches Scouts knot tying, lashings, rope care, and advanced rope techniques so that by the end of the week, they can design and construct a large-scale pioneering project. This class is 2 hours daily. Good for older Scouts.

Prerequisites: NONE

Signs, Signals, and Codes Merit Badge - Learn about the importance of signs, signals, and codes in the past as well as during our current age.

Prerequisites: 7

Search and Rescue Merit Badge - Teaches Scouts the theory and practice of search and rescue. This badge is recommended for scouts 13 years of age and older.

Prerequisites: NONE

Trek Safety Certification - This BSA certification training for Adult Leaders goes over basic protocols and useable techniques for minimizing risk on extended outings, especially this in a backcountry setting.

Wilderness Survival Merit Badge - Teaches Scouts survival mentality, fire craft, improvised shelter techniques for different environments, and signaling and rescue readiness. On Tuesday night, Scouts will hike up the mountain and spend a night in a shelter they have constructed. Recommended for older Scouts.

Prerequisites: 5

Shooting Sports

Archery Merit Badge - Learn the fundamentals and safety involved with archery. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Not recommended for first year Scouts.

Prerequisites: NONE

Merit Badge Shoot - A shooting session reserved for those taking Archery, Rifle or Shotgun Merit Badges who need to qualify. Scouts in those badges are highly encouraged to leave time in their schedules to participate to earn the badge.

Open Shoot - A shooting session for anyone who wants to shoot. Adults please feel free to come and shoot!

Rifle Shooting Merit Badge - Learn the fundamentals and safety involved with rifle shooting and handling. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Not recommended for first year Scouts.

Prerequisites: NONE

Shotgun Shooting Merit Badge – This badge is recommended for Scouts 13 years or older, though largely dependent on size of Scout. Learn the fundamentals and safety involved with shotgun shooting and handling. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Not recommended for first year Scouts.

Prerequisites: NONE

Specialty Area

Welding Merit Badge - Learn the fundamentals and techniques of welding, along with how to safely work with welding equipment. Recommended for older Scouts.

Prerequisites: NONE

Offered At Camp Post

ATV Rider Program - Explore the beautiful scenery of Goshen Scout Reservation while learning how to safely operate an All Terrain Vehicle. This program runs from 2:00 PM to 8:00 PM at Camp Post. Dinner is provided at Camp Post. Participants must bring a long sleeve shirt and long pants.

*****PARTICIPANTS MUST BE 16 YEARS OLD TO PARTICIPATE*****

Climbing Merit Badge - Learn about the fundamentals and basics of climbing, belaying, and climbing safety. Classes take place in hour and a half sections at Camp Post climbing wall.

Prerequisites: NONE

C.O.P.E - Learn leadership skills and games with out Scouts at Goshen Scout Reservation. Classes take place either all morning or all afternoon at Camp Post.